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The protection of bronze monuments in the changing environment as an example of a citizen science project

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MLE on citizen science initiatives Ljubljana, Ministry for science, education and sport, 10. 10. 2022



InnoRenew CoE www.innorenew.eu Zavod za varstvo kulturne dediščine Slovenije Institute for the Protection of Cultural Heritage of Slovenia



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The protection of bronze monuments in the changing environment (ARRS J7-9494)

- Outside cultural heritage (CH) is exposed to various natural and human harmful factors leading to its degradation (e.g. wear, corrosion, vandalism)
- 4 monuments studied as case study
- WP5: Social mechanism to include society in the care for cultural heritage, i.e. study on how to encourage people to take photos of monuments and send them to researchers

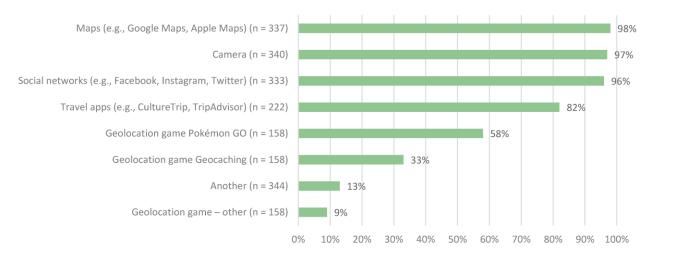




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Online screening questionnaire

- Invitation posted to Facebook groups on the topic of travel, cities or locationbased games
- 403 completed questionnaires



Four live focus groups

- Topics discussed:
 - Smartphone photography and CH
 - Smartphone travel apps and CH
 - Location-based games and CH travel





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Some of the FG findings

- CH monuments photographed when they allow interaction and/or are photogenic and/or have an attractive story
- Monument material is rarely noticed by visitors but flaws and wear of the statue can be an interesting photographic motif
- Many participants like to take photos of information boards
- Game should be interactive and fun, not too complex; content in form of witty stories
- Some participants less excited about technology
- Websites are preferred to apps
- It is important to explain how the photos will help heritage protection and science







an Open Access Journal by MDPI Use of Smartphone Cameras and Other Applications While Traveling to Sustain Outdoor Cultural Heritage

Ana Slavec; Nežka Sajinčič; Vesna Starman

Sustainability 2021, Volume 13, Issue 13, 7312



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Possible gamification strategies

- Photo contest (such as <u>Wiki Loves Monuments</u>)
- "Storification" (such as <u>Statue Stories Chicago</u>)
- Using Geocaching and/or Pokemon GO
- Develop own app specific for this project
- Use of augmented reality technology

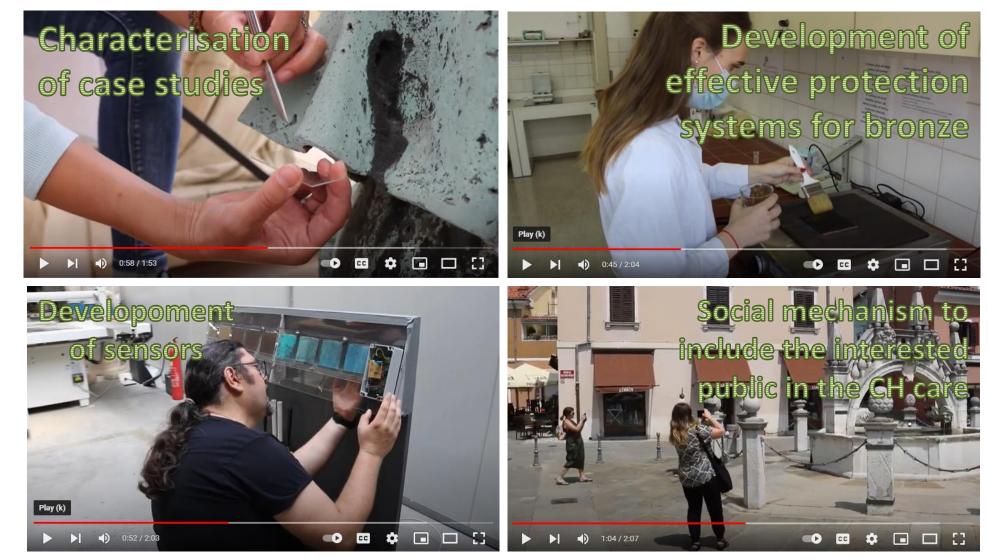




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Series of four videos

(used as incentive)



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Information board on Tartini square

+ social mediapromotion+ opening event





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Opening event *"science picnic"* (August 2021)



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Result

• Database of photos





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Challenges

- Interdisciplinary collaboration
- Difficulty of obtaining permits for placing the info board
- Lack of interest from local tourist
 organisations
- Low quality and number of photos gathered
- Insufficient project length and funds to fully realise all ideas





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Possible future activities

- Analysis and tagging of images (by volunteer curators)
- Extension to all bronze monuments (in Slovenia)
- Collaboration with Wikipedians (descriptions of monuments)
- Connection with sensors data





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Thank you for your attention!

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