**Topics for the mandatory academic/research project**

The following topics are some broad ideas **to be negotiated** and/or narrowed down with the help of the **instructor** (Irene Mamakou):

1. Digital museum applications
2. Digital repositories for digital asset management
3. Existing ontologies for museum digital applications
4. Open Ontologies for cultural applications/that promote cultural heritage in Greece
5. Open Ontologies for cultural applications/that promote cultural heritage abroad
6. Digital applications to promote a cultural product/entity
7. Digital (Serious)Games for museums- select one case study about a Greek museum
8. Digital (Serious) Games for museums- compare/contrast digital games in museums of the same category eg. Historic museums, art museums, etc.
9. Serious games for museum visitors
10. Search, present and evaluate platforms/software that have been used in digital games for museums
11. How to present history through digital applications
12. How to promote culture through digital applications
13. Virtual reality and museums/creative industries
14. Augmented reality and museums
15. Mixed reality and museums
16. Applications of mixed reality to culture and heritage

(Για το  μάθημα επιλογής 4ου εξαμήνου «Ξενόγλωσση Ορολογία Πληροφορικής», ο κωδικός της ομάδας στο Τeams είναι ο **1eul9oe** (επόμενη διαδικτυακή συνάντηση: 13/4/2021 )