



TEMPUS VIRCULT

Project Title:

[VirCult] Virtual Reality in Cultural Heritage Education

Project Partners:

Egyptian Partners:

- Ain Shams University – ASU
- Alexandria University – AU
- Nile University – NU
- Damanhour University – DamU
- South Valley University – SVU
- Bibliotheca Alexandrina – BA
- Ministry of State for Antiquities – MSA
- Archeological Society of Alexandria – ASA

European Partners:

- University of Nottingham – UNOTT (UK)
- Università di Catania – UNICAT (Italy)
- Democritus University of Thrace – Arc-DUTH (Greece)



Scope of Work:

VirCult is a Tempus funded project whose main objective is to establish virtual reality academic system for Egyptian cultural heritage education and online virtual campus targeting students, archeologists, tourist guides and Egyptologists all over the world, achieved through following main tasks:

1. Develop stereoscopic 3D virtual reality models for Egyptian surface and underwater sites covering the ancient Egyptian, Greco-Roman, Coptic and Islamic eras and linking them with relevant curricula at the Egyptian universities.
2. Develop virtual reality lecture halls targeting large number of audience to transfer these remote sites to them not vice versa.
3. Develop 3D internet-based virtual campuses for the target groups to access remotely for academics and research.
4. Modernize/Develop new courses in the field accommodating the new methodologies maximizing the courses' outcomes.

The wider objective is to produce a new generation of archeologists having a deep understanding of the cultural heritage of Egypt, which is among the largest worldwide, who are capable of analyzing the cultural evolution of mankind over 7000 years. This is achieved by integrating engineering technologies with cultural heritage in terms of using virtual reality technology in

modeling precious heritage sites in Egypt, embed them in the relevant courses and present them to the target students.

This way, students are immersed in these sites while linked online to global libraries overcoming the current limitations. Such interactive stereoscopic virtual reality educational system is currently not available and it is expected to attract other teaching organizations in Egypt and Europe to benefit their students from the new teaching method.