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# **NEWSLETTER**

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### THE PROJECT

The MONA project, which started in 2019, intends to bring a young audience closer to culture. Using modern technology with emphasis on augmented and mixed reality, an integrated educational program will be developed in four museums in Europe for the target audience school communities.

The use of new technologies enables new ways for school groups to approach a museum and creates an extraordinary, charming and enjoyable learning process through experimental practice and play.



### THE PARTNERS

museums

universities

schools

technical organizations

### THE OUTCOMES

GUIDE to museum education with the use of modern technology

VIRTUAL GUIDED TOUR platform

INTERACTIVE GAME with AR / MR

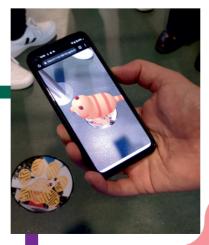
SMART DEVICE APP for combining the above

## 2nd In Person Transnational **Project Meeting**

as it made progress towards finalising oneself and discover its content. the intellectual outputs and had the chance to test the Game with the use of Augmented Reality inside the Karikaturmuseum Krems.

## Augmented and Mixed Reality Games Project Application (both Web and Android)

What a fantastic meeting in Krems an Looking for amazement? Then you have to take a der Donau, at the premises of look to the pictures displayed. NEMO Science Kunstmeile Krems Museum! The Museum and the Karikaturmuseum Krems have meeting was an important step for the nearly finalised their game experience for their consortium of "MonA Project" to take young audience. By scanning certain pictures before reaching the end of the project, inside the museum, the visitor is free to express



Do you want to experience all of our work from one place, The univeristy of IMC Krems is currently developing the Application where the user/ visitor will be able to access all of our outputs. Stay tuned to learn more!















