

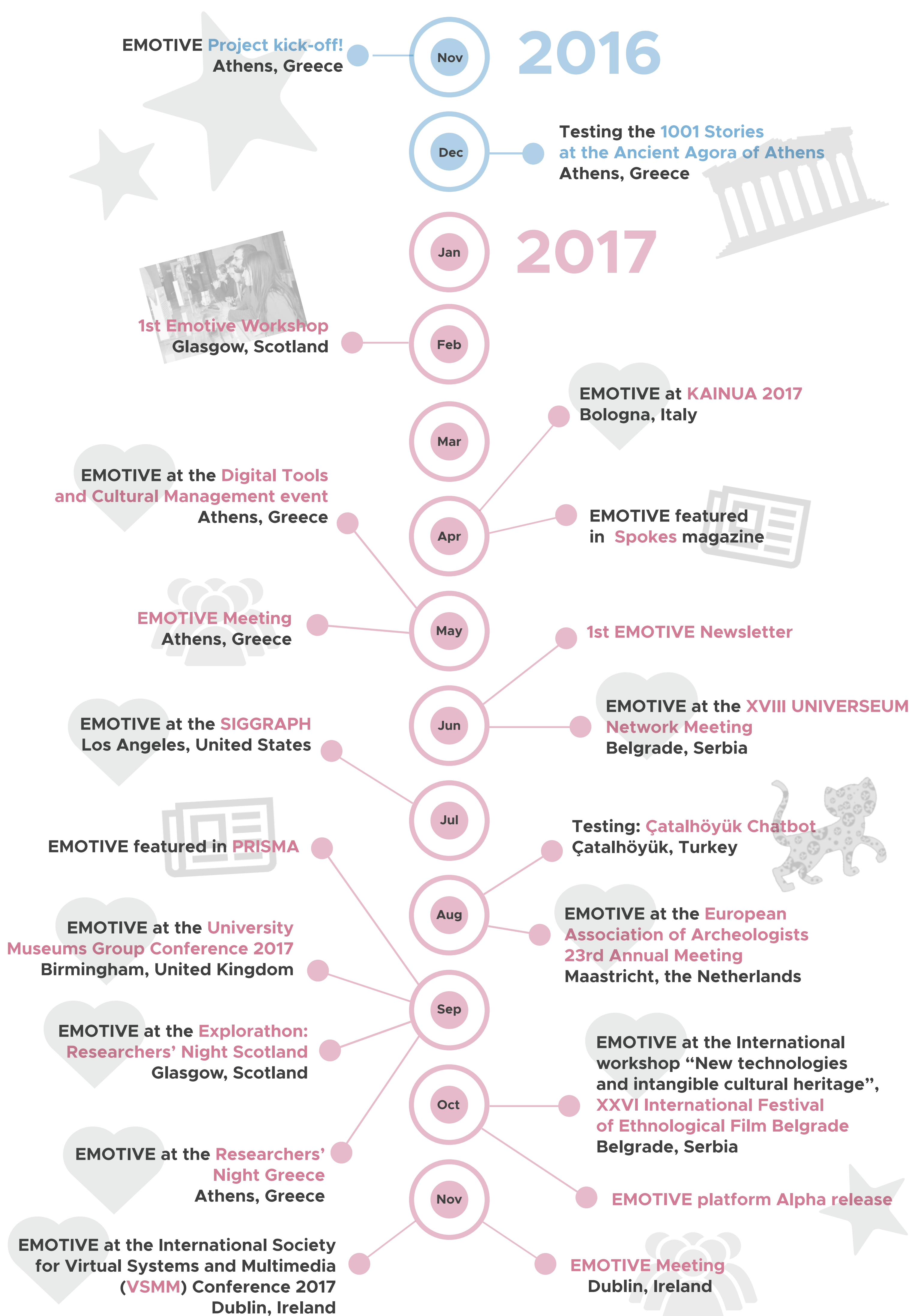


# EMOTIVE

Storytelling for cultural heritage

one year later

Emotive is an EU-funded heritage project that aims to use emotional storytelling to dramatically change how we experience heritage sites.



6

## EMOTIVE EXPERIENCES UNDER DEVELOPMENT

- Hunterian onsite
- Çatalhöyük onsite
- 1001 stories at Ancient Agora
- chatCat chatbot
- Çatalhöyük VR
- Digital classroom kit

## PUBLICATIONS

### Journals

Koulieris, G.-A., Bui, B., Banks, M. S., & Drettakis, G. (2017). Accommodation and comfort in head-mounted displays. ACM Transactions on Graphics, 36(4), 1-11. <http://doi.org/10.1145/3072959.3073622>

Roussou, M., Ripanti, F., & Servi, K. (2017). Engaging Visitors of Archaeological Sites through "EMOTIVE" Storytelling Experiences: A Pilot at the Ancient Agora of Athens. Journal of Archeologia E Calcolatori, 28, 401-416 (forthcoming).

### Conference Proceedings (peer-reviewed)

Diakoumakos, I. P., Katifori, A., Kourtis, V., Karvounis, M., & Ioannidis, Y. (2017). Demonstrating the use of the alphabetic telegraph through a collaborative AR activity. In Proceedings of 23rd Int'l Conference on Virtual Systems and Multimedia - VSMM 2017 (forthcoming). Dublin, Ireland: IEEE.

Economou, M. (2017). Use and Impact of Digital in Cultural Heritage: Insights from the Scottish Network of Digital Cultural Resources Evaluation. In Museums and the Web 2017. Cleveland, Ohio, USA.

