

A museum gallery with interactive displays and people. The scene is dimly lit with a soft, warm glow. In the center, a large glass display case contains several vases and a small plant. To the left, a man in a suit looks at a large tapestry on a wall. To the right, a group of people, including a woman in a long dress, are gathered around a large interactive screen displaying a manuscript. The floor is polished and reflects the ambient light.

*Echoes of Resilience*  
*A Media Platform for Immersive Learning and Cultural Renewal*

*Participatory narratives for post-crisis cultural resilience in Europe*

*What*

# *Project idea*

## *Interactive Media Platform*

An interactive media platform for immersive learning

## *Cultural Resilience Focus*

Focused on cultural resilience in times of crisis

## *Heritage Exploration*

Users explore **heritage, creativity, and recovery**

## *Community Narratives*

Based on participatory and co-created narratives from real communities

*(Key idea: learning cultural resilience through experience, not instruction)*

*Mechanism*

# *How does it work?*

01

*Gamified storytelling and immersive soundscapes*

02

*Users make creative choices and co-create digital stories*

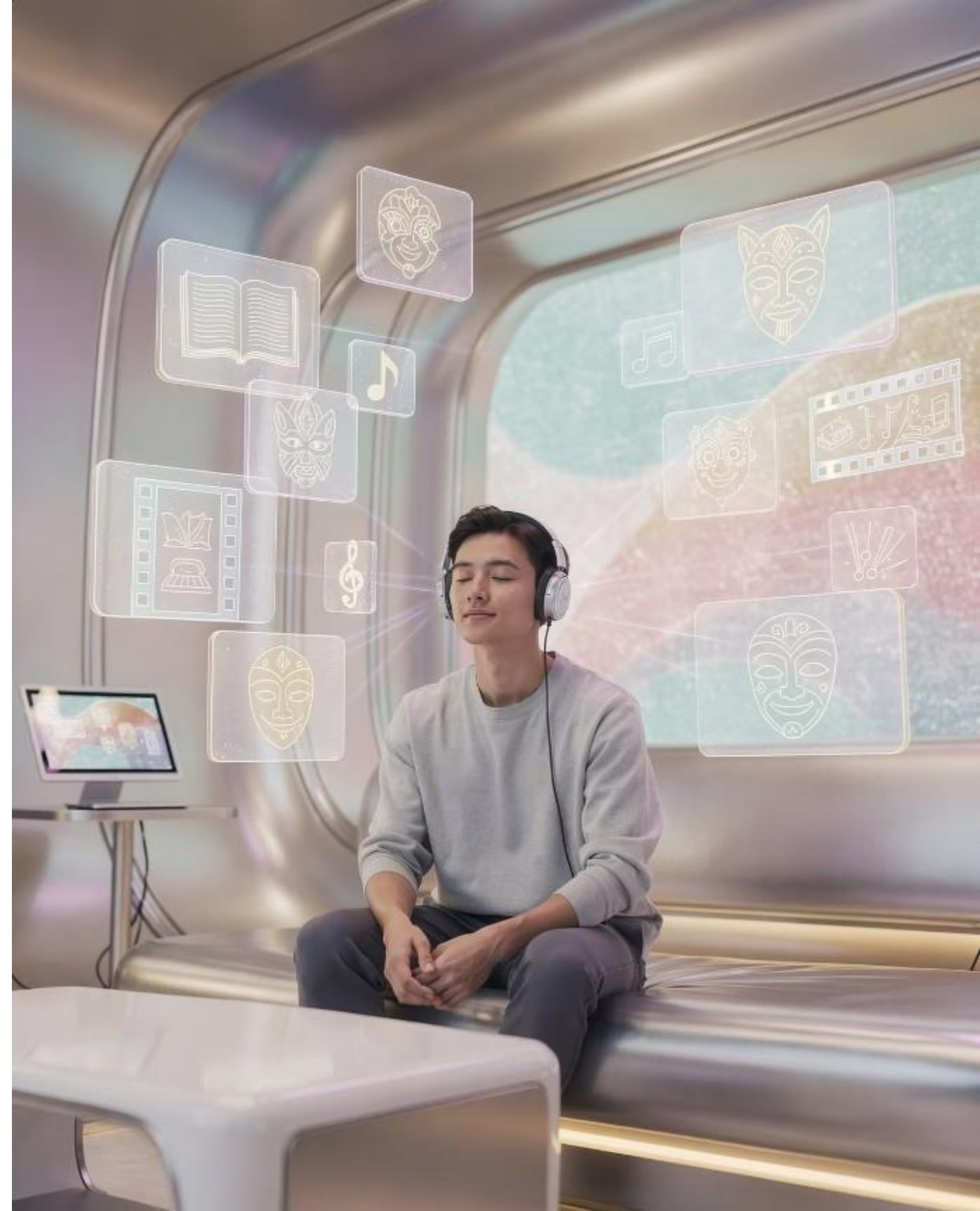
03

*Individual experiences form collective cultural memory*

04

*Creativity and empathy become tools for cultural renewal*

*(From participation → to shared resilience)*



*Who & Why*

# *Partners we are looking for*

 *Higher Education*

Higher education institutions (media, arts, education, digital humanities)

 *Creative Industry*

Creative industry partners (XR, sound design, game & narrative design)

 *Technology*

Technology partners (interactive platforms, AI-assisted media tools)

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*Interested in developing a Horizon Europe proposal (Cluster 2 / Cluster 4)*



## *Why Me*

# *Background & experience*

### *Project Leadership*

MSCA4Ukraine Fellow | Project Lead: CineGame Ukraine  
& War Through the Lens of New Media

### *Immersive Learning Expertise*

Practice-based research in immersive learning & audiovisual storytelling

Proven experience in narrative design + sound design for education

Strong focus on ethics, participation & community co-creation

### *EU Cooperation*

Experience in EU cooperation (Latvia, Lithuania, Finland, Austria)

### *Bridging Disciplines*

Bridging research, education, and creative practice

*Invitation*

# *What's next?*



*Form an international consortium*



*Identify the most suitable Horizon Europe call*



*Develop pilot modules and co-creation workshops*



*Open invitation to connect after this session*

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*Let's turn shared experiences into shared resilience.*