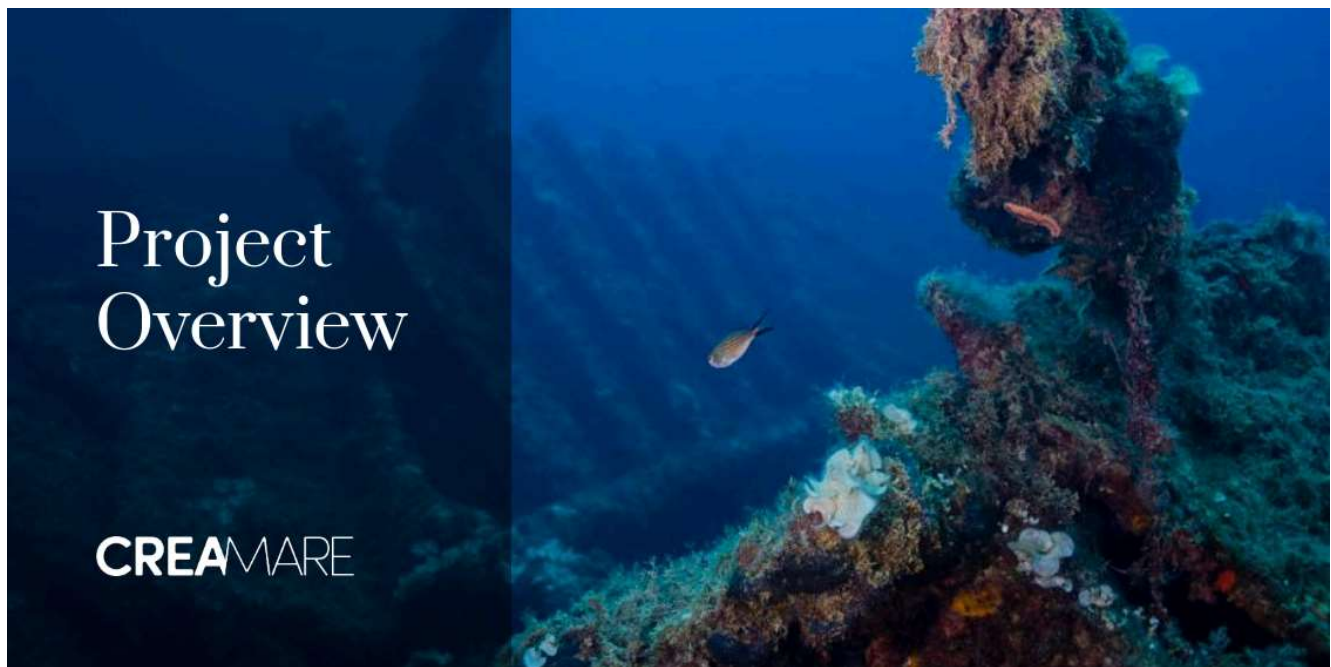


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CREAMARE



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The CREAMARE Project aims at creating a trans-national and cross-sectorial collaboration framework in which cultural institutions, scientific and research bodies, creative professionals, and technology experts can co-produce Culture and Creative Applications and digital products to communicate, disseminate and promote Cultural Heritage, with a special focus on the Underwater Cultural Heritage, and, simultaneously, raise awareness about relevant social problems such as pollution and other environmental threats that affect the oceans.

Main Expected Results

The definition of a collaborative approach between creative professionals and cultural institutions, using an ad hoc web platform

The demonstration of the framework through the co-production of a 3D serious game focused on the UCH

The creation of a training and capacitybuilding package for both cultural and creative professionals

Cooperation is the key



Open Call for Cultural Institutions and Organizations to promote UCH sites, which will be adopted as game scenarios



Open Call for Artists and Creative Professionals to realize 3D models, music and graphic effects



Production of a serious game that will take the player on a journey through underwater Mediterranean cultural sites



Co-creation of digital contents to promote Underwater Cultural Heritage protection



Open call for Cultural Institutions and Organizations

The call for **Cultural Institutions and Organizations** was open from 13th march to 23rd April 2023, and twelve organizations applied proposing 22 cultural sites.

The Call provided a unique opportunity for Cultural Institutions and Organizations of the Mediterranean area to join the CREAMARE team and promote their relevant historical or naturalistic sites. In fact, the 3D models of six selected sites will be included in the main outcome of the project, a Serious Game that will be released free of charge for pc. Co-operating with the CREAMARE project, selected candidates will be able to test a new co-production model for digital contents, and they will also benefit from training in digital technologies, ocean conservation, and sustainable activities.

The call selection process was completed during the **first-year meeting at the University of Cádiz** on last **May 3rd**, which was attended by the project coordinator, 3D Research (Italy), the Ministry of Culture (Italy), the Nautical and Underwater Archaeology Line of the Universidad de Cádiz (Spain), coordinated by Mr. Felipe Cerezo Andreo, Atlantis Consulting SA (Greece), Novena d.d.o (Croatia), Pragma-IoT (Greece), and Pro Progressione (Hungary).

CREAMARE team members had to choose only seven institutions, but, since all proposals were of undoubted quality and interest, they hope to involve all applicants in the subsequent project opportunities and training activities planned.

The publication of the CREAMARE Open Call results opens a new chapter of **collaboration and creativity** in the world of art and culture that will possibly inspire and engage a wide audience, helping to transform people's perception of **underwater cultural heritage**.

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What's next

Open call for Creative Professionals

A second call will be published in June 2023 to select 6 Creative professionals to be engaged in the Serious Game production

[Stay tuned](#)

Project Partners





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