

Section 2

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

Exemplary case 1

Title: **Being Leonardo**

Description:

The Being Leonardo multidevice App presents itself as a real subjective immersion in the world of Leonardo Da Vinci. The immersive biography is the editorial concept that projects the user into the mind of the Renaissance genius: the user becomes Leonardo, retraces his life and enters his imagination, recreated in three-dimensional graphics. "Being Leonardo" focuses on the entire figure of the Florentine genius, not a single aspect of his eclectic artistic, scientific and technological research, but his world and his mind. Leonardo's genius is the real object of admiration, his incredible inventiveness capable of anticipating the future and discovering all the facets of knowledge, translating the discoveries not just into simple writings but into beautiful drawings that have sometimes turned into extraordinary paintings. Enigmaticity and emotion characterize the experience of an immersive *Wunderkammer*, a sort of three-dimensional journey in which the entire life of the Florentine master flows, from which one can access the fundamental environments of his existence reconstructed in 3D, such as interactive machines and paintings. The fascinating thing is the revolutionary Leonardesque vision of the world, which in its treatises takes the form of a daily report, the diary of the life of a genius. These code-diaries are an extraordinary way of narrating the life of Leonardo, a visual tale of the world and its *weltanschauung*, a real "Renaissance pictography".

Various immersive technologies are used in the application:

Vision - Enigmaticity and emotion characterize the experience of the immersive *Wunderkammer*, a sort of three-dimensional journey in which Leonardo's entire life flows, and from which one can



access the fundamental environments of his existence reconstructed in 3D and interactive machines and paintings.

Timeline - A synoptic table organizes all the contents by life, works, ideas, events and characters, which can be consulted in a virtual layout that can be easily browsed.

Synopsis - In the section dedicated to Leonardo's ideas you can experience an original access to Leonardo's world through the extraordinary intuitions and inventions that the genius represents in his drawings, codes and paintings.

The iPad becomes a subjective viewer that allows us to "enter" imaginary worlds taken from Leonardo's universe and to "see" with his eyes. The App, the first editorial work in the world to be created simultaneously for the Android, IOS and Oculus platforms, is an experimental laboratory of new visual paradigms.

The App for Samsung Gear VR "Being Leonardo" is designed for an immersive experience in the context of the exhibition on Leonardo at Palazzo Reale: in a room, some Samsung virtual viewers are available to visitors for a fee. The virtual format focuses on the concept of "being Leonardo": visitors of the exhibition at Palazzo Reale wearing the virtual device "become Leonardo", that is, they enter his mind and live his world in 360 °. The App for Samsung Gear VR dedicated to Leonardo reinterprets for the virtual reality viewer the format "Being Leonardo" developed for Tablet IOS and Android.

This is the first editorial production in the world designed and available both on the tablet stores and in the Oculus store, as from the beginning it was focused on an immersive format. The adaptation to the virtual viewer shifts the centre of gravity to the immersive environments, which become the gateway to Leonardo's world. The user can enjoy 360° environments of various types (photographic, reconstructed in 3D, generated by drawings, etc.) in which he can navigate with great simplicity and speed, thanks to an immediate "visual interaction": simply pointing the eyes at interactive elements, the user activates the contents and navigates in the virtual world.

The App is available in Italian and English