



Using ITC's to preserve European Crafts

Co-funded by the Erasmus+ Programme of the European Union

**C5 - V EUROPEAN UIPEC Erasmus+ CONFERENCE:
VIRTUAL REALITY APPLIED TO
EUROPEAN CULTURAL HERITAGE**

Mendelova střední škola
Nový Jičín (Czech Republic)
08 - 12 November 2021

Participates

Organization by

Using ITC's to preserve European Crafts

C5 V EUROPEAN CONFERENCE: "Virtual Reality Applied to European Cultural Heritage"

Short-term joint training events for staff Organized by Mendelova středni škola, Novy Jicin, prispevkova (948621395)

Lead organization Participating organizations

- Mendelova středni škola, Novy Jicin, prispevkova organisace
- I.E.S. Sea beach
- Fulston Manor school
- Vilniaus Karoliniskiu Gymnasium
- Fjolbrautaskoli Nordurlands vestra
- Saku Gümnaasium

This Mobility C5 Czech Republic Mobility has been configured as the 3rd European Congress: "Virtual Reality Applied to European Cultural Heritage" of the Project : **Using ICTs to preserve European Craftsmanship.** with code 2019-1-ES01-KA219-065673 This movility will be held in the Mendelova Stradni Skola. This movility was originally planned for 04-2020 but due to COVID Restrictions it has been delayed to November of 2021.

In this congress Teachers from the differents schools of the erasmus project participated in the following activities : Cultural activities, formation sessions, exhibitions and Working Sessions.

Objectives.

The act. of this Block contribute to the achievement of Obj 1,2,3 and 5 .(Improve 3D , VR techonological formation) . The project will benefit from the Mendelova Stradni Skola School infrastructures for

- 3D Printing
- Virtual reality
- Crafts Industrial Enviroment
- Entrepreneurship



Contents

In this mobility, we will develop the planned 3D contents , but also we will benefy of the crafts especialization VET studies of FNV school.

- **Traditional Crafts Applied to nowadays**
 - Cristalworks
 - Crafted Cuisine
 - Crafted Beverages
 - Handmade Bottles
 - Crafted basketware
 - Handmade Crafted Hats
- **3D Innovative Crafts**
 - 3d Printing applied to Game Design
 - Kuula VR aplications
 - Google Explorations Arts&Culture
 - Advanced Photoshop/GIMP for Crafting
 - Checking and correcting 3D models
 - Study TinkerCad Program
 - App Inventor applied to Virtual Museum

5) Planning Methodology.

We will develop learn by doing methodology as the purpose of this international meeting is to transfer knowledge of best practices and workshops that can be applied in others schools.

The VR and 3d Printing applied to Crafts will be the central theme of the meeting developed in serveral innovative and traditional workshops

Finally Many of those activities will be used in the development of the 3d Board Game applied to Crafts , which in one of the final products developed in the Eramus Project.



6) Planned Activities



- Activity A13: Crafting as cultural Industry. Traditional Crafted Glassworks Workshop in the Valašské Meziříčí town
- Activity A13: Crafting as cultural Industry. Workshop Visit Hat museum & Handmade hats
- Activity A14 :Design as a transmission of culture. Handmade crafted baskets Workshop
- Activity A17: Traditional Crafted Cuisine: Crafted Handmade Desserts and cakes
- Activity A17: Traditional Crafted Cuisine: Handmade of traditional Štramberk ears Workshop.



- Activity A19-20: Tinkercad Workshop for Crafts.
- Activity A21-23: 3D Printing with Tinkercad software for Crafts.
- Activity A29: Workshop Advanced Photoshop/GIMP for Crafting
- Activity A26: Workshop VR 360 pics using Kuula and Google Arts and Culture
- Product Activity A41: Creating a VirtualBoard game for the diffusion of european Crafts
- Product Activity A41: Designing the components for the game
- Activity A28: App Inventor Neotelling Workshop for the creation of virtual museum.





Planning

Monday 08 – 11 – 2021

- 8:30 Welcoming at the school
Tour around the school
- 9:45 Coffee break
- 10:00 Activity A14 :Design as a transmission of culture. Handmade crafted baskets Workshop
- 12:00 Lunch, coffee
- 13:00 Tour around Nový Jičín town
- 14:30 Activity A13: Crafting as cultural Industry. Hat museum Visit
Activity A13: Crafting as cultural Industry. Handmade hats Workshop

Tuesday 09 – 11 – 2021

- 8:30 Activity A29: Workshop Advanced Photoshop/GIMP for Crafting
Product Activity A41: Creating a VirtualBoard game for the diffusion of european Crafts
- 9:45 Coffee break
- 10:00 Workshops
Activity A26: Workshop VR 360 pics using Kuula and Google Arts and Culture
Activity A19-20: Tinkercad Workshop for Crafts.
- 12:00 Lunch, coffee
- 13:00 Activity A21-23: 3D Printing with Tinkercad software for Crafts.
- 14:00 Product Activity A41: Designing the components for the game
- 15:00 Activity A17: Traditional Crafted Cuisine:
Crafted Handmade Desserts and cakes at Dortici Workshop
- 18:00 Dinner

Wednesday 10 – 11 – 2021

- 8:30 Departure
- 9:00 Activity A13: Crafting as cultural Industry.
Traditional Crafted Glassworks Workshop in the Valašské Meziříčí town
- 11:45 Lunch
- 13:00 Activity A17: Traditional Crafted Cuisine:
Crafted Beverages Culture in Rožnov pod Radhoštěm.
- 15:30 Activity A17: Traditional Crafted Cuisine: Brewery Museum in Rožnov pod Radhoštěm.



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Thursday 11 – 11 – 2021

- 8:30 Departure
- 9:00 Visit to Štramberk town

- 9:30 Activity A17: Traditional Crafted Cuisine:
Handmade of traditional Štramberk ears Workshop.
- 11:45 Lunch U Hrsky

- 12:45 Visit to Pustevny
Visit to Stezkavalaska Wooden trail. VR pics Creation.

Friday 12 – 11 – 2021

- 8:00 Workshop App inventor
- 9:00 Certification ceremony in Nový Jičín townhall
- 11:00 Evaluation