

The International Conference – The Future of UNESCO Chapters: Culture, Education and Sustainable Development. The first edition: Culture as a Global Public Good

Title:

The role of Art Nouveau built heritage towards Education for Sustainable Development: The “Art Nouveau Path” in the EduCITY App

Abstract:

Everyone acknowledges the essential role of Cultural Heritage, both tangible and intangible, towards the development of a safe and prosperous Society. Heritage’s immense value lies not only in the safeguarding of Memory and Identity [1], but on its understanding as a non-renewable resource [2], and also as a dynamic process based on creativity and knowledge [3], [4]. This work aims to briefly explore the roles and combining potential of Built Heritage and Education, supported by easy-accessible technological solutions, as Mobile Learning [5]; and, to present the Research & Development project "EduCITY - Smart and sustainable cities with Augmented Reality mobile educational games created by and for citizens", and one of its games, “The Art Nouveau Path”. To achieve this, a narrative review was undertaken. This review aimed, not only to explore the above concepts, but to be constituted as a basis for future research within this thematic. With this work, it is expected to present the possible contributions of the “Art Nouveau Path” towards the development of key competences for Education for Sustainability, emphasising the role of Art, specifically the Art Nouveau style characteristics. This mobile game is based on a path with multiple challenges, which takes place in various strategic points in the Aveiro city, where the Art Nouveau built heritage can be explored. This challenge includes educational resources in Augmented Reality, simulations, 3D animations and information spots, triggered by natural markers comprising physical elements of built heritage, as tile panels or masonry or metal works. These resources are integrated into the EduCITY mobile app. As this is a preliminary work, it is expected that the implementation of this educational strategy will allow a deeper analysis on the presented thematic and proposal.

References:

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- [3] Council of Europe, “European Charter of the Architectural Heritage,” 1975.
- [4] ICOMOS, “The Charter of Krakow 2000: principles for conservation and restoration of built heritage,” 2000. [Online]. Available: <http://hdl.handle.net/1854/LU-128776>.
- [5] S. C. Chen and H. Duh, “Mixed reality in education: Recent developments and future trends,” *Proc. - IEEE 18th Int. Conf. Adv. Learn. Technol. ICALT 2018*, pp. 367–371, 2018, doi: 10.1109/ICALT.2018.00092.