













RUKS MUSEUM





Rijksdienst voor het Cultureel Erfgoed Ministerie van Onderwijs, Cultuur en Wetenschap











































in mijn buwit







university of groningen















Amsterdam Agenda

- Three target groups: citizens, tourists, expats
- Amsterdam as a cultural city
- Widen the perspective to 'untold stories'
- Focus on diversity: free, tolerant city
- Redirect visitor streams to other parts of the city and region:



"Amsterdam Castle" in Muiden



5 unique places to stay in Amsterdam



Inntel Hotel in Zaandam





Extended Experiences of Virtual Cultural Heritage

Gamification of XR applications







Participatory, Adaptive Storytelling

Citizens contribute their knowledge and objects









Model: Europeana WWI roadshows

Bottlenecks

- Gamification: toolkit for Gamified Experiences of CH
- Participatory and adaptive storytelling:
 - Privacy & IPR issues with citizen-contributed data
 - Workflow models for CH institutions
- Business models (revenue generation)

Thank you for your attention



AmsterdamTimemachine.nl





