

ACCESSIBLE AND



VAST IS A EUROPEAN PROJECT RESEARCHING THE TRANSFORMATION OF VALUES ACROSS SPACE AND TIME THROUGH DIGITISATION IN THE CULTURAL HERITAGE DOMAIN

## INTEGRATING MUSEUMS ACTIVITIES ON INTANGIBLE CULTURAL HERITAGE WITH DATA-DRIVEN RESEARCH ON EARLY MODERN SCIENTIFIC TEXTS

www.vast-project.eu

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The **VAST project** aims to disseminate intangible cultural heritage by relying on open-data sets available to a public of non-scholar. The Museo Galileo and UniMi's pilot is focusing on the transmission of moral values through 17th century philosophical texts and images and considering the museums as a vehicle for the values' diffusion. The connection between past and present is traced during the educational activities, which are divided into three phases and create a dialogue between texts and scientific instruments, online documents/activities and in-person visit.

In the pre-visit part, students, teachers and the general public can access the annotated documents and fill in pre-visit questionnaires.

The visit phase consists in the reading of excerpts to highlight the link between scientific instruments and the annotated values,

as well as in compiling a mind-map drawn around a central value and answering the question of a second questionnaire, whose results are digitized.

INTEROPERABLE
CULTURAL
HERITAGE DATA

MUSEO GALILEO
EDUCATIONAL
ACTIVITY

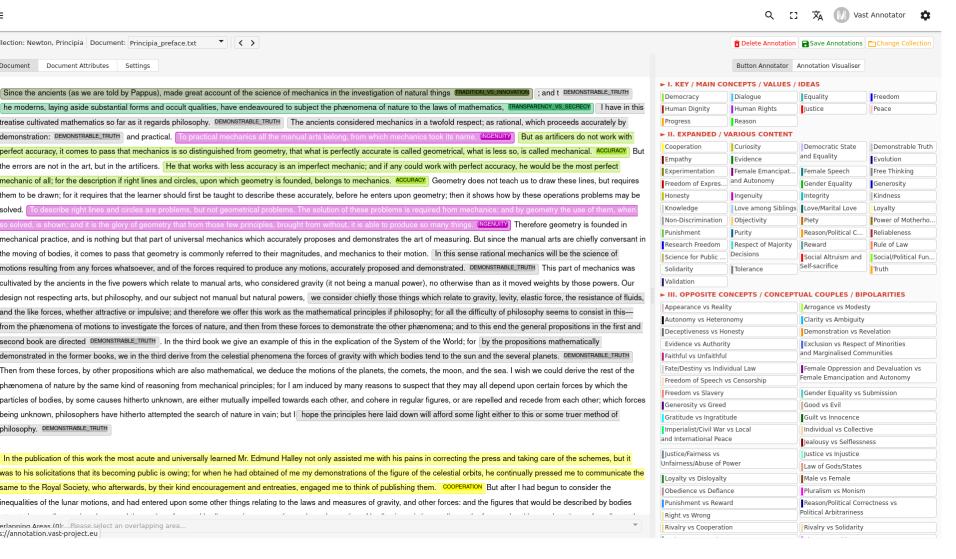
ANNOTATIONS

DIGITAL
LIBRARY

VAST PLATFORM

In the post-visit phase, visitors can play value-centered games, revise, comment, provide feedbacks, or extend the reading to other annotated texts and images on the VAST platform.

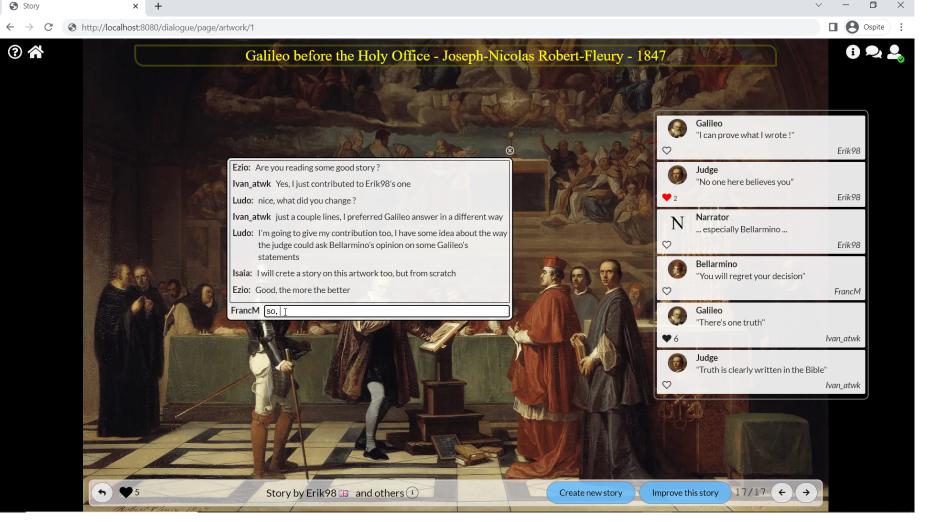
## VAST PLATFORM COMPONENTS



The VAST annotation
tool has been
developed to support
the project scholars to
annotate selected pilot
sources with project
keywords defined in the
VAST vocabulary.

Students collaborate on filling in **mind-maps** based on core values such as freedom of thought, dialogue, progress, experimentation, cooperation, science for the public good, equality among peoples.





As an example of value-centered game, a web platform for collaborative story writing has been created.

















