

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

4 museums

2 universities

2 schools

2 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

What a fantastic meeting in Krems an der Donau, at the premises of Kunstmeile Krems Museum! The meeting was an important step for the consortium of "MonA Project" to take before reaching the end of the project, as it made progress towards finalising 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

Looking for amazement? Then you have to take a look to the pictures displayed. NEMO Science Museum and the Karikaturmuseum Krems have nearly finalised their game experience for their young audience. By scanning certain pictures inside the museum, the visitor is free to express oneself and discover its content.



Project Application (both Web and Android)

Do you want to experience all of our work from one place, The university 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!

