ARTWIN

Art Welcomes Inclusion through Innovative Technologies

Today advanced technologies offer extraordinary opportunities both in terms of production and distribution of innovative content, in terms of the protection and enhancement of cultural heritage, and in terms of accessibility. In March 2023 it was time to start training these skills in Finland.
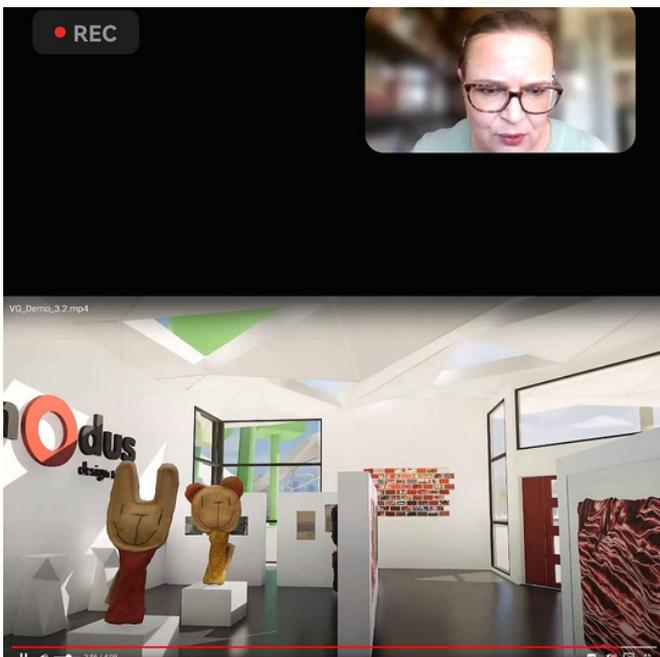
Artwin project partners, museum professionals and adult trainers gathered in Tampere 16-18 March to join the hybrid training arranged in Sampola, online and at HXRC. The training was opened by Key note speech "Museums on the threshold of the metaverse - Creating a XR museum center" by a museum XR development specialist Minna Turtiainen. The Finnish Ministry of Education and Culture support her work with generous funding. Training host Modus presented also a new initiative sparked by Artwin project: a virtual Crafts Gallery. On-site participants had the opportunity to visit the Moomin Museum in Tampere-talo and a hands-on workshop of creating AR content with Halo app. The workshop was facilitated by Modus AR tutors Miska Väänänen and Venla Varjus.

The ARTWIN project team presented fore the hybrid audience all Artwin learning modules to provide new digital and accessibility skills: artificial intelligence, algorithms, immersive technologies, 3D printing, vocal search/vocal systems, augmented and Virtual Reality, multisensory and tactile paths, development of individual skills to understand the world of disability. For the people related to culture and involved in adopting cultural services for disabled people, these skills are relevant, even essential, now. During the ARTWIN training, we worked one day with Helsinki XR center trainers, in order to provide participants access to innovative and high-quality equipment, and skills necessary to transmit new digital access to cultural heritage. We facilitated access of local learners to basic knowledge and skills in new technology via a visit to Tekomo maker space. The training gave new insight to accessibility for attendees from VET providers and operators in the touristic, cultural, and social sector to renew their services to greater inclusion and digital transition. Training event was organized locally and online, accessible to all through careful organizational, spatial, technological, and managerial measures, and with appropriate communication methods.

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