Section 2

Chapter 8 - Main Achievements Of Mobile Learning Through The Use Of Educational Aplications

Case Scenario 3

Title: **iDante** – *The Multimedia Divine Comedy*

Description:

"*Dante's is a visual imagination*".

T. S. Eliot

Dante Alighieri's Divine Comedy still plays a fundamental role in Italian high schools; during the three years of high school, the three canticles considered as the founding moment of the Italian language are studied in depth. The transposition of the Divine Comedy into interactive media is an interesting case history to understand the evolution of multimedia applications in the Italian school. The Divine Comedy on CD ROM, edited by Gualtiero and Roberto Carraro, in 1993 was the first work of electronic publishing used in Italian schools. In 2007 Dante's multimedia experience in class took a further step forward thanks to a work created by the authors themselves on interactive DVDs, a real video-book with the Canti in poetry and paraphrasis, video introductions, comments, places, characters, iconography.

Dante's video-book is still a unique work, which allows an audio-visual reading of Dante's verses, illustrated by an unpublished 3D production that has reconstructed the entire afterlife as conceived by the Poet.

In 2010 the innovative *touch* edition of the Divine Comedy was published. The App, together with the DVD series, was used in the first iPad adoption experiments at the Lussana high school in Bergamo in 2011. Videos on songs and comments are visible on YouTube, and have reached millions of views.

iDante has been published by the App Store for iPhone, iPod Touch and - since May 2010 - for iPad. The English version is aimed at the U.S. and English-speaking market, the original Italian version is dedicated to the large community of Dante lovers in Italy and around the world.

Dorè's illustrations, coloured and reworked in digital form, are carefully dissected in the visual narrative to be compared to Dante's verses, in the "virtual scenes" section they become virtual environments that can be explored, while in the introductory video they take on depth thanks to three-dimensional effects.

iDante is conceived as a digital age miniature, in which the text is inserted in a figurative frame. Since the fourteenth century, the Divine Comedy has given rise to a large number of miniatures, which have given visual form to the extraordinary poetic images of Dante. The new shape of the book can incorporate some elements of the miniature and propose a multimedia version: iDante is inspired by Miniature books but represents the poem in the forms of the digital age.

The 3D model of hell contains Dante's complex cosmography, divided into the infernal chasm, the mountain of Purgatory and the celestial spheres.

Thanks to digital technologies, Dorè's imagination takes on considerable expressive power and a new, closer and more fruitful relationship with the poem. With the digital addition of colour, the engravings become more readable and effective, an expressive freshness that can be of great help in bringing even the youngest, the so-called digital natives, closer to the archaic language of Dante. With the movement of your fingers you can explore this 3D model until you reach the details, the individual characters that Dante meets in his path. Virtual environments, enriched with audio effects, represent the scenarios of the beyond with philological attention to Dante's verses.