Lambrakopoulos, G., Begetis, N., Katifori, A., Karvounis, M., & Ioannidis, Y. (2017). Experimental evaluation of the impact of virtual reality on the sentiment of fear. In Proceedings of 23rd Int'l Conference on Virtual Systems and Multimedia - VSMM 2017 (forthcoming). Dublin, Ireland: IEEE.

Perry, S., Roussou, M., Economou, M., Young, H., & Pujol, L. (2017). Moving Beyond the Virtual Museum: Engaging Visitors Emotionally. In Proceedings of 23rd Int'l Conference on Virtual Systems and Multimedia - VSMM 2017 (forthcoming). Dublin, Ireland: IEEE.

### Public Deliverables 2017

- D2.1 EMOTIVE Website and social media profiles - M3
- D3.4 User Workshop #1 - M4
- D2.2 Communication material cycle #1 - M6
- D3.1 User Requirements & Scenarios - alpha - M6
- D5.1 Conceptual Framework & Guide - First Release - M6
- D1.6 Guidelines for Societal Acceptance and Ethical Considerations - First Release - M12

## TWITTER

@emotive\_eu

490 followers

335 tweets



## FACEBOOK

@emotiveproject

423 likes

443 follows

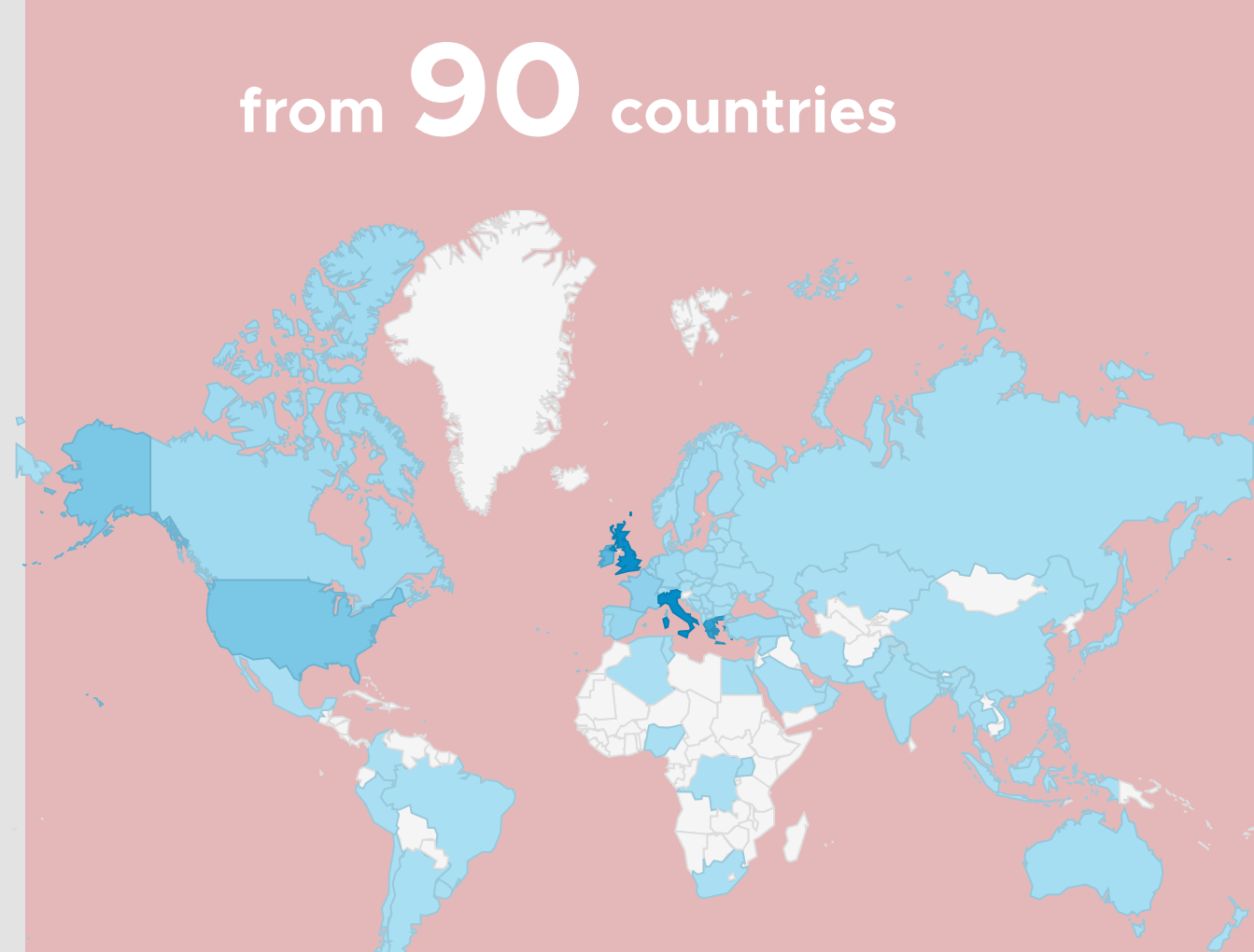


## WEBSITE

[www.emotiveproject.eu](http://www.emotiveproject.eu)

3155 users

from 90 countries



1 1,117

Over

50

face to face & telco meetings

1700

photographs taken to build virtual Çatalhöyük

18

blog posts published

Presented / exhibited in

7 countries in 2017:

Italy  
Greece  
Ireland  
Serbia  
The Netherlands  
UK  
US



A 3-year EC Funded project  
Start date: 1st November 2016  
Funding: This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No 727188.



EMOTIVE  
Storytelling for cultural heritage

[www.emotiveproject.eu](http://www.emotiveproject.eu)