2022 REPORT ON

VIRTUAL EDUCATION AND CO-CREATION TOOLBOX

Definition of Platform requirements (Deliverable 3.1)





General information		
Due date of deliverable		
Actual submission date	5 th December 2022	
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Version	1	

About DCbox

DCbox "Digital Curator Training & Tool Box" works to create a new generation of European professionals working in the cultural heritage sector, equipped with a recognised, cross-cutting and high-level digital skillset.

The project is funded by the Erasmus+ programme of the European Union during the period November 2021 - May 2023

DCbox is implemented by:

- Università Politecnica delle Marche (Italy) coordinator
- Sinergia Consulenze Srl (Italy)
- University of Cordoba (Spain)
- The Cyprus Institute (Cyprus)
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- UNIMED Mediterranean Universities Union (Italy)
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Project number: 2021-1-IT02-KA220-HED-32253

Executive Summary

The present deliverable "Virtual educators and co-creation toolbox: Definition on platform requirements" defines the platform requirements for the learning platform, with the aim to provide students with an empowering and interactive learning experience. This deliverable is a crucial step towards creating a conceptual structure and main functionalities for the platform, which will be closely related to the methodology set in PR2 for student training. This activity coordinated by SINERGIA, will involve the comparison of different education platform competitors and their offers to determine the best fit for our goals.

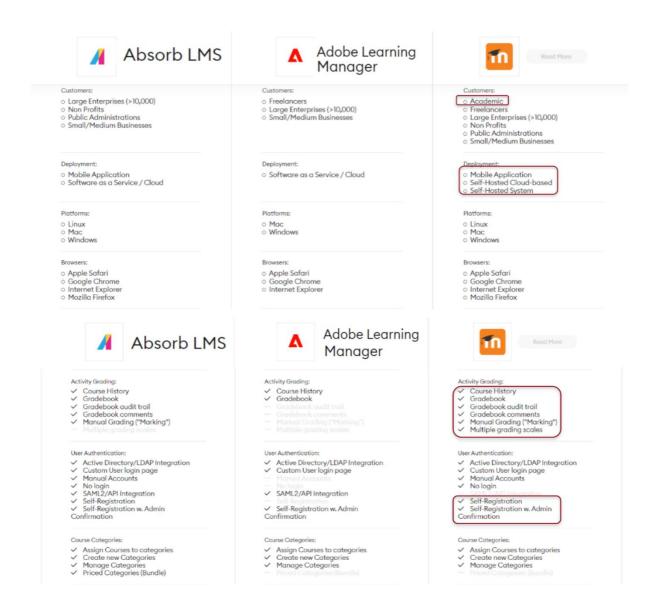
The focus of this document is also on the content structure of the online course, including its organization, multimedia components, and roles of the involved parties. In order to better illustrate our approach, it also provides an example of an area structure that could be implemented within the learning platform. By the present deliverable, DC Box partnership has a plan for the platform's content structure and the tools required to deliver an engaging and interactive learning experience for the students piloting the course but also for other possible users.

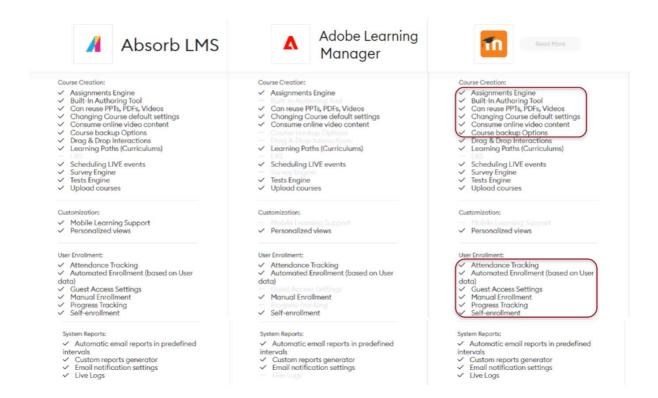
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1. Platform pre-screening

To select the best LMS system for structuring online modules, a screening of the main platforms used for this purpose was carried out beforehand. In particular, parameters such as the available platforms, web browsers compatibility and the tools for managing content and subscriptions were evaluated to see which represented the best compromise in relation to the final aims of the DCbox project. A comparison with 2 of the best Learning Management Systems:





Moodle is a learning platform designed to provide educators, administrators and learners with a single robust, secure and integrated system to create personalised learning environments, granting important benefits to students and teachers (easy access, connection, uploading of content, quizzes and activities). It was considered the best solution: the most important competitors (Absord LMS, Adobe Learning Manager) don't have all the features that Moodle can guarantee. In addition, some partners are already used to Moodle features and its management system, this consideration lets us envisage a smother workflow for the learning modules implementation.

