



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.



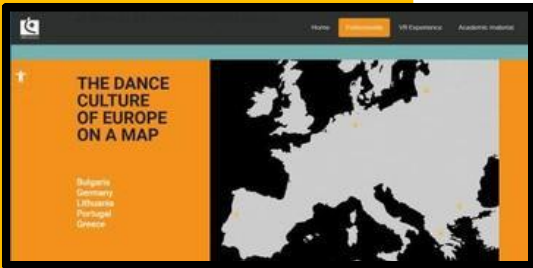
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The end of a bright future

Two years have passed since the beginning of the 4D Culture project. Two years full of folklore dances, traditional music and costumes from five different European countries, from Bulgaria, to Germany, to Greece, to Lithuania and to Portugal. Through this program, part of the cultural heritage of these countries became known and not only brought them closer to each other but also to the rest of the world.

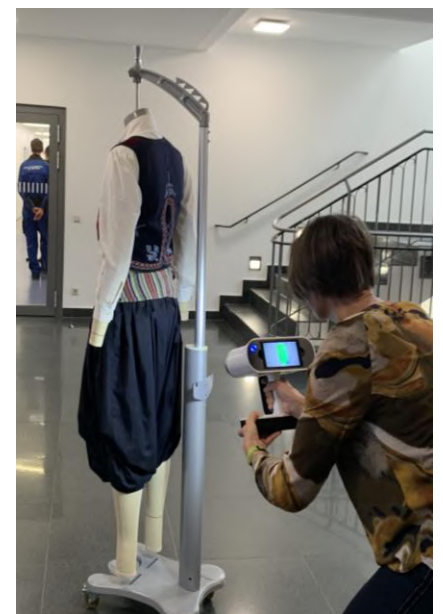
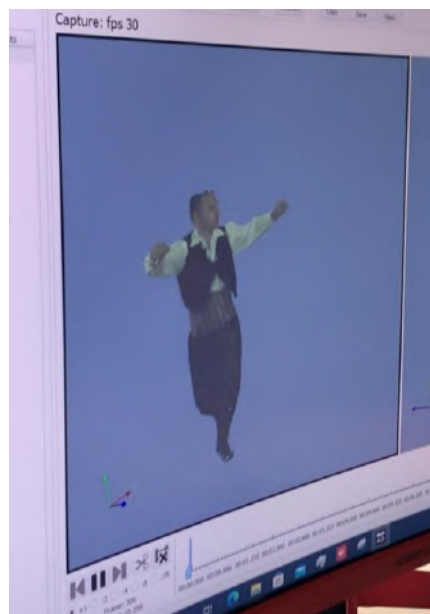
And how was this accomplished and crowned with such great success? Of course, through the Universities and the Organizations participating in the program, the selection of the most suitable group of instructors, teachers and technicians to implement it and the use of the most advanced technologies.



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Through the online platform of the 4D Culture project anyone can access to the outcomes of the program concerning a state-of-the art review of traditional costumes linked to folklore dancing, the establishment of a Folklorepedia and the imprinting of ethnographic cultural identities, the VR Application and the two MOOCs that have been already published.





This great success of the 4D Culture project is due to the continuous online Event Meetings of the members of the planning team for the ever-improving fulfillment of the program, the Info Days, the workshops and the Multiplier Events in Kaunas, in Yambol, in Athens, in Portugal and in Berlin that gathered participants of all ages and they came into direct contact and gained knowledge about all the cultural wealth of the participating countries. And don't forget about the Summer Schools in Dresden, Germany and in Andros, Greece.



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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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