

## Interactive Installation in the Museum of Marble Crafts

Διαδραστικό Installation στο Μουσείο Μαρμαροτεχνίας

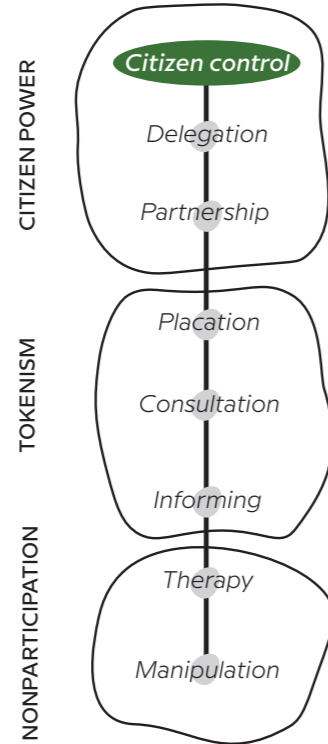


LOCATION  
**Pyrgos, Greece**

TIME PERIOD  
**Since 2018**

### THE PROJECT

This project consists, as its name suggests, of an **interactive installation in the Museum of Marble Crafts in Pyrgos**. It is based on the crane that is at the entrance of the museum. The aim of the project is to **develop a novel approach for learning in a playful manner** about the history and operation of a mechanical crane and the associated historical and cultural context.



playful, experiential and educational manner. The physiognomy of place, and by extension the natural heritage of the settlement was also a very important factor that weighed on the design decisions and development of the creative activities.

### RESULT

Before the installation, users didn't seem to understand the use of the crane and passed by it without giving it much attention. After the installation of the interactive prototype, at the level of laboratory tests, the users understood better how it worked in context, revealing the artefact's intangible cultural heritage. Consequently, the project seems to have reached its goals. The **main beneficiaries of it include the local community, but reach a far greater audience of researchers, academics, engineers and other professionals in the field of cultural heritage conservation**. More broadly, this installation has benefited the settlement of Pyrgos, due to the increased attractiveness of the museum.

### DESCRIPTION OF THE SPACE

What characterizes Pyrgos as a remote place center is its location, which is the **middle of the Aegean Sea**. The transportation links with the mainland are not scarce, but fairly limited—especially in the winter months. This results in **difficulties in accessing daily-life support facilities in cases of unstable weather** or other limitations. The permanent population of the village is a mere 489 people as of 2011, which indicates quite a **low density**. The main public spaces of Pyrgos are squares, with a big central one being the main open, public, gathering space.

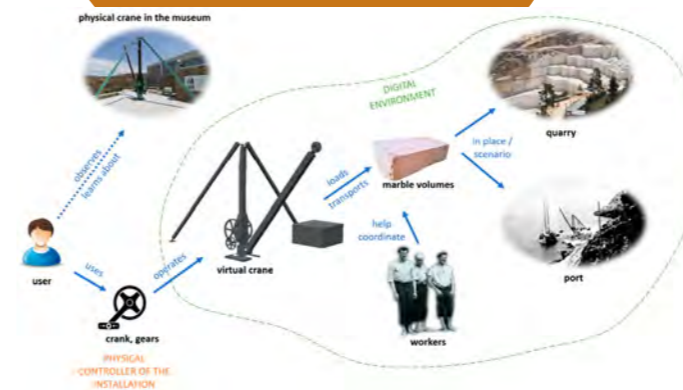
### INITIATION AND ACTORS

The main initiators of the interactive installation are the **University of the Aegean, the local municipality's support**, as well as the **support**

**of the Museum of Marble crafts**. Furthermore, this research has been **co-financed by the European Union and Greek national funds** through the Operational Program Competitiveness, Entrepreneurship and Innovation, under the call RESEARCH—CREATE—INNOVATE.

### ROLE OF THE LOCAL COMMUNITY & METHODS USED

Visitors of the museum have here the possibility to embody a crane operator that has to complete challenges in a gamified version of the old quarry. The system lets users operate a tangible controller (a small-scale crane model) and their actions are executed by digital workers in a rich 3D environment. Cultural heritage is also at the heart of this interactive installation, which has as its main role the dissemination of information in a



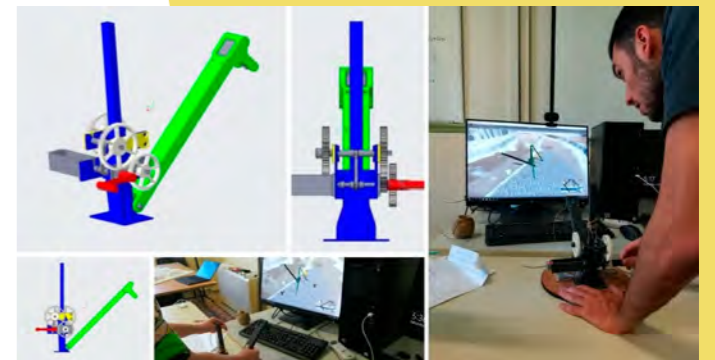
A concept diagram of the interactive installation for the Museum of Marble Crafts  
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Photos from the user evaluation of the installation in the museum.  
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The crane at the entrance of the Museum of Marble Crafts, Tinos.  
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Second lo-fi prototype with the addition of the boom (green), central axis (blue), ropes, and look and feel gears (white), and screenshot.  
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Pyrgos, Tinos, Greece

more about  
this project



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