



# MuseIT: Multisensory, User-centred, Shared cultural Experiences through Interactive Technologies 2022 - 2025

**MuseIT** is a European project focused on **making culture accessible and enjoyable for everyone, including those with different abilities.** Through the development of innovative methods and technological tools, the project aims to **facilitate and widen access to cultural assets** regardless of all disabilities, and helps **preserve and safeguard cultural heritage in an inclusive way.**



## Our observations: A lack of accessibility for all despite technological advancements

Great advancements in digital transformation have enriched the interactive experience of cultural heritage - with new mediation possibilities, virtual museum tours, the preservation of cultural assets or digitised archives - **yet structural deficiencies in the cultural and creative industries still remain.**

Unfortunately, **not everyone can easily participate in cultural actions on an equal basis,** and there are still limited ways to access and archive all the valuable digital multisensory cultural data collected over the years.

With our MuseIT project, **we are on a mission to fix this!**

## Our ambition: Making culture accessible for all

MuseIT is a **European interdisciplinary project** (2022-2025), co-funded by the European Union, gathering several academic researchers, tech and cultural professionals, around the values of equality, democratisation and social inclusion.

We **research and develop methodologies and technologies facilitating and widening access** to art works, heritage, literature, even to music-making, and help **preserve and safeguard cultural heritage in an inclusive way.**



## Our approach: Co-designing innovations and building an Inclusive cultural community

MuseIT prioritizes **co-design** and **user-centered development,** which means that we **involve users with disabilities through participatory workshops and co-design activities,** in the creation of technologies that directly impact their experiences with culture.

Moreover, the MuseIT's enriched experiences aim to **increase participation and enjoyment for all, fostering an equal opportunity for everyone** to experience culture.

## Our objectives



### To create a Virtual inclusive exhibition

Making cultural artefacts and heritage more immersive and inclusive, through multimodal and multisensory representations and alternative expressions.

This means that cultural artefacts could be experienced altogether by sight (images, videos or texts), hearing (sound, music or audio description) and touch and bodily sensations (haptic technologies).

To showcase these technological advancements, MuselT's first output will be a virtual exhibition incorporating the multimodal representations of cultural assets. In addition, the integration of stimuli such as sounds and visual signals facilitates users' navigation and orientation. This will enable engagement by the public regardless of functional or sensory impairments.

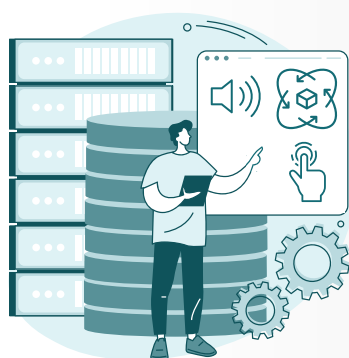


### To facilitate Co-creation of multilayered musical experiences

Cultural co-creation by allowing people with different physical and perceptual abilities to make and feel music, together, yet also remotely.

For this, MuselT is developing remote inclusive co-creation services for multi-modal born-digital cultural assets, and cultural engagements by a broader public regardless of variations in abilities and perceptual modalities.

Concretely, this digital system gives people the opportunity to make music with different body members, all kinds of musical instruments, different physical and neurological movements, and feel it beyond the auditory sense, in a remote way.



### To build an Inclusive Repository

Create an inclusive repository to preserve cultural heritage in an accessible form for future generations

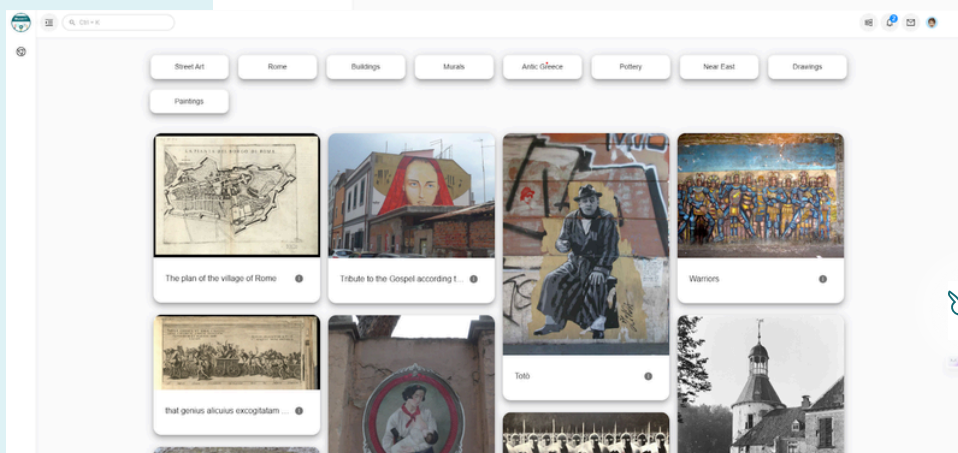
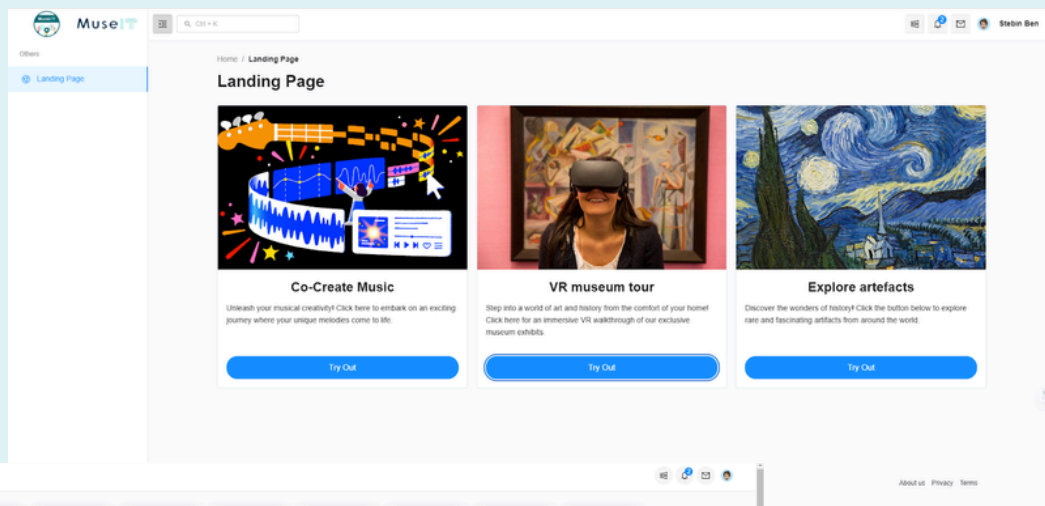
It is indeed crucial to safeguard and store cultural assets, heritage and services in multiple forms, so that future generations, researchers, scientists and cultural organizations regardless of all disabilities, can access and (re)use them.

MuselT is therefore working on elaborating methodologies to build such a system. First, by transforming cultural heritage in inclusive forms (multisensory and multilayered), then by storing it considering their complexity and specificity.

# The project's final goal: The MuseIT web platform

MuseIT's final goal is to **build a web platform pilot** which will serve as a hub for all the methodologies and technologies developed during the project.

This platform would primarily be exploited by cultural organizations and researchers, so that they could further offer these services to all people regardless of disabilities.



Stay informed and get involved!

➔ [www.muse-it.eu](http://www.muse-it.eu)



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