What is the purpose of meSch?

The Material EncounterS with digital Cultural Heritage has the goal of combining the digital aspects of cultural heritage with the physical aspects. A wealth of digital cultural heritage content is currently available in on-line repositories and archives, it is however accessed only in a limited way and utilised through rather static modes of delivery. meSch aims to provide cultural heritage professionals with the tools to merge this digital information with corresponding physical artefacts in a simple, intuitive way.

How does it work?

meSch bridges the gap between visitors' cultural heritage experience on-site and online by providing a platform for the creation of tangible smart exhibits, that enables heritage professionals to compose and realize physical artifacts enriched by digital content without the need for specialized technical knowledge: the platform includes an authoring environment for the composition of physical/digital narratives to be mapped to interactive artefacts, and an embedded multi-sensor digital system platform for the construction of ad-hoc physical adaptive smart objects.

The Role of our Team in the Project

As a project partner, we will carry out co-design and participatory design activities with participating museums working towards the realization of meSch interactive artefacts and exhibitions.

How can I get involved?

Over the coming months, we will be organizing information sessions and co-design workshops for curators and professionals working in the cultural heritage sector. We are also preparing a newsletter that will be made available to all cultural and heritage institutions to follow up on the latest developments in the meSch project.
If you would like to get involved and to be kept up to date on events, please e-mail fiona.mcdermott@ul.ie with the subject: 'meSch - Expression of Interest'.

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The Material EncounterS with digital Cultural Heritage (meSch) project, has the goal of designing, developing and deploying tools for the creation of tangible interactive experiences that connect the physical experience of museums and exhibitions with relevant digital cross-media information in novel ways.

meSch

SEVENTH FRAMEWORK
PROGRAMME