5.ª Conferência Internacional da Rede de Museus da Água 5th International Conference Of The Global Network Of Water Museums











# ABOUT THE PROJECT

A project co-funded by the EU Commition through the Creative Europe Program within the small scale partnerships program

Keywords: water sustainability – UNESCO-IHP – water museums - culturalheritagedigitization - edutainment - water education

Call Objectives: Competitiveness and innovation Sectors: Digital Arts - Tangible cultural heritage – Museums and Historical sites and buildings









## THE CONSORTIUM























### THE AIM

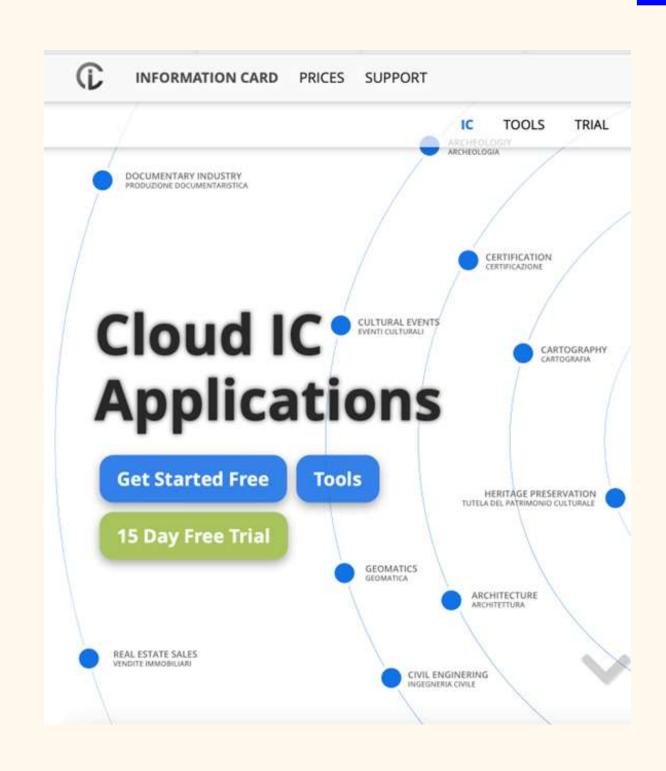
THE DIGITAL TRANSFORMATION OF WATER MUSEUMS to promote attractive education activities in order to address climate change and environmental challenges and prevent further losses of both natural and cultural water heritages.

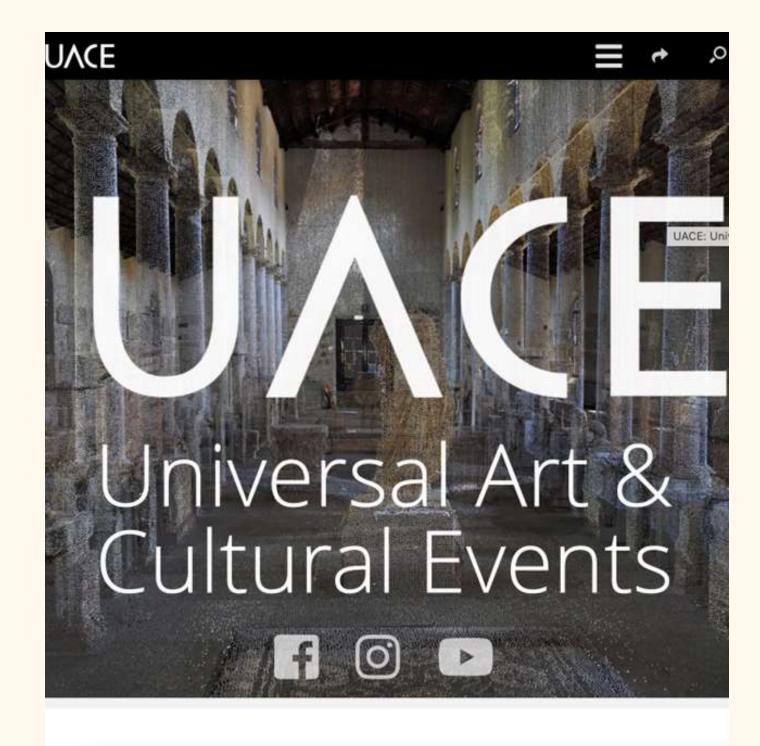






# THE TOOL AND THE REFERENCE













#### **AQUAPLAY**



#### An interactive tool for colouring and protecting the water heritage

AQUAPLAY is an interactive educational tool for students worldwide to explore the importance of water through creative coloring activities. AQUAPLAY collects some of the best artworks submitted to our youth contest and award <u>'The Water We Want'</u>. Now, with AQUAPLAY, these drawings can be colored online by children worldwide! While having fun, the children will also learn why many students are inspired to stand for water - the most precious resource for life - its biodiversity and heritage.







#### Drawings can be picked across four water-related themes:

- . Biodiversity and Freshwater Ecosystems
- . Water Heritage and Living Waters
- . Climate Change, Pollution and Water Scarcity
- . Peace and Cooperation Through Water







AQUAPLAY was developed as part of <u>CREDIT</u> (Creative Digital Tools) - a project funded by the European Union's Creative Europe Programme, in collaboration with DOC Servizi, Virtualgeo and other partners.







In the next project phase, we plan to add **more drawings** to each theme by involving **more water museums affiliated with the WAMU-NET network**. Any museum will have the possibility to send artworks for consideration for inclusion in AQUAPLAY – thus, giving greater international visibility to their own educational activities. Each drawing is credited with the name of the artwork's author and the museum that submitted it.









Please, take a few moments to explore AQUAPLAY and the interactive opportunities it offers:

https://www.watermuseums.net/education/aquaplay/





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