

Viewing Angles

[Angles de vue]

The First School-based Co-creation Project on Tablets and Computers

Collaborative creation of tours and cultural games for cell phones and tablets.

Goal

Report 2015



400 students

15 classes & teachers

17 partner cultural institutions



tours & games

<p>Chapter 1: Paris Archives Nationales Bibliothèque Historique de la Ville de Paris Conservatoire National des Arts et Métiers Gaité Lyrique Maison de la Poésie Mémorial de la Shoah Musée d'Art et d'Histoire du Judaïsme Musée Carnavalet - Histoire de Paris Musée de la Chasse et de la Nature Musée National Picasso - Paris</p>
<p>Chapter 2: Sarthe Musée des 24h - Circuit de la Sarthe Abbaye de l'Épau Prieuré de Vivoin</p>
<p>Chapter 3: Yonne Musée Colette Musée Zervos Musée de l'Aventure du Son</p>
<p>Chapter 4: San Francisco, United States Mission District</p>

Co-creation of 15 tours

170 points of interest

500 challenges



300 hours worked

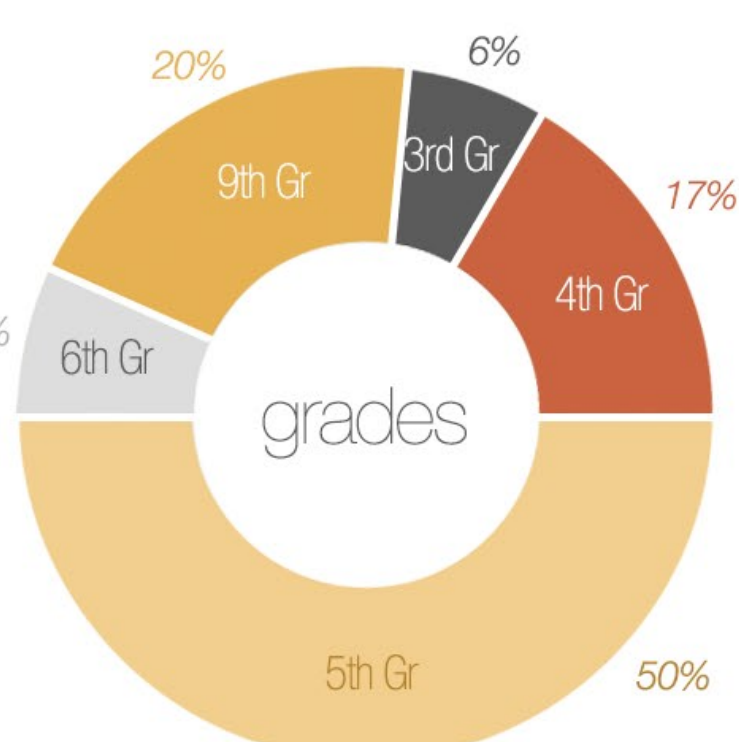
30 hours of recording

28 miles covered

700 historical and cultural facts

and also...

800+ laughs!



digital

Tours available (in French) on



Download the GuidiGO app and search for "Angles de vue"

9 key skills developed



1 searching, summarizing



2 writing



3 acting



4 organization



5 orientation



6 team work



7 digital creation



8 creativity, curiosity



9 listening, memorizing

involvement

emotion

sharing

emulation

Paris



Sarthe



Yonne



San Francisco



PARTNERS: Marais Culture + network; City Hall – Paris, District 3; City Hall – Paris, District 4; General Council of Sarthe; Academy of Dijon; General Council of Yonne; The Lycée Français de San Francisco (LFSF); GuidiGO.

Project selected by the French Ministry of Culture and Communication after its call for "Digital Cultural Innovative Services 2014 - Youth and Tourism" projects.

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