

## Section 2

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

## Case Scenario 4

Title: ***BibleWorld***

#### Description:

BibleWorld is an edition of the Bible for iPad published in 4 languages by the Italian San Paolo Editions, linked to the Vatican. This App, officially presented in the Vatican by Bishop Georg Gaenswein, assistant to the Pope, has been used and is currently still in use in many Catholic institutes for the study of sacred texts.

BibleWorld proposes a new way of approaching the Bible: the greatest story ever told enters the iPad enhancing the specific aspects of the new medium. The reader is immersed in a work that presents various sensory experiences - visual and tactile - and different dimensions, personalized and virtual.

#### *Contents*

- Biblical text in 4 languages: Italian, English, French, Spanish;
- 73 introductions and illustrated covers of Bible books;
- over 4,700 notes to the biblical text;
- 630 illustrations of Sacred History, organized into 61 episodes;
- Biblical Atlas: 155 cards illustrated in 12 3D maps with 10 virtual reconstructions (relating to the temple of Solomon and Herod, the sanctuary of Moses, the Jerusalem of the Gospels, Imperial Rome);
- 150 Symbols organized into 6 categories;
- chronology with 82 illustrated historical periods;
- Virtual Cathedral: more than 150 cards illustrated in 3D.



### *Functionality*

- Bible text with interactive index and customizable layout: notes and images, 2D and 3D; sharing of verses on Facebook, Twitter and via email; text search;
- Bible 365: proposal to read the Bible in a year with a biblical passage and a psalm per day;
- Atlas: fly over and bird's eye view of the maps, virtual exploration with touch or moving the iPad with the gyroscope;
- Reading the Bible in images, organized into 9 chapters and 61 scenes; from the Creation to the Apocalypse we leaf through the illustrations of the episodes of sacred history, narrated by thousands of verses of the Bible;
- consultation of biblical symbols with three-dimensional animated layout;
- chronology: 3D time gallery with parallel view of the events of ancient civilizations and the Bible; 3D models of the most famous monuments;
- tour of the virtual cathedral, visual synthesis of the Bible with the main narrative cycles, from Genesis to the Apocalypse, the protagonists of the Old and New Testaments, the main episodes and sacred symbols.

### *The Virtual Cathedral*

BibleWorld contains a 3D reconstruction of a virtual cathedral that becomes a synthesis of the entire Bible. Exploring it in the typical mode of video games, you will discover the fundamental passages of the sacred text: the story of the Genesis historiated in the floor, that of the Apocalypse painted on the vault, the figures of the prophets and apostles in the side aisles. In BibleWorld Cathedral, the whole Bible becomes a three-dimensional book.