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SPOMEN PODRUČJE
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3D rekonstrukcija logora Jasenovac

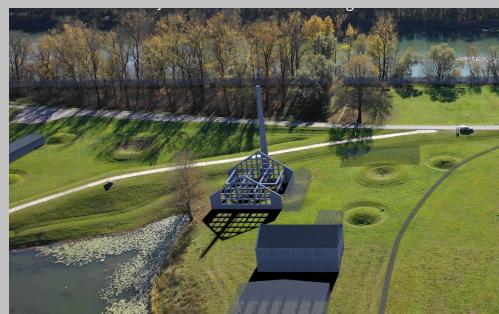
3D Reconstruction of Camp Jasenovac

Projekt „3D rekonstrukcija logora Jasenovac“ rezultat je trogodišnje suradnje JUSP Jasenovac s istraživačkom grupom SPECS-Lab (Institut za znanost i tehnologiju) i softverskom tvrtkom Eodyne Systems S.L. u Barceloni, a nastao je u okviru paneuropskog projekta Accessing Campscapes: Inclusive Strategies for Using European Conflicted Heritage (HERA, 15.092, iC-ACCESS, 2016-2019).

Primjenom inovativnih pristupa i najsuvremenijih digitalnih tehnologija, cilj projekta „3D rekonstrukcija logora Jasenovac“ jest uvođenje novih metoda obrazovanja o koncentracijskom logoru Jasenovac i Drugom svjetskom ratu, osobito za mlade generacije.

Povezujući na jasan način vjernu rekonstrukciju prostora logora Jasenovac s opisima logora, izvornim fotografijama, svjedočanstvima, dokumentima i predmetima, želi se omogućiti integrirani pristup i bolje razumijevanje logora, kako najmlađim generacijama, tako i svim posjetiteljima memorijala u Jasenovcu.

JUSP Jasenovac planira novonastale tehnologije i metodologije uključiti u standardizirane aktivnosti obilaska memorijalnog prostora, te u kurikulum obrazovanja o koncentracijskom logoru Jasenovac. Projekt uključuje niz novih aktivnosti kao što su virtualna soba i šetalačke rute gdje posjetitelji, uz pomoć tablet-računala, vizualiziraju prostor nekadašnjeg jasenovačkog logora III Ciglana, pritom slijedeći povijesni tijek događaja i povezujući izloške iz muzeja s originalnim mjestima na kojima su nađeni.



Projekt je financiran sredstvima Ministarstva kulture RH za 2019. godinu, te sredstvima programa Horizon2020 Europske unije za istraživanje i inovacije, putem projekta Accessing Campscapes: Inclusive Strategies for Using European Conflicted Heritage (HERA , 15.092, iC-ACCESS 2016-2019).

Project “3D Reconstruction of Camp Jasenovac” is the result of a three-year collaboration between JUSP Jasenovac, the research group SPECS-Lab (hosted by the Institute of Science and Technology) and the software company Eodyne Systems S.L. in Barcelona. Project was carried as part of Accessing Campscapes: Inclusive Strategies for Using European Conflicted Heritage project (HERA, 15.092, iC-ACCESS, 2016-2019).

Applying innovative approaches and state-of-the-art digital technologies, the aim is to introduce and to establish new education methodologies on concentration camp Jasenovac and the Second World War , especially for young generations.

Combining faithful reconstruction of the camp area with descriptions, original photos, testimonies, documents and objects, this project seeks to implement an integrated approach, and consequently better understanding of the camp, both for the youngest generations, and all other visitors of the Jasenovac Memorial Site.

Jasenovac Memorial Site will aim to integrate new, state-of-the-art technologies and methodologies into standardized activities of memorial tours, and into the curriculum of education on the concentration camp Jasenovac. Moreover, the project includes a series of new activities, such as a virtual room and walking routes, where visitors, using tablets, visualize the space of the former Jasenovac camp III Brickworks, following the timeline of historical events and linking exhibits from the museum to the original places where they were found.



The project was funded by the Ministry of Culture of the Republic of Croatia and by the Horizon2020 EU funding programme for research and innovation, through the project Accessing Campscapes: Inclusive Strategies for Using European Conflicted Heritage (HERA, 15.092, iC-ACCESS 2016-2019) project.