Capacity Building Workshop introducing EUreka3D-XR at Bibracte

With the scope of updating CH staff from Bibracte team, this workshop held in French brought together professionals who had contributed to previous project EUreka3D (scientific data enhancement, conservation, research, digital mediation, and IT) along with new participants (educational mediation, communication, and tourism), fostering a multidisciplinary approach to the project.

This workshop aimed to:
? Present the results of Eureka3D, with a focus on metadata, which is essential for documenting online resources.
? Share the objectives of EUreka3D-XR (following a focus on Extended Reality): the development of five tools and their usage scenarios, which will later benefit CHIs.
? Define Bibracte's commitment: to support, through an archaeological site visit scenario, the design of a geolocated tour editor and its mobile application, will allow users to view 3D resources in augmented reality, developed by partner NTUA.

Bibracte will build on its experience in this field, having participated in the design of La Boussole de Bibracte, a geolocated tour tool for the archaeological site, for which it manages the content.



Drawing on this expertise, the team initiated a first reflection on the visit scenario, focusing on key questions: How should points of interest (POIs) be selected? How should 3D resources and related content be chosen? How can the user experience be enhanced? These reflections shape the upcoming work for the definition of requirements and iterative evaluation and development of the Bibracte XR pilot experience.

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