ALMA MATER STUDIORUM
UNIVERSITÀ DI BOLOGNA

CONVERGING MEDIA & CONTENT, GAMING

Immersive and pervasive solutions for increased personalized user experiences also exploiting gaming technologies.

Media and content convergence enables the interaction with content on any device, anywhere, anytime, and the advancement of "accessibility". Gaming technologies and mechanics play a crucial role to enhance non-leisure situations and scenarios for training and motivational purposes.

Overview of media & content convergence and gaming research activities withinthe University of Bologna:

- Augmented and virtual reality
- 3D audio and video
- Virtual worlds
- Interactive/real-time storytelling
- Scholarly digital editions
- e-learning and digital inclusion
- Interactive multimedia technologies with applications
- Multimedia data retrieval and analysis
- Automatic annotation of multimedia data
- Health, transportation, cyber security, digital humanities, fashion, and entertainment systems and applications
- Models for electronic texts in a digital environment
- Digital systems for historical archive finding aids
- Electronic and digital libraries
- Metadata and ontologies in the Semantic Web

HIGHLIGHTS

Laboratory for design & creation of virtual, distributed, and immersive environments: the purpose is to enhance the collaboration between the Department of Computer Science and Engineering and the Department for Life Quality Studies supporting the multidisciplinarity among skills in distributed virtual systems, multimedia systems, information systems, simulation and artificial intelligence, sensor networks and image processing and cultures fashion communication. The Laboratory aims to design and implement distributed and immersive virtual environments to experiment with applications of virtual reality and augmented reality.

European funded projects coordinated by the University of Bologna:

H2020 – **DETECT** *Detecting Transcultural Identity in European Popular Crime Narrative* (2018-2021)

H2020 – **VOSTARS** *Video and Optical See Through Augmented Reality surgical Systems* (2016-2019)