

- 2nd International Conference

 Managing the Protection of Cultural Heritage in Changing Environment 27th July 2019, Prague
- Cultural Heritage Rescue Teams
- Kimberly Himmer (Articulated Python) / Anna Kaiser (Danube University Krems)

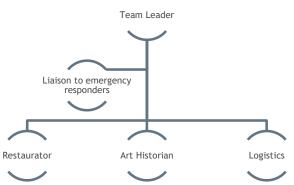
CONTENTS

















ProteCHt2save

Concept

- Protect cultural heritage before disaster strikes
- Protect and recover cultural heritage during and immediately after calamitous event
- Link heritage community and emergency responders
 - Basic knowledge on operational procedures from both sides
 - Education and hands-on training









Role Model Italian Task Force Unite4Heritage

- 2015 General Conference of UNESCO Paris
 - Reinforcement of UNESCO's action for protection of cultural heritage
- Italian Task Force in the Framework of UNESCO's Global Coalition Unite4Heritage
 - Ministry for Culture and Tourism
 - Ministry of Foreign Affairs and International Cooperation
 - Ministry of Defence
 - Ministry of Education, University and Research







Training exercises TRITOLIA18 & KOLOMANI18





ProteCHt2save

Capabilities & Capacities

Capabilities

- security
- management
- coordination
- documentation
- logistics
- decide, plan and lead
- teach and train

Capacities

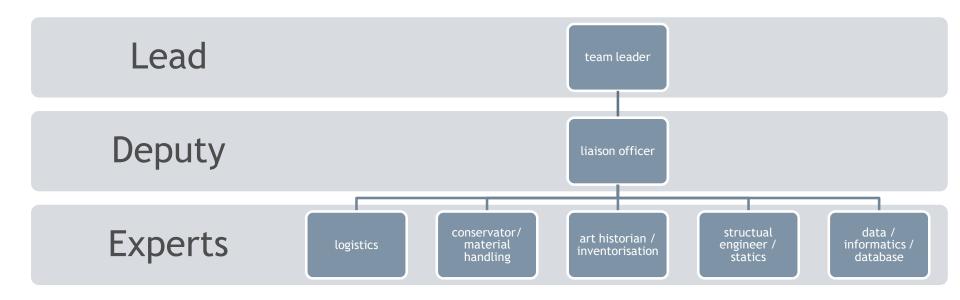
- situation assessment
- cultural heritage assessment
- decision making
- action plan







Structure & Expertise



Reach Back





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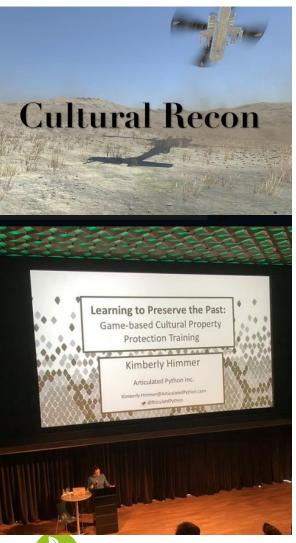
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- CHRT: Vltava Rising
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Kimberly Himmer / Articulated Python Inc.

INTRODUCTION: WHO WE ARE



ProteCHt2save







CHRT: VLTAVA RISING







LEARNING OBJECTIVES





Games always have:

- Goals
- Rules
- **Obstacles**
- Constraints

Serious Games have these as well; however they are compiled from concrete learning objectives that we want the game to convey.

CHRT: VLTAVA RISING



- Built for Mobile
 - iOS
 - Android
- Why Mobile?
 - Greater diversity in players
 - Might not necessarily consider themselves "gamers"
 - Platform cross-cuts all age groups and gender
 - Most accessible platform to reach the broadest audience





GAMEPLAY

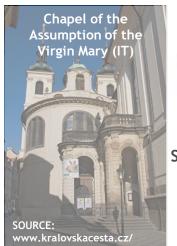
CENTRAL EUROPE

ProteCHt2save

- The player will be in charge of a team of CPP experts
 - Aspects of strategy games
 - Aspects of puzzle games
- The CPP experts and the artifacts within this game will represent every EU Interreg PRoteCHt2save country











Vanessa (HU)
Oil Painting
Conservator



Karolina (CZ)
Paper/Vellum
Conservator





LET'S PLAY A GAME



Player: YOU

Implement: The card

Goal: Give me one thing you'd like to see in the game:

A character with a certain professional specialty

An object of cultural significance from your country
 Or:

- Why you play games, and what you'd like to see in this game
- If you don't consider yourself a "gamer," what do you do for play...
 because everyone plays
- Anything else you'd like to share with me

Feedback system: I will post some of the comments online, and in social media Rules: Please can give me your name and email address on the card, so I can contact you if I have a follow-on question

Win-state: if you play, we all WIN!



FOLLOW THE PROJECT!



Website: www.VltavaRising.com



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