

## SOCIETY AND PEOPLE NEWS

# Reliving prehistoric Malta through VR

The Creative Research Time in the Computing Department at Saint Martin's Institute of Higher Education (SMI) has worked closely with heritage experts and teachers to develop an educational Immersive Virtual Reality (VR) Experience.

The SMI research team has already proven itself by developing a faithful virtual representation of the tangible cultural heritage (physical site and artefacts) of an underground UNESCO heritage site: the Neolithic Hypogeum of Hal

Saflieni. This project, based on a LIDAR scan of the site during its restoration in the 2000s, was completed and launched just prior to the closure of museums due to the pandemic in 2020.

This year's Re-Live History project sought to augment the experience with the portrayal of intangible cultural heritage, that is, the human behaviour in these sites, using artefacts found within them. Re-Live History used VR and motion capture (mocap) technology to introduce an animated character that meets the realism expectations raised by the site's faithful representation.

The research team worked with mocap suits in order to create a realistic flow of movement portrayed by the avatar working at digging one of the walls of the hypogeum in line with the heritage experts' direction and teachers' suggestions. These were invited to participate in the design specification, development and evaluation of the results with the intention of fostering familiarity and interest in the experience to seek its adoption in teaching.

Results gained have illustrated encouraging feedback on the role of VR in the pedagogy of teaching of subjects, even outside history, such as digital literacy, graphics and digital art, sound digitisation and the underlying mathematics.

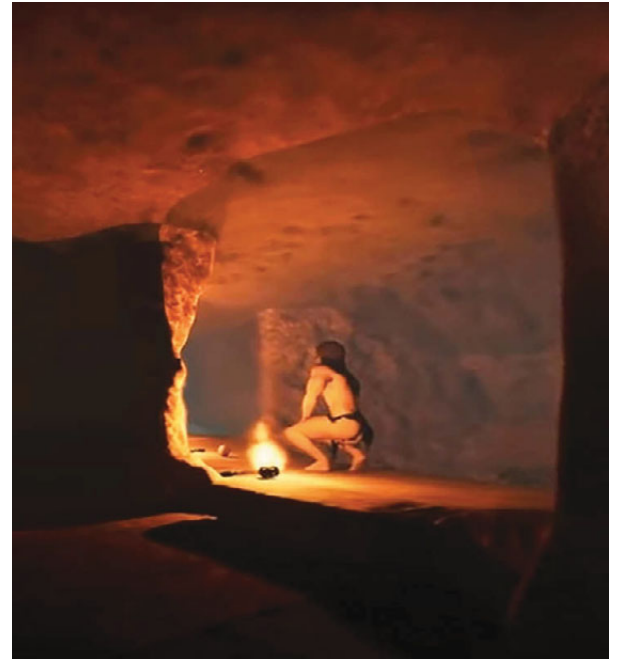
Re-Live History used VR and motion capture (mocap) technology

**Re-Live History used VR and motion capture (mocap) technology**


St Martin's Institute believes that the success of Re-Live History is a great opportunity to develop an archive of such immersive experiences as teaching aids for present and future generations to learn about the cultural roots of our nation. This addresses learning outcomes in school curricula that focus on periods of time, about which little documentary evidence is available, such as pre-historic cultures.

The research project is financed through the Research Excellence Programme of the Malta Council for Science and Technology (MCST). A short film produced inside the VR experience and through 360-degree editing techniques, may be viewed on <https://youtu.be/W8LyCTMD-SHE>.

Re-Live History may be experienced at the PlayCon event at the MFCC, Ta' Qali, taking place this weekend (Stand D7) or for teacher/student groups through an appointment set with SMI through e-mail [infodesk@stmartins.edu](mailto:infodesk@stmartins.edu).



A video grab of the Re-Live History film.



**SANTA VENERA LOCAL COUNCIL**  
 Santa Venera Local Council, Triq il-Kbira San Ġużepp, Santa Venera  
 Phone 2149 1030  
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**Reference no: EOI/SVLC/002/2022**  
**Design and Manufacturing for a Memorial (Monument)**

Expression of Interest for the provision of the  
 Design and Manufacturing for a Memorial (Monument)  
 Commemorating the Victims of the First and Second World Wars  
 Date of Publication: November 6, 2022  
**Deadline for submission of offers: December 31, 2022 at 12 noon**

**Expression of Interest Scope**

The Second World War dealt with issues that had to be smoothed over after the First World War. After a twenty-year hiatus, the Second World War began between the Axis powers, and the Allied powers.

