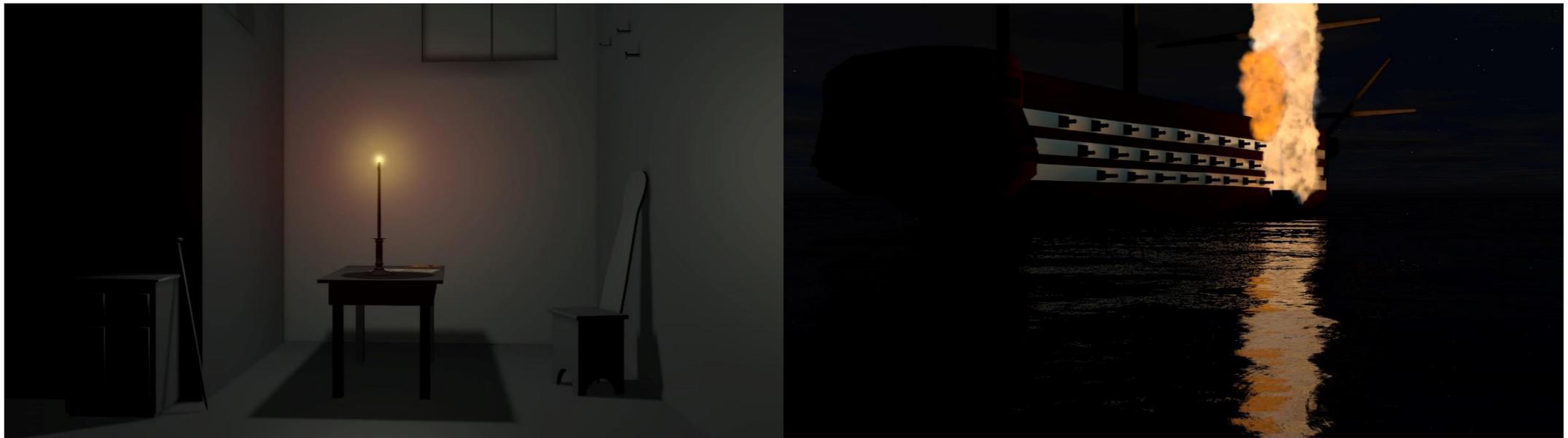




**H.F.R.I.**  
Hellenic Foundation for  
Research & Innovation

**Description of funded project**  
**1st Call “Science & Society”**  
**“200 years from the Greek Revolution”**



**Title of the project: EPANASTASIS-1821: “Communication and Promotion of Revival of Historical Events of the Revolution through Virtual Reality-1821”**

**Project Coordinator:**  
Dr. Ioannis Kompatsiaris

**Host Institution:**  
Centre for Research & Technology Hellas - CERTH

**Collaborating Institution(s): -**

**Project webpage:**  
[www.epanastasis1821.gr](http://www.epanastasis1821.gr)



Dr. Ioannis Kompatsiaris

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**Budget:**  
€100.000,00

**Duration:**  
24 months

## Project Synopsis

The research project **EPANASTASIS-1821** provides the general public with access to the Virtual Museum of the Greek Revolution War, where the user/ visitor will be able to view digital representations of historical exhibits of that period, accompanied by scientific documentation and multi-sensory educational experiences, based on the technologies of virtual reality (VR) and serious games.

The cardinal research goal is the study and identification of the possibilities and challenges that raised by the development of digital museological productions that embody VR applications and serious games. In this context, the project **EPANASTASIS-1821** aims to explore the interpretive, communicative and educational dynamics of VR applications and gamification in a virtual museum environment, which make this experience experiential, participatory and entertaining.

The purpose of the virtual museum **EPANASTASIS-1821** is to communicate important events of the Greek Revolution and to highlight aspects of the Nation's revolution war, as depicted in archival material, books and artistic representations in Greece and abroad. The proposal is addressed to the general public and aims, through the use of innovative educational tools of full-immersive virtual reality, to enhance the user's experience and to create a more effective understanding of the impact these events had on our people, the evolution of the Greek state and its influence in the European world.

For this purpose, a consolidated exhibition program is currently in the making to support the virtual museum of **EPANASTASIS-1821**, which with semantic flow and relevance, will narrate aspects of the Greek Revolution through the compilation of a collection of digitized material, which is related to the events and the personalities of the liberation. The main objective of this research is the utilization in the field of museum practice of the modern digital possibilities offered by virtual reality technology and serious games.

## Expected results & Project Impact

**EPANASTASIS-1821** aims to be an innovative, interactive information system of a high level of immersion of emotions and memory, related to the rebirth of the nation, exploiting artefacts from various cultural institutions, archives and collections.

**EPANASTASIS-1821** will have a positive impact on the scientific fields of history, museology, education, virtual reality and serious games. It aims to a more effective communication of the tangible and intangible cultural heritage, through the use of VR technologies. By incorporating storytelling, **EPANASTASIS-1821** will be a suitable experiential educational tool, for better understanding of historical events. The user will be able to access items and information through the interconnection of objects, events, buildings and facilities, while the project is up to date with current trends in museum practice, utilizing cutting-edge technologies to enhance their communication dynamics.

The use of serious games, supported by new forms of interaction, offer a wide field for experimenting on new artistic representations and illustrations. VR movies are typical examples of a new trend emerging in the cinema industry that will doubtless become a source of inspiration. The enrichment of virtual experience with audio material, offers users the possibility to immerse themselves in the sound landscape of time and to enjoy the music tradition of different areas.

The use of virtual museums offers the possibility of a museum experience to people, who cannot visit one in person, due to limitations. Thanks to the use of the countless possibilities of VR, the mental, educational and age accessibility to the historical information is ensured, and the museum experience is significantly enriched. The project intensifies the importance of the influence of the Greek Revolution in different places and societies, over the years, utilizing audio-visual material and folklore traditions. This project is part of the strengthening of historical identity and national, collective memory.

## The importance of this funding

The funding of **EPANASTASIS-1821** by H.F.R.I. contributes to the diffusion and extroversion of research results and achievements for the benefit of society, while enhancing cooperation between research and cultural organizations.

Supporting the project offers to *Multimedia Knowledge and Social Media Analytics Laboratory (MK-Lab)* of the *Information Technologies Institute (ITI)*, at the *Centre for Research and Technology Hellas (CERTH)*, the opportunity to develop the core of the main interdisciplinary research team, with important scientific and artistic background. The team's mission is to take advantage of the recent developments in the field of VR; 3D graphics; the entertainment industry through serious games and digital museology, on the process of designing, developing and evaluating the innovative virtual museum **EPANASTASIS-1821**.

The results of the project will benefit central and regional cultural organizations related to the Greek Revolution War, as the innovative virtual museum will be installed as a digital exhibit in their exhibition design.



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## COMMUNICATION

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