

CREAIT: CO – Creation Workshop

RECIPE:

**Interactive 360 Panorama View On-Screen
Navigating Experience**

SITE OF IMPLEMENTATION:

**Municipality of Trogir
Kamerlengo Castle**

Set of instructions





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Brief Description of the site of implementation The implementation will take place at a historical fortress known for its panoramic views from the top of the tower. The fortress attracts many visitors but poses accessibility challenges due



ptions. The interactive experience will be set up on the ground floor of the tower, an easily accessible area for visitors with mobility issues.

Identified needs

There is a need to provide visitors with limited mobility the opportunity to experience the breathtaking panoramic views from the top of the fortress tower. This solution aims to offer an inclusive experience that allows all visitors to enjoy the scenic views without physical barriers.

Description of the Recipes

The solution involves creating an interactive 360-degree panorama view experience on a screen, enabling visitors with mobility limitations to virtually navigate and enjoy the views from the top of the fortress. The setup will include a joystick for easy navigation and will be housed in a dedicated room on the ground floor, equipped with a ramp for wheelchair access.

Identified Ingredients

- Language:** Clear instructions and labels for navigation.
- Multisensory:** Visual and tactile engagement through the screen and joystick.
- Creativity:** Use of innovative 360-degree photography and interactive design.
- Mobility:** Ramp and accessible setup for wheelchair users.
- Communication:** Effective signage and user interface for easy navigation.

Target Groups

- Visitors with hearing impairments.
- Elderly visitors who may find climbing stairs challenging.
- General visitors interested in an enhanced interactive experience.
- Museum staff and volunteers assisting visitors.

STEPS/activities for the implementation of the recipe/intervention

1. Procurement and Setup:

- Purchase and install a high-resolution screen and a joystick interface.



to the ground floor room.

2. VR Production:

- Capture 360-degree panoramic views from the top of the fortress using InsideMaps or a similar solution.
- Create an interactive 360-degree model from the captured images.

3. Integration:

- Connect a small computer (e.g., Raspberry Pi) to the screen.
- Develop and install the user interface for the interactive panorama.
- Integrate the joystick for navigation.

4. Testing and Calibration:

- Conduct thorough testing to ensure smooth navigation and functionality.
- Calibrate the system for optimal user experience.

5. Training:

- Train museum staff on how to operate the system and assist visitors.

6. Launch and Promotion:

- Announce the new interactive experience through the fortress's communication channels.
- Host an event to introduce the interactive 360 panorama to the public.

7. Evaluation and Feedback:

- Collect visitor feedback to assess the effectiveness and enjoyment of the experience.
- Make necessary adjustments based on feedback.



Composition of the recipe/intervention

- Project Manager: Oversees the entire implementation process.
- VR Production Team: Captures and develops the 360-degree model.
- Installation Team: Installs the screen, joystick, and ramp.
- Software Developers: Develop the user interface and integrate the system.
- Museum Staff and Volunteers: Assist with training and support for visitors.
- Marketing Team: Promote the new feature and organize the launch event.

TIMING for the the implementation of the recipe/intervention

- Week 1: Procurement of equipment and initial planning.
- Week 2: VR production and 360-degree capture.
- Week 3: Development of the interactive model and integration.
- Week 4: Testing and calibration of the system.
- Week 5: Training sessions for staff.
- Week 6: Launch and promotion of the new feature.
- Week 7: Evaluation and collection of feedback.

BUDGET for the the implementation of the recipe/intervention

- VR Production:
 - InsideMaps Subscription or Similar Service: eur 500
 - 360 Camera Rental: eur 500
 - Model Creation and Publication: eur 500
- Hardware and Installation:
 - Screen Purchase: existing





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similar): eur 150

- Joystick: eur 100
- Accessibility Ramp: existing

- Setup and Integration: eur 700
- Miscellaneous Costs (cables, adapters, etc.): eur 50
- Contingency (10% of total): eur 200

Total Estimated Cost: eur 2000