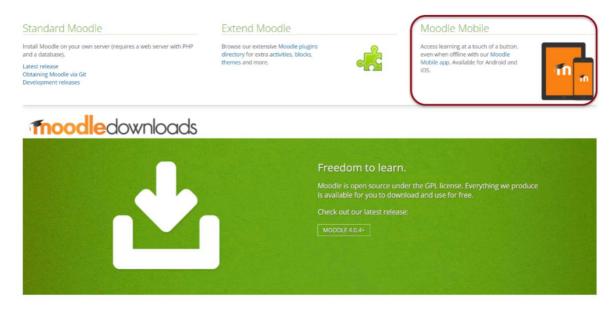
Moreover, on the market is classified as a game changer, considering the growth rate that is much higher than the market average. This is because Moodle is actively investing in growth.



Traffic

2. Platform Requirements

In the 4.0 version, released in May 2022, different aspects were implemented such as: improved navigation, better experience, powerful reporting, quiz, collapsible content. There's also a mobile version that can be accessed through app.



Regarding this system, the possibility of using the "Learn" platform made available by UNIVPM with a Moodle license was also evaluated, as it was already up and running. However, this solution requires the creation of ad-hoc credentials within the institution for each new user, making access management more complex. So, it was eventually decided to buy a domain and associate it to DCbox (dcbox.moodle.edu). The Moodle will be on for at least 5-years.

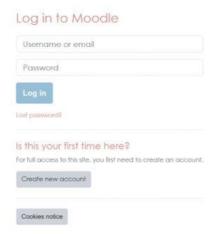
Some of the features of Moodle that constitute a requirement for the DCbox platform are listed below.

2.1 User Management

The users have the possibility to self-enrol to the courses, with the option of manual enrol for different types of permission.

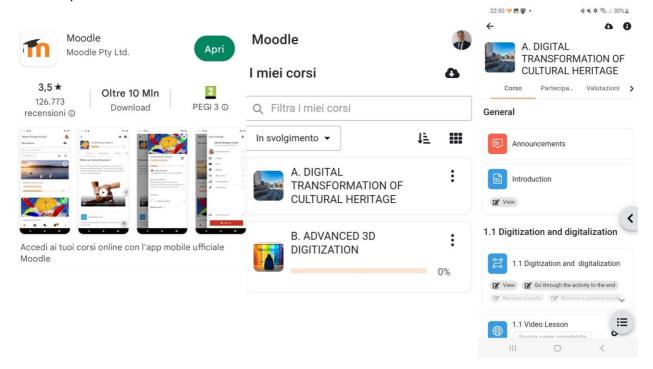
Enrolment methods

Name	Users	Up/Down	Edit
Manual enrolments	1	•	0 ⊗ &+ ♦
Guest access	0	* +	8 0 0
Self enrolment (Student)	2	4	0 * 0



2.2 Mobile app

The course and the management tools can be used via smartphone and tablet (students and teachers).



2.3 Course Management

The system provides different types "activities" to match the needs of the course, with a comprehensive reporting system of the students attendance.

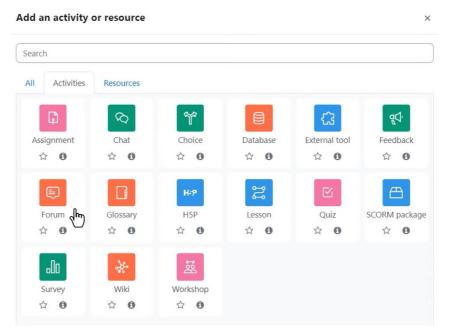
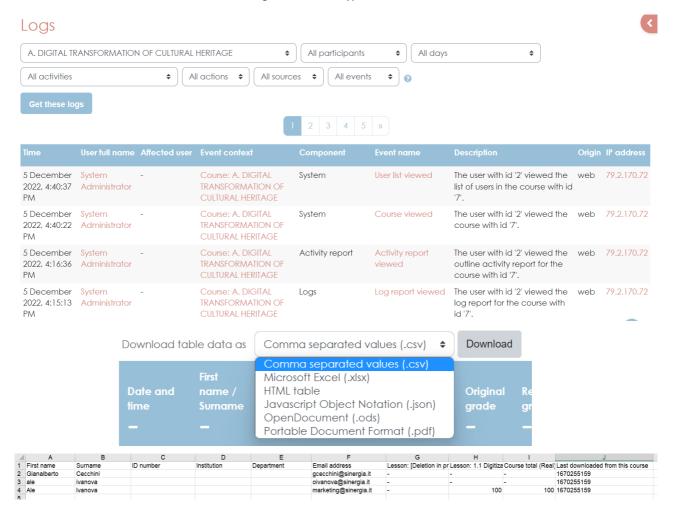
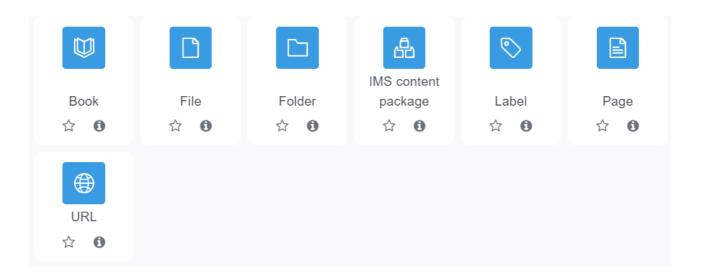


