Media, Cognition and Learning Research Group

Eleni A. Kyza

Associate Professor in Information Society

Department of Communication and Internet Studies

Cyprus University of Technology

Eleni.Kyza@cut.ac.cy

http://mcl.cut.ac.cy

May 2021

Horizon Europe   --- CL2: Culture, Creativity, and Inclusive Society, Destination 2 & 3

Idea Pitch

Destination 2
CLS2-HERITAGE-2021-01-04 (*Games and culture shaping our society*) &
CLS2-HERITAGE-2021-01-07 (*Preserving and enhancing cultural heritage with advanced digital technologies*)

Destination 3
CL2-TRANSFORMATIONS-2021-01-07 (*Integration of emerging new technologies into education and training*)

Challenge

- 88% of respondents to Eurobarometer 466 (n=27881) are favorably predisposed to learning about cultural heritage (CH); however, two of the top four barriers to visiting CH sites are lack of interest and lack of information.

Opportunity

- Cultural heritage sites visits are often pursued in school field trips or family outings. Supporting these two types of activities with digital technologies for learning, collaborating and interacting around CH can promote the goals of CH.
- There is little empirical grounding of such efforts and few such context-based applications.

Proposal

- Emerging technologies, like augmented reality, can connect CH and visitors at a CH. Scaffolded gamified activities can promote dialogue and interaction about cultural artifacts and sites.
- Designing for intergenerational interaction can create incentives for engagement and promote sustainable, long-term interest. These experiences should be fun & playful, but should also provoke reflection, foster an appreciation of culture, and promote action to protect and celebrate our heritage.
- A multi-disciplinary team is required for these purposes, consisting of CH experts, educational technologists, computer scientists, learning scientists, etc.

Who we are

Past work

▪We have been investigating educational technologies and technological platforms to support learning in formal and informal settings.

▪Our recent work has examined how to use an AR platform we designed to help young children learn about the Neolithic settlement of Choirokoitia in Cyprus, with positive results reported.

▪In other work, we designed and empirically validated CompARe, a gamified, mixed-reality platform to support students in visiting a unique 6th century ceiling mosaic.

▪These interventions use mobile devices, such as tablets, connected to WIFI, and AR or mixed-reality interfaces to support collaboration around the solution of a cultural-related challenge.

Possibilities for collaboration

▪Educational technology design

▪Learning support

▪Co-creation and multi-stakeholder collaboration

▪Scaffolding reflection, dialogue and engagement in formal and informal settings
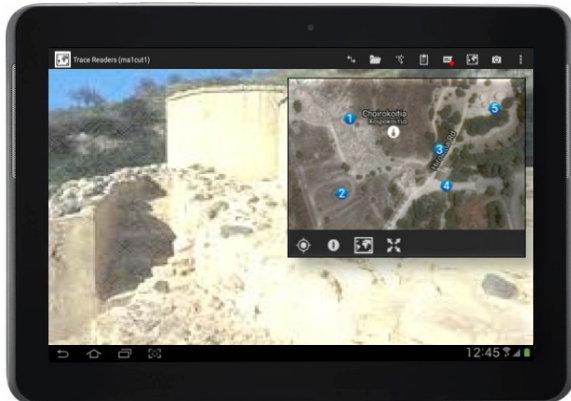
Young Archaeologists
Tracing the footsteps of Angels
Digital Storytellers
Mystery at the Lake

Media, Cognition and Learning Research Group

- The Media, Cognition and Learning (MCL) Research Group at the Cyprus University of Technology examines the impact of novel digital technologies, such as augmented reality, on learning, teaching and communication.

Augmented reality technologies for learning	Co-design & participatory design	Computational thinking, scientific literacy and technology	Computer Supported Collaborative Learning (CSCL)
Design of technology-enhanced learning	Game-based learning	Immersive technologies for learning	Learning with new technologies in cultural heritage settings
Reform-based professional development & teacher learning	Reflective inquiry	Scaffolding learning	Scientific and media literacy practices

- Some keywords: Co-creation, participatory design, scaffolding learning in informal contexts, collaboration

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For more information contact

Dr. Eleni Kyza @ Eleni.Kyza@cut.ac.cy

Or visit our web page at **http://mcl.cut.ac.cy**