



4D CULTURE

Dress Up Dance and Dive into Culture



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About us

4DCulture is a multidimensional project, in which the knowledge and practices of different fields are combined in order to create a multilevel educational tool, inspired by the lessons of cultural geography, and the potential which lies within the new means of representation and interaction that VR technology can provide.

The main goal is to use state of the art technology as a means of reviving in a contemporary way cultural aspects of the past. The project's outcomes are articulated in such a way as to assure a result which will respect the different cultures, have strong pedagogical virtues and, at the same time, provide users with an innovative experience. So, the project is about to follow a new pathway to the educational experience targeted to the sectors of textiles, dancing, history, folklore and ethnography by introducing the elements of motion and visualization into a digital, multi - disciplined learning approach.



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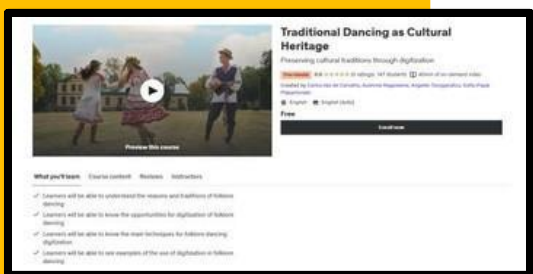
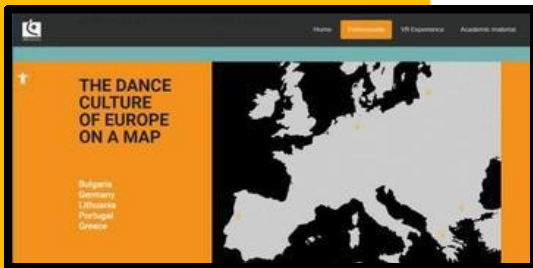
VR Application – VR Experience

The Virtual Reality Application, which is created in the framework of the 4D Culture project, is a digital tool that is designed to serve educational purposes by focusing on ethnographic and folklore objects.

Through the use of the most up to date technological means users are offered a distance learning experience with information and interactive visualizations related to traditional costumes and dancing.

Anyone can access this tool visiting the website <https://platform.4dculture.eu>. By clicking the segment "VR Experience" visitors have the opportunity to download free the application to their pc and if they have a VR headset they will be able to observe and examine the digital environment, to interact with its elements and be informed about their functionality and history.

In this way, by using the "4D Culture VR Ready Application", participants are able to feel they actually take part in a living experience that is no longer physically available. This is the innovative difference between a mere depiction and a VR learning experience. Thus, students have the opportunity to explore and shape the educational content themselves, based on their personal desires and abilities.



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MOOCs

As much fun as the term MOOCs may sound, it is just as fun to learn through this teaching method.

Practically, MOOCs are also a distance learning practice where those interested can watch the videos and the material posted by the instructors on the 4D Culture platform, in their own time and place, through their computer. Anyone can find MOOCs visiting the website <https://platform.4dculture.eu/academic-material/>.

So far, the MOOCs that have been posted are related to "Traditional Dancing as Cultural Heritage" and "Traditional Costumes as part of Cultural Heritage" – preserving cultural traditions through digitization.

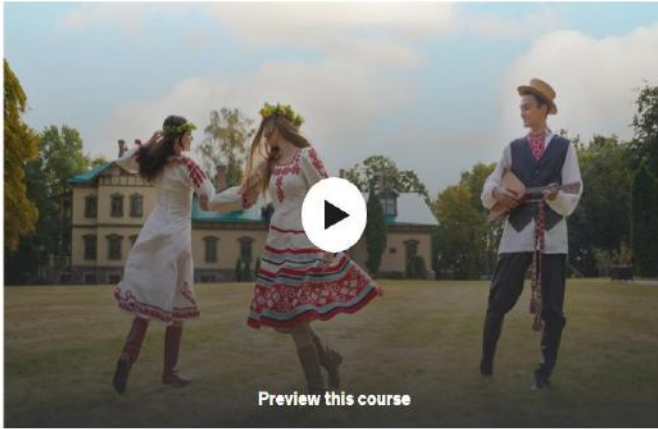
The topics analyzed in the first MOOC include at least Cultural context, patterns, colors, materials, creation techniques per region, accessories, production circularity for selected costumes. The MOOC also empowers adult learners to be able to produce a traditional costume.

The second one, includes dancing steps and moves, information about the rhythm and music, choreography and costumes linked with each dance. Adult learners have the opportunity to familiarize themselves with the traditional dances MOOCs include interactive elements and audiovisual materials. Embedded quizzes offer the opportunity to participants to receive an e-badge as a certificate of successful completion, for them to be able to prove the competences learned.

The MOOCs' **goals** reflect those of the project and they are chosen, as a means of distance education, in order to familiarize the target audience with lifelong learning practices. This self - paced learning procedure can boost adults' employability by strengthening creativity and knowledge and upgrading their digital skills via a playful digital environment. The certification of the users who attend successfully the courses will be done with the use of e-badges. They will be maintained in the project's platform for at least 5 additional years. Furthermore, they will include supporting activities, monitoring and management by all Partners as the feedback loop is essential for this output. MOOCs development will also assist to attract an audience which would give useful feedback and measure the social impact of such projects.



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Preview this course

Traditional Dancing as Cultural Heritage

Preserving cultural traditions through digitization

Free tutorial 2.5 ★★★★★ (1 rating) 188 students 40min of on-demand video

Created by Carlos Vaz de Carvalho, Audrone Ragaisiene, Angeliki Tzouganatou, Sofia (Faye) Plakantonaki

English English [Auto]

Free

Enroll now

What you'll learn Course content Reviews Instructors

- ✓ Learners will be able to understand the reasons and traditions of folklore dancing
- ✓ Learners will be able to know the opportunities for digitization of folklore dancing



Preview this course

Traditional Costumes as part of Cultural Heritage

Preserving cultural traditions through digitization

Free tutorial 0.0 ★★★★★ (0 ratings) 119 students 1hr 51min of on-demand video

Created by Carlos Vaz de Carvalho, Sofia (Faye) Plakantonaki

English English [Auto]

Free

Enroll now

What you'll learn Course content Reviews Instructors

- ✓ Learners will be able to understand the reasons and concepts of traditional costumes
- ✓ Learners will be able to know the opportunities for digitization of traditional costumes



Stay tuned for more!

The 4D Culture project is making strides in preserving and presenting European cultural heritage. We invite you to explore our achievements on the 4DCulture Virtual Platform (4dculture.eu) and engage with our immersive VR experiences and our educational portal.



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