With this Memorial (Monument) the Santa Venera Local Council is in the process of commemorating these World Wars and the brave souls lost during these wars, particularly those from the locality.

The Memorial (Monument) dimensions shall be as follows: -  
 Length: 200-220cm  
 Width: 120-140cm  
 Deep: 40-50cm  
 Material: Bronze  
 Style: Neo Classic

*Notes: the memorial shall include an inscription and the memorial is to commemorate victims of the First and Second World Wars who lost their lives in Santa Venera.*

**Submission of EOI**

The submissions should include a sketch or artistic impressions of the Memorial (Monument). The design may be accompanied by a model of the proposed Memorial (Monument).

The artist shall include a quote for both the design and manufacturing (which shall include but not limited to all labour and material to be used) of the Memorial (Monument). All fees must be presented in EURO and shall be inclusive of any taxes (such as Value Added Tax), if applicable.

Interested parties are to submit their proposal in pdf format via email on [santavenera.lc@gov.mt](mailto:santavenera.lc@gov.mt)

**Selection process**

The Santa Venera Local Council will be carrying out the selection process during an ad-hoc adjudicating committee meeting and in return will present a recommendation to the members of the council. The selection criteria will be:

- 1) The ingenuity of the design is based on a sketch or artistic impressions of the Memorial (Monument).
- 2) The quote for both the design and manufacturing of the Memorial (Monument).

## SOLUTIONS TO LAST WEEK'S GAMES

### PLAY 4

A	L	O	G
L	I	M	E
B	E	A	N
A	N	N	E

### SUDOKU

2	1	3	7	6	5	9	4	8
6	8	7	4	1	9	2	3	5
5	9	4	2	8	3	1	7	6
7	5	8	9	3	1	6	2	4
4	6	2	5	7	8	3	9	1
9	3	1	6	4	2	8	5	7
3	4	6	8	9	7	5	1	2
8	2	9	1	5	4	7	6	3
1	7	5	3	2	6	4	8	9

### CODE CRACKER

1	2	3	4	5	6	7	8	9	10	11	12	13
M	U	D	P	O	W	I	E	L	H	R	T	B
14	15	16	17	18	19	20	21	22	23	24	25	26
J	V	N	S	G	A	Z	Q	K	C	F	X	Y

### TELEWORD

Rollin Hand

### WORD ROUNDUP

Crimson Maroon Purple Silver Yellow Cyan; Alpha Beta Gamma Delta Epsilon; Noon; Never; Alaska.

## CRYPTIC SOLUTIONS

ACROSS: 1. Just-in 7. Once more 8. Pets 10. Birdie 11. Little 14. Out 16. Arson 17. Romp 19. Ta-sty 21. Th-re-e 22. Guest 23. Pots 26. Miser 28. Rod 29. At-hen-s 30. Retina 31. Oven 32. Caro-use-l 33. Lather. DOWN: 1. Jabber 2. Teed up 3. Nose 4. M-ed-i-ate 5. Ports 6. He-men 8. Pro-M 9. Tit (rev.) 12. Try 13. Lovat 15. Hars-h 18. Orbit 19. The 20. Set 21. Turn out 22. Gee(-gee) 23. Potent 24. Od-in 25. Skater(-s) 26. Match 27. Short 28. Rev. 30. Roll.

## EASY SOLUTIONS

ACROSS: 1. Bathes; 7. Abundant; 8. Neon; 10. Avenue; 11. Attain; 14. Car; 16. Halts; 17. Asks; 19. Money; 21. Deter; 22. Sinew; 23. Pest; 26. Havoc; 28. Paw; 29. Agents; 30. Pile-up; 31. Hear; 32. Toulouse; 33. Wheels. DOWN: 1. Banana; 2. Hyenas; 3. Sane; 4. Another; 5. Fatal; 6. Stuns; 8. Neck; 9. Our; 12. Tay; 13. Items; 15. Voter; 18. Scrag; 19. Men; 20. New; 21. Diction; 22. Son; 23. Palate; 24. Ewer; 25. Tapers; 26. Haste; 27. Venus; 28. Pie; 30. Phew.