

## PROJECT PROMOTION OF HISTORICAL AND CULTURE CROSS BORDER HERITAGE THROUGH MUSEUMS INNOVATIONS

THE PROJECT IS IMPLEMENTED UNDER
THE EUROPEAN NEIGHBOURHOOD INSTRUMENT
AND FINANCED BY THE EUROPEAN UNION

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IMPLEMENTATION PERIOD 2020-2023



Funded by the European Union





## PANEVĖŽYS LOCAL LORE MUSEUM

The project was co-funded by Panevėžys city municipality.

On June 6–7, 2023, the final project symposium "Kāpēc" was held, during which not only a knowledge session took a place, but it was also a chance to visit Panevėžys Local Lore Museum, Panevėžys City Art Gallery, Stasys Eidrigevičius Arts Center and the creativity center "Pragiedruliai". Presentations were given by lecturers from Lithuania and Latvia: prof. dr. Rimvydas Laužikas (Vilnius University, Vilnius, Lithuania), dr. Rūta Kačkutė (National Museum of Lithuania, Vilnius, Lithuania), Ineta Zelča Sīmansone (Creative museum, Riga, Latvia) and Raivis Sīmansons (Creative museum, Riga, Latvia). The results of the project were discussed during the closing session.

The exhibition "Emigruoti? Pasilikti? Grįžti?" – as part of the project – was created at Panevėžys Local Lore Museum. In the new exhibition visitors will notice a minimalistic design, interactive solutions (games installed on tablets, a specifically prepared structure, real stories about emigration broadcasted on the TV screen), traditional tools for education and information purposes (pull–out information sections, wall illustrations). Visitors are invited not only to be interested in the history of the region and its famous personalities, but also to become participants in the exhibition and to vote – to stay, return or emigrate – to get involved in the initiative.

Expositions are open:

Tuesday-Friday 10 a.m.-6 p.m.

Saturday 11 a.m.- 4 p.m.

Panevėžys Local Lore Museum

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## Project goal:

To create a cross-border cooperation platform, creating conditions to ensure an increasingly larger interest of tourists and visitors about the cultural and historical heritage in the border teritory of Latvia and Lithuania.

The implementation of the project generally enhanced the attractiveness of museums and their exhibitions, strengthened the knowledge of museum specialists about digital competences and the promotion of cultural heritage, and also promoted the participation of students in museum activities.

## PREIĻI MUSEUM OF HISTORY AND APPLIED ART

As part of the project, Preili Museum of History and Applied Art created and element of augmented reality (3D model) near the 19th century Preili Manor horse stable. The interactive game "Gorgeous buildings and castles" promotes the understanding of cultural heritage values among visitors, especially between school-age youth. To increase the professionalism of museum specialists, the E-handbook "Museum 2025" has been created and employee trainings on the use of modern technologies in expositions, exhibitions and collection work have been held. The interactive indoor display allows visitors to get acquainted with the current stories of the museum, while the touch-sensitive display ensures the accessibility of the non-exhibited part of the collection.

The 3D scanner will make it possible to make the values in the museum's collections available to visitors and view them on the monitor in an unrivalled quality.

The interactive photo booths located on the territory of the museum already attract the attention of tourists and city residents.

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https://www.preili.lv/lv/strukturvieniba/

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