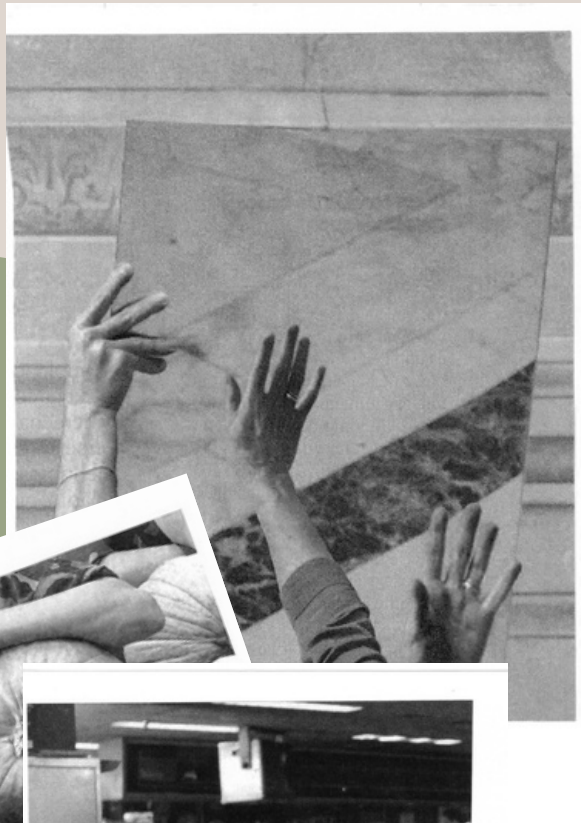


# [Case Studies]

6



**This section presents a collection of case studies and practical examples of Digital Museum education implemented by institutions from partner countries.**

## Virtual Reality - Hungarian National Museum, Hungary

[Link](#)

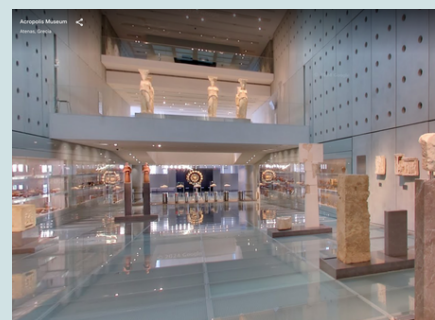
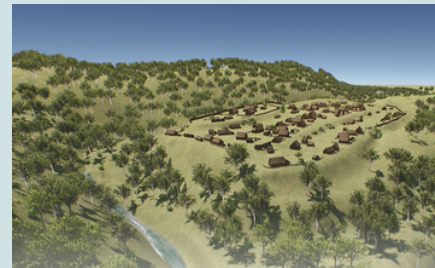
The Hungarian National Museum participated in the "Danube's Archaeological eLandscapes" project within the Interreg Danube Transnational Programme, creating a series of virtual reality exhibitions entitled Stories of the Past – Virtual Journey into Lost Landscapes. This initiative allowed users to explore historical landscapes in the Danube region, such as prehistoric caves, Iron Age settlements, Roman villas, and medieval fortresses. The virtual content was integrated into the museum's VR stations and pedagogical sessions, offering an interactive and visual experience for students and visitors.

## Virtual tour - Acropolis Museum in Athens, Greece

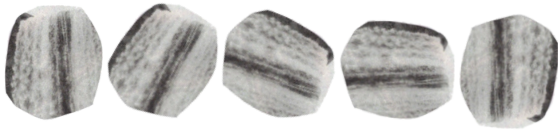
[Link](#)

The Acropolis Museum in Athens, Greece, implemented a digital tour to enhance student engagement with Greek cultural heritage, utilizing technologies such as Augmented Reality (AR) and Virtual Reality (VR) to recreate sculptures and offer immersive visits. This project, aligned with the Greek educational curriculum, seeks to make ancient history accessible to students from diverse locations, including remote areas, and to foster interactive and remote learning. The results include increased accessibility, enriched educational experiences, and the development of students' technical and collaborative skills, as well as valuable resources for teachers. Furthermore, the digital tour attracted more than 1.2 million virtual visitors in its first year, with a 95% satisfaction rate, establishing itself as a benchmark in the integration of technology and cultural preservation.

The images in this guide were taken from the internet. Links to each image can be found using the Link button on this page.



( 50 )



## Interactive platform - Museo Nacional del Prado, Spain

[Link](#)

In January 2025, the Museo Nacional del Prado, in collaboration with Samsung, launched the "Baroque Spaces" project, a digital educational initiative aimed at students and teachers in the final years of primary and secondary education. This project, presented as an interactive webdoc, combines audiovisual capsules, interactive resources, and transmedia narrative to explore the museum's Baroque collection, connecting 17th-century art with contemporary themes. The project seeks to foster dialogue between art and today's society, enrich the educational experience, promote the use of digital technologies, and develop critical and creative skills in students. Furthermore, "Baroque Spaces" offers flexibility for use in classrooms, homes, or the museum, facilitating equitable access to art and enhancing understanding of the historical and cultural context of the Baroque.

## Video game - Warsaw Uprising Museum, Poland

[Link 1](#)
[Link 2](#)

The Warsaw Uprising Museum in Poland has developed digital educational resources, drawing on the aesthetics and narrative of video games. These include virtual tours, interactive timelines, webinars, and Augmented Reality (AR) applications, to teach high school students about the 1944 Warsaw Uprising. These tools, which include gamification and 3D reconstructions, seek to make historical education more interactive and accessible. The results include increased student engagement, greater accessibility for those in rural areas, and recognition of the museum as a model for other institutions.

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