

## **Information Technology and Cultural Heritage**

The aim of this course is to familiarize students with the modern experimental and applied trends in the field of Information Technology and advanced digital media for research, documentation, and the highlighting of the cultural heritage.

In the course "Information Technology and Cultural Heritage" we explore new media and cutting edge experimenting technologies with a twofold objective: a) to respond to the contemporary needs that emerge from the convergence of the digital world with cultural heritage; and b) to develop new innovative applications of cultural interest.

Indicatively, new 3D modeling methods are mentioned as well as the design of interactive application and virtual reality environments, augmented reality applications etc. As part of the course and with the aim of expanding it, there are offered interdisciplinary lectures and international collaborations with teachers from internal and external research and academic institutions, such as the School Computer Engineering & Computer Engineering (EMMY) of the Technical University of Crete, the Institute of Technology & Research (FORTH), its Institute of Architecture and Media (IAM) Graz Technical School of Architecture in Austria and Graduate School of Design by Harvard University. The course is supported by the contemporary logistics equipment and staff of the Digital Design Lab of the School of Architecture of the Technical University of Crete.

Students are evaluated during the semester for small exercises which they regularly submit online to the courses' blog. They also have to submit a final project work which they present in the exams for this course.