

Section 2

Chapter 9 - Gamification And Self-Direct Learning: The Use Of Mobile Applications In Education And Lifelong Learning

Case Scenario 1

Title: *Museum of the '900 in Mestre - M9*

Description:

M9 is the first large totally multimedia museum in Italy, one of the most important in Europe. An immersive and experiential museum in which the narrative is independent of the materiality of the objects and is completely entrusted to the interaction between the visitor and the exhibition structures in a mixture of training and entertainment. With this form of presentation, the visitor is no longer a passive subject, but must take an active part in the exhibition and in the interaction with M9. Knowledge of the past allows us to better understand the present and plan a future of sustainable development. Hence the idea of telling the Italian story of the 20th century.

It is a great experiment to tell the national story in a global perspective. The museum tells the story of the twentieth century not through major events but through the transformations of everyday life.

The narration is mainly digital, realized thanks to the use of advanced technological tools that allow you to create immersive and interactive paths. The multimedia contents of the permanent exhibition come from the main Italian public and private archives, including Teche Rai, Istituto Luce, Fondazione Treccani, Centro Storico Fiat, Archivi Farabola, Archivio Aamod, Archivio storico di ENI and Fondazione FS Italiane, IVESER, Archivio Giacomelli.



The multimedia museum of the 20th century does not have a predefined visit route. It is divided into two floors, each divided into four sections. The two floors are characterized by two different approaches to the revolutionary processes that changed the lives of Italians in the 20th century.

The first floor starts from the experiences of each person's daily life: from the particular to the universal. It tells how the bodies and faces of Italians have radically changed; how their habits and lifestyles have changed; how technology has influenced our lives by transforming every object we use; how economic development and the introduction of new production systems have affected the overall level of well-being of millions of people.

The second floor tells the story of the twentieth century from the point of view of public spaces and collective places: from the transformation of landscapes and mass urbanization, from the places of political participation of the masses and the stage of institutions to a reflection on national identity through the specific points of view of education, literacy of high and low culture, and religion.

1 *How we were, how we are.* Demography and social structures.

2 *The Italian way of life.* Consumption, costumes and lifestyles.

3 *The race to progress.* Science, technology and innovation.

4 *Money money money.* Economy, work, production and well-being.

5 *Let's look around.* Landscapes and urban settlements.

6 *Res publica.* The state, the institutions, politics.

7 *Being Italian.* Education, training and information.

8 *To be recognized.* What makes us feel Italian.

By downloading the app you can create your own route and activate the extra games.¹

¹ <http://www.m9digital.it/>