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Focus on the CULT Curriculum: innovating education through Art, Culture, and Technology

Dear colleagues and stakeholders. We are pleased to share with you the second newsletter of the CULT Project (Culture & Technology), focusing this edition on one of its core milestones: the development of an innovative Higher Education Curriculum designed to hybridise artistic-cultural knowledge and advanced digital technologies.

The CULT Curriculum is structured to provide students with multidisciplinary and transversal skills, enabling them to work in increasingly digitalised cultural and creative industries. Its vision is clear: to merge art, culture, and technology in an educational path that promotes creativity, critical thinking, and innovation while reducing gender disparities in STEM disciplines.

Why a CULT Curriculum?

In a context where digitalisation permeates the valorisation, conservation, and utilization of cultural assets, CULT responds by:

- Equipping students with competences in Virtual and Augmented Reality, Artificial Intelligence, Web 3D, immersive communication, and video game design applied to cultural heritage
- Preparing them to operate in international and intercultural environments, fostering inclusivity and accessibility

Encouraging female students from humanities backgrounds to access STEM pathways, enhancing their employability and supporting gender equity in digital professions.

Curriculum structure

The CULT Curriculum includes modules such as:

- Digital Technologies for Cultural Heritage: exploring tools for digitisation, conservation, and dissemination of heritage assets
- Technologies for Extended Reality: developing immersive experiences for cultural communication
- Web 3D and Immersive Communication: creating interactive and engaging digital environments
- Artificial Intelligence for Digital Heritage Innovation: integrating AI for creative content generation and cultural storytelling
- Video-game Design and Development for Cultural Heritage: designing serious games that promote cultural narratives through gamified learning experiences.

Each module is designed with clear learning objectives, practical workshops, and interdisciplinary approaches to enhance professional readiness, creativity, and an innovative mindset.

What’s next?

Workshops are currently being organised and implemented to support the design and fine-tuning of the Curriculum modules. These workshops engage faculty members, experts, and students in co-creation activities, ensuring that the educational content responds effectively to market needs, technological evolution, and the expectations of future cultural professionals.

Stay connected

We’d like to thank all partners for their ongoing dedication and look forward to sharing the next results and opportunities to collaborate in empowering the next generation of cultural and technological innovators.

STAY UPDATED ON CULT ACTIVITIES!

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