

Ponovno oživimo Osor: dostopnost arheološke dediščine Osorja – od otoka do oblaka

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Vabljen predavanje

Povzetek Predstavitev obravnava paradoks Osorja: njegovo bogato arheološko dediščino od prazgodovine do srednjega veka ter hkrati omejeno fizično dostopnost, ki omejