

## Section 2

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

## Exemplary case 2

Title: **Rome Virtual History**

#### Description:

In the Keynote of Apple's special event dedicated to the education and launch of iPad2, the App "Roma Virtual History" (created by Applix and published by Mondadori) was selected and cited among the best educational applications in the world. During the Keynote, held at the Guggenheim Museum in New York on January 19, 2012, "Virtual Rome" is included in a summary view of the 20,000 apps in the education sector, and presented in third place after "The Elements" and "Frog Dissection". The App is promoted by Apple and is used in many US educational institutions.

In Italy Rome Virtual History had already been used in some official school experiments in secondary schools. Students can observe how the site of the Colosseum has changed from its original marshy basin, witness the great fire and explore Nero's *Domus Aurea*, and finally the Amphitheatre itself. The virtual tour continues south to Pompeii, Herculaneum and many other important Roman cities - in Europe and the Mediterranean - which are presented with 3D models, information pages and hundreds of images of the highest quality.

The App offers an authentic journey through time to Rome, capital of the greatest empire of antiquity, virtually reconstructed and explored in 360 degrees. The format offers a surprising rediscovery of Roman civilization through multimedia content and innovative functions: from the spectacular digital restoration of statues to the exciting aerial views of the metropolis of 2000 years ago, from the manipulation of 3D models of legionnaires, gladiators and war machines to



the exploration of monuments in 3D. These include the Colosseum, the Circus Maximus, the Mausoleum of Hadrian and many others.

The reconstruction of the original aspect in different points is superimposed and compared with the current reality, just like through a time machine; maps and introductory cards allow us to deepen the origins of Rome, the conquests and the fall of the empire, the techniques of engineering, art, war and entertainment of the Romans, the profiles of the emperors, until we discover what has survived in the modern world of Roman civilization.

The application is the first to use the "bubble viewer" technology, designed in Italy and patented in the USA, which enhances the sensors in mobile e-books - accelerometer and compass - creating a new generation of illustrations in the shape of a digital sphere. The new digital book becomes a sort of telescope that allows you to see the 3D reconstruction of Imperial Rome.

