



About

Education for Sustainable Development (ESD) for 2030 and for SDGs, and in particular, the SDG6 on water is a crucial prerequisite for more forward-looking water management and a stimulating field for creative innovation of water museums. The digitization of natural and cultural water heritage is a key process that should be promoted when thinking about sustainable futures in Europe. The CreDiT project (CREative DIGital waTers) co-funded by the European Commission under the Programme Creative Europe responds to the need for the digitization of natural and cultural water heritage as a key process to achieve the SDGs in Europe. The project includes trainings and digitization campaigns for the participating museums, lasting for 2 years (2023-2024).

Partners



DOC Servizi - Italy
www.docservizi.retedoc.net



VirtualGeo - Italy
www.virtualgeo.eu



Global Network of Water Museums
www.watermuseums.net



AQUATIKA Freshwater Aquarium
Karlovac- Croatia
www.aquariumkarlovac.com



MIO-ECSDE/HYDRIA - Greece
www.hydiaproject.info



Opificio delle Acque (GACRES) - Italy
www.canalidibologna.it

Creative Digital Waters

The CreDiT project responds to the goals related to education on sustainable water uses set by the 2030 Agenda, the European Green Deal, the Phase 9 of the Intergovernmental Hydrological Programme (IHP) of UNESCO and IHP's Resolution n.5-XXIII - a key declaration endorsed by UN Member States for transnational promotion of water education and the establishment of a Global Network of Water Museums.



Co-funded by
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Contact us

Email: europe@docproject.it
Webpage: www.creacult-credit.eu





Aims

-  Promoting attractive education activities of museums to address climate change and environmental challenges.
-  Improving people's access to & interpretation of water heritages inside and outside museums.
-  Contributing to the prevention of further losses of both natural and cultural water heritages in the long-term.

CREDIT Principles

User-friendly digital tools
Digitization for preservation
Edutainment for the public
Connection of people & places

Activities

The planned training courses, workshops and digitization campaigns will engage directly the museum staff, local artists and educational institutions to co-design and co-produce the new tools with creative solutions.

With these new tools, including digital routes and audioguides, 3D models, educational media for kids, and empowered digital tools for social media, the project will increase the number of water museum visitors (both online and physical visits).

Indirect beneficiaries will be thousands of visitors and the local schools that every year visit water museums.

Results

-  Needs analysis on digital skills and training gaps of water museums.
-  Digital tools co-designed for each participating museum.
-  A web platform aiming to facilitate the interaction among museums and the exploitation of the project's results.

