



Multisensory, User-centred, Shared cultural Experiences through Interactive Technologies
2022 - 2025
Horizon Europe

With the broader ambition of **equality, democratisation and social inclusion**, the MuseIT project proposes **technologies that facilitate and widen access to cultural assets, and helps preserve and safeguard cultural heritage** in an inclusive way.

➔ www.muse-it.eu



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Project objective

MuseIT aims to co-design, develop, and co-evaluate a **multisensory, user-centred platform** for enriched engagement with cultural assets with inclusion and equal opportunity for all as core principles.

→ 3 Challenges:

C1

Co-design and development of multisensory representations and rendering of cultural assets

C2

Remote inclusive co-creation services for multi-modal born-digital cultural assets, and cultural engagements

C3

Formal specification and novel methodologies for multisensory, multi-layered repository towards preservation of cultural assets



Target groups

The MuseIT project is aimed at a **wide range of people and groups concerned with disability, as well as cultural institutions and clusters**. The technologies developed within the project aim to improve the **inclusion and accessibility of cultural assets for all**, with a particular focus on the needs of people with disabilities.



Approach

The project will adopt a **user-centric participatory and co-design** approach, and develop technologies in collaboration with and for users with varying perceptual modalities, and abilities.

Consortium



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