Figure 1 Activities types



The system should allow: to share presentations given in class, to include a mini website as a course resource, to provide draft files of software programs so students can edit and submit them for assessment, Etc.



3. LMS structure

The main course will be divided in 4 areas:

- Area A, DIGITAL TRANSFORMATION OF CULTURAL HERITAGE
- Area B, ADVANCED 3D DIGITIZATION
- Area C, POLICIES AND DIGITAL DATA PRESERVATION
- Area D, DIGITAL ACCESS: UNIVERSAL DESIGN AND VIRTUAL EXPERIENCES

In this way, it will be easier tracking the KPI.

Each area will be made up of several sections, which will correspond to lessons of the learning modules grid:

Area A DIGITAL TR		ANSFORMATION OF CULTURAL HERITAGE
Module 1		
	Lesson 1.1	Digitization and digitalization
	Lesson 1.2	Digital Museology and Museography
	Lesson 1.3	Digital Humanities
	Lesson 1.4	Digital curator's role
	Lesson 1.5	Storytelling for CH
	Quiz Module 1	
Area B	ADVANCED	3D DIGITIZATION
Module2	Digitization	
	lesson 2.1	Range-based digitization

lesson 2.2 Range-based survey techniques and range maps alignment

	Activity 2.3	Point clouds alignment
	lesson 2.4	Image-based digitization
	lesson 2.5	Image-based survey techniques
	lesson 2.6	Digital photogrammetry workflow
	lesson 2.7	High resolution images production
	lesson 2.8	Projects overview: HD paintings
	Quiz module 2	
Module		
3	3D modeling an	d data implementation
	Lesson 3.1	3d modelling and data optimisation
	Lesson 3.2	Projects overview: direct modelling
	Lesson 3.3	Projects overview: reality-based modelling
	Lesson 3.4	Virtual restoration and 3D model Reconstruction
	Activity 3.5	3D model reconstruction
	Quiz module 3	
Area C POLICIES A		ND DIGITAL DATA PRESERVATION
Module		
4	Policies rules ar	, -
	Lesson 4.1	Excursus over the last decades
	Lesson 4.2	
	Lesson 4.3	'
	Lesson 4.4	ISO and EN standards
	Lesson 4.5	Onen File Fermente, imperes videos sevendo Deint Clavido Mach
		Open File Formats: images, videos, sounds, Point Clouds, Mesh
	Quiz module 4	open File Formats: images, videos, sounds, Point Clouds, Mesn
Module 5	Quiz module 4 Digital data pre	
	Digital data pre	servation
	Digital data pre	servation Digital Cataloguing strategies for CH
	Digital data pre Lesson 5.1 Activity 5.2	servation Digital Cataloguing strategies for CH Digital cataloguing tools and techniques
	Digital data pre Lesson 5.1 Activity 5.2 Lesson 5.3	servation Digital Cataloguing strategies for CH Digital cataloguing tools and techniques Database design
	Digital data pre Lesson 5.1 Activity 5.2 Lesson 5.3 Lesson 5.4	Digital Cataloguing strategies for CH Digital cataloguing tools and techniques Database design Data models (ER, EER)
	Digital data pre Lesson 5.1 Activity 5.2 Lesson 5.3 Lesson 5.4 Lesson 5.5	Digital Cataloguing strategies for CH Digital cataloguing tools and techniques Database design Data models (ER, EER) Database development
	Digital data pre Lesson 5.1 Activity 5.2 Lesson 5.3 Lesson 5.4 Lesson 5.5 Lesson 5.6	Digital Cataloguing strategies for CH Digital cataloguing tools and techniques Database design Data models (ER, EER) Database development Information management methodologies

