

Virtual Heritage for Resilience Building

The BREATHE project aims to improve the cohesion, resilience and well being of displaced or refugee communities and their hosts through community engagement and bridge-building using immersive technologies such as virtual reality to create communal understandings and foster new relationships.

This includes children who may never have had the opportunity to visit heritage sites in their ancestral homeland, and adults seeking dignified roles to help their families and communities to use their cultural heritage to build resilient futures.

A joint project between Archaeological and Forensic Sciences & Peace Studies and International Development

brad.ac.uk/breathe



"my daughter was little when she left Syria, since the VR she has started remembering and talking about Syria, I had no idea she could remember so much"



"I used to repress memories. Since the cultural heritage festival, I realise I am forgetting my heritage and I don't want to, I want to remember who I am and pass this on to my children"



"We considered Azraq Refugee camp as a prison and living in the fenced area of Village 5 is like living in a prison inside a prison. We can't go outside to see the world, but through the VR, you brought the world to us."

The BREATHE team pledges to continue research into applications that improve the health and wellbeing of displaced people and communities

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