

## ARCHEOVIRTUAL EXHIBITION

### ***Archeovirtual Exhibition - "Back to the Future: Archaeology and Cultural Tourism "on Play"***

October 26-29th, 2017 | 9:00 am - 7:00 pm | Archaeological Museum, Paestum (SA)

Archeovirtual is an exhibition of interactive digital projects linked to the world of Archaeology and Cultural Heritage, organized by CNR ITABC under the leadership of Sofia Pescarin, in the framework of the **Mediterranean Archaeological Tourism Exchange Fair (BMTA)**.

In 2017, Archeovirtual is conceived as a **video game exhibition** organized at the Paestum Archaeological Museum, which sees the support of REVEAL European project ([www.revealvr.eu](http://www.revealvr.eu)), the technical sponsorship of SONY Entertainment Italia and UBISOFT, and the collaboration of IVIPRO (Italian Videogame Program) and CIA (Italian Confederation of Archaeologists).

The exhibition is divided into 5 areas and aims at highlighting how the videogame can be a powerful tool for cultural communication and tourism promotion, even when the heritage emerges only indirectly.

#### **AREA 1 - VIDEO GAME ARCHAEOLOGY**

1. 1982 - PITFALL
2. 1989 - INDIAN JONES AND THE LATEST CROSS
3. 1996 - CIVILISATION II

#### **AREA 2 - SUCCESSFULL GAMES (Sony Playstation Area)**

4. EAGLE FLIGHT (PS VR)
5. TOMB RAIDER CHRONICLES (PS3)
6. ASSASSIN'S CREED (PS4)

#### **AREA 3 - HISTORY OF ARCHEOVIRTUAL 2006-2017**

7. AD-MOTUM serious game
8. JUXEBOX ARCHEOVIRTUAL

#### **AREA 4 - MUSEUM GAMES**

9. PLEISTOSTATION at the Casal de 'Pazzi Museum in Rome
10. FATHER AND SON at the Archaeological Museum of Naples

#### **AREA 5 - GLIPSES**

11. WHEELS OF AURELIA
12. THE MOOSEMAN
13. DEAR ESTHER Environmental Narrative Videogame

The themes that emerge in the exhibition are discussed during the **Archeovirtual workshop** of the 28<sup>th</sup> of October.