Gaming Platform for Training on Bulgarian Traditional Costume

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1   Introduction

The use of digital technology in the humanities and social sciences indicates the needs of information servicing of research and training in these areas. The development and the use of new models and approaches for analysis, understanding and interpretation of cultural content delivery and display to new audiences in new ways through the development of new environments, applications, tools and services, is encouraged.

The developed technologies and services should be built in the context of research and education in the humanities and social sciences The studies are focused on appropriate methods and tools for innovative and multiple use of digital records by various users (scientists, students, children) for different purposes (research, education, curating, entertainment, etc.).

2   Project "Pro-innovative Research on Bulgarian Traditional Costume"

Bulgarian traditional costume as ethnographic and museological object can be seen as a complex and open system in which the elements and forms are located in various relationships and dynamic development in spatial, temporal and semantic level. Information technology development enables pro-innovative Bulgarian traditional costume education based on gamification. Including new approaches to research, description, access and representation of the object, it creates an opportunity for new results and development of scientific and educational process in scientific fields related to this object. Clothing such as a permanent and indispensable element of culture, offers reliable prospects for comprehensive representation of ethno-cultural diversity in its traditional and modern type.

The development of digital environment for management of ethnographic content aims to enrich the methods and tool for research and education in ethnology, to optimize the performance of museum specialists and to create conditions for increasing the interest and access of children and students to a wealth of traditional Bulgarian costume.

3 Games for Children

One of the goals of the project is to develop a gaming platform and scenarios for games focused on children to get acquainted with the peculiarities of the traditional Bulgarian clothing. Digitized objects from the collections of ethnographic museum are used for various memory games with pairs of card, cubes and puzzle.

4 Conclusion

The project applies for the grand during the Research Founding in the priority Areas – 2014 of National Science Fond of Ministry of Education and Science.