

ABSTRACT

In my diploma thesis, I am looking for a way to awaken, maintain and deepen people's relationship with technical monuments in the cultural landscape, thereby increasing their chance of preserving them for future generations as evidence of the history of human ingenuity. I deal with the possibilities of connecting interpretation and education, or guides and teachers, at technical monuments with help of a virtual environment which is close to today's young generation. The goal of my work is to create such an interactive educational program/game focusing on technical monuments which will make the participants, through an application on a mobile phone or tablet, physically visit a technical monument, get to know it in its authentic environment and thus create a personal relationship with it.

At the same time, in the role of the creator of this type of educational program, I also examine the environment, the conditions for the implementation of the plan, as well as the possibility of sharing game experiences, partial and overall results, including their own research, with other users. I am looking for a way to make heritage education "alive", developing and sustainable.

KEYWORDS

Technical monuments, play, interpretation, education, crafts, technologies, virtual environment, experience.