

# Young people in Northern Ireland to learn new digital skills

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Young people using digital technologies and creative media to connect with museums and their collections The Nerve Centre

Four thousand young people aged 16-25 from across Northern Ireland are to take part in a new project using virtual reality and 3D printing to connect with museums and their collections.

The Reimagine, Remake, Replay project will enable the young people to enhance the collections of seven local museum and galleries by making and curating their own exhibitions, taking over museum and gallery spaces and re-interpreting existing exhibits.

The young people will explore the varied collections and learn a host of new skills to create new interpretive materials that will allow people to connect with heritage in new ways.

Activities and training will be provided to allow them to write, cast and direct their own films, develop interactive events and exhibitions, create apps and games, and use 3D scanners and printers and virtual reality and 3D filmmaking technology.

[quote=Paul Mullan, Head of HLF Northern Ireland]"Thanks to National Lottery players, this ambitious project will give young people the skills they need to create imaginative, engaging content that gives new perspective and relevance to our heritage"[/quote]

The project will be delivered by the Nerve Centre, a leading creative media arts centre, in partnership with National Museums Northern Ireland, Northern Ireland Screen and Northern Ireland Museums Council.

A £900,000 grant from HLF's Kick the Dust programme will fund the project. Head of HLF Northern Ireland, Paul Mullan, said: "Thanks to National Lottery players, this ambitious project will give young people the skills they need to create imaginative, engaging content that gives new perspective and relevance to our heritage.

"The fantastic network of partner museums and galleries will provide unique access to their collections, giving a real 'hands-on' opportunity for the young people and helping them to connect to their heritage in meaningful ways. We are looking forward to seeing how they respond to the collections, what is of importance and value to them, and how they use these to reflect their own identity and sense of the past while still connecting to our collective heritage."



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[Young people developing graphic novels about history Nerve Centre](#)



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## Kicking up a storm! Young people shake up heritage