

## **Our take**

We understood that you want visitors from around the world to visit Karlskrona World Heritages by creating attractive experiences. The citadel is a unique site that has a lot to offer: it's had a strategic and important part of Sweden's history why it's a perfect tourist spot. Even so it needs to be more inviting and noticeable than what it is today.

The Drottningsskär Citadel should be the number one attraction of Karlskrona and should be known worldwide for its uniqueness. We want to encourage young people to collaborate and discover the history of Karlskrona and Sweden in a fun and engaging way to spark an interest in history. That being said, we believe it's important to merge our past and history in order to understand our present and future. That's why we want to fuse analog and digital.

## **Idea**

The idea is an interactive adventure letting visitors experience history by role-playing in the facilities of Drottningsskärs Citadel using the technology of Mixed Reality.

## **How?**

We want to mix reality with virtuality, analog with digital. Our proposal is to use Mixed Reality in the unique environment of the Drottningsskär Citadel to get people to better interact with the stories and our history. Mixed Reality is when you have a virtual layer on top of your real surroundings which gives you a realistic illusion of what's in front of you.

We want to use this technology to let the visitors create and play a role of the adventure. This we will do by replacing the traditional guides and information signs with fictional characters. The characters will give the visitor information, choices and tasks - some that might require several people to help out in order to fulfill it or solve it. Thus visitors will get different experiences and outcomes depending on their own choices and how they face them. The role-play adventure takes place during 1600-1700 century, the time when the Citadel was still in use.

For example a cook can approach you on the courtyard about a shipments of food that the cook can't find and ask the visitor to locate it for him/her. When the visitor approach the place where the wares used to arrive a notification can pop up, telling the visitor short about the location and ask if he/she want to bring the wares back to the cook.

This can be combined with the restaurant, where the ware the visitor picks up can be something that appears on the actual restaurants menu. This would contribute to the magical feeling and create a further link between fiction and reality for the customer.

The experience and adventure should start even before arriving at Drottningsskär. Many people travel to the citadel by bike, but what if you could get picked up by a horse carriage when the ferry arrive at the port? It would set the mood before your foot hit dry land. The guards stationed around the citadel during summer, are perfect to continue with because as unique as they are, they tell their own stories and makes the offline time still magical. These are just some examples of how one can use the historical setting to your advantage. It's important to create a whole picture-solution, where a visitor can get a magical experience not only by looking into digital glasses. Otherwise they'd likely to lose the immersion the second they take the glasses of. Working with and playing on the human senses can create a bigger impact on the visitor which also would contribute to a better holistic experience. It's given that the sight perception is used, but other senses like hearing, taste and smell could also enhance the experience.

For example when walking past the kitchen one could hear the cook or smell the food.

The concept is very flexible since it doesn't depend on any specific season, weather or time. Also using this kind of technology there is minimal harm on the facilities since there is no need to reconstruct or to build anything new.

## **Summary**

The idea is an interactive role-playing adventure where visitors experience Karlskrona's history in the facilities of Drottningsskärs Citadel using Mixed Reality as the technology. By doing this we want to encourage young people to gain knowledge and spark interest in history in a fun and engaging way. Instead of having traditional guides or signs the visitors will interact with and help fictional characters, in this way we expect the visitors to get a deeper knowledge and emotional connection thanks to the hands-on experience. It's important to create a holistic experience where everything is taken into consideration. Not only the interactive role-play itself but also the journey to get to the Citadel and the part where one can play on our senses.

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