Area D	DIGITAL A	CCESS: UNIVERSAL DESIGN AND VIRTUAL ES
Module		
6	Communication	
	Lesson 6.1	managing of website
	Lesson 6.2	virtual exhibitions
	Lesson 6.3	video production and podcasting for museums
	Lesson 6.4	digital accessibility and inclusion
	Activity 6.5	making of
	Quiz module 6	
Module 7	Virtualization	
	Lesson 7.1	Virtual reality
	Lesson 7.2	Augmented & Mixed Reality
	Lesson 7.3	Applications on the web
	Lesson 7.4	Mobile applications
	Lesson 7.5	Wearable devices applications
	Activity 7.6	Mobile App developing
	Quiz module 7	
Module 8	New frontiers in	n CH
	Lesson 8.1	Introduction to AI
	Lesson 8.2	Machine learning
	Lesson 8.3	Deep learning
	Lesson 8.4	The role of AI in the Heritage Sciences dimension
	Lesson 8.5	Tracking of user experiences for virtual/digital museums
	Lesson 8.6	ICT for tracking behaviour
	Activity 8.7	evaluation questionnaires
	Quiz module 8	

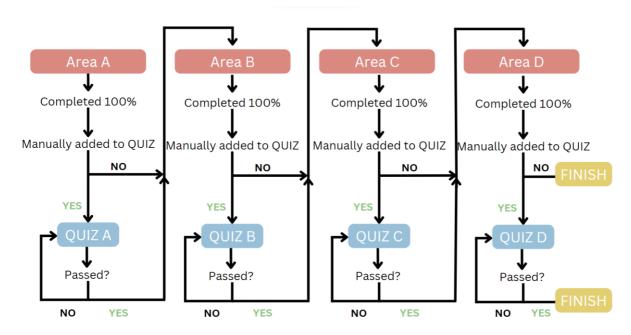
Each section will have several **elements** such as a video, a link, some text, an image or a combination of them.

Structure

The logic of the path:

- If a student has completed the course, he/she will automatically receive a passcode to selfenrolment to the next course.
- If a student was manually added to a quiz-course, he/she will be able to answer to the questions and to receive a grade.

Schematic example of the path:



Multimedia

Site upload limit: 300 MB.

- Video size limit: 300 MB.
- Image size limit: 300 MB, but it is strongly recommended to optimize the image as a general best practice (large dimensions slow down the image loading).

Roles

Students

Students will be able to create new accounts freely.

The platform will have the possibility of self-enrolment in the courses (A, B, C, D).

Some of the students will be manually added to the quiz area.

Teachers

Each area will explicitly show the teachers who participated at the creation of the content. To ensure a bond with the students, the platform will have at least the following fields:

- City/town,
- Description some ideas:
 - What do you teach at university?
 - O What are your interests in life?
 - o Do you have a favourite quote? Which one? Why do you like it?

• User picture.

4. An example of an area structure: Digital transformation of cultural heritage

General

A general section with:

- Announcements: can be used by teachers to start discussions before starting the course
- Introduction to the area: a table of content and specific competences description, if necessary, it might include a short introduction video (1-2 min). Main characteristics of this element:
 - Text (normal, bold, italic),
 - o Bulleted and numbered list,
 - Add a link to the text,
 - Add image and media (max 300 MB)

Digitization and digitalization

A specific section with possibility to:

- Add an element with following characteristics:
 - o Text (normal, bold, italic),
 - o Bulleted and numbered list,
 - Add a link to the text,
 - o Add image and media (max 300 MB)
- Add a video from a link (ex. YouTube video)
- Add a short quiz (of 1-3 questions) with the purpose of make students think before going to the next element/section.

Digital Museology and Museography

A specific section with possibility to:

- Add an element with following characteristics:
 - Text (normal, bold, italic),
 - o Bulleted and numbered list,
 - Add a link to the text,
 - Add image and media (max 300 MB)
- Add a video from a link (ex. YouTube video)
- Add a short quiz (of 1-3 questions) with the purpose of make students think before going to the next element/section.

Digital Humanities

A specific section with possibility to:

- Add an element with following characteristics:
 - Text (normal, bold, italic),
 - o Bulleted and numbered list,

- - Add a link to the text,
 - o Add image and media (max 300 MB)
- Add a video from a link (ex. YouTube video)
- Add a short quiz (of 1-3 questions) with the purpose of make students think before going to the next element/section.

Digital curator's role

A specific section with possibility to:

- Add an element with following characteristics:
 - o Text (normal, bold, italic),
 - o Bulleted and numbered list,
 - Add a link to the text,
 - o Add image and media (max 300 MB)
- Add a video from a link (ex. YouTube video)
- Add a short quiz (of 1-3 questions) with the purpose of make students think before going to the next element/section.

Storytelling for CH

A specific section with possibility to:

- Add an element with following characteristics:
 - Text (normal, bold, italic),
 - o Bulleted and numbered list,
 - Add a link to the text,
 - Add image and media (max 300 MB)
- Add a video from a link (ex. YouTube video)
- Add a short quiz (of 1-3 questions) with the purpose of make students think before going to the next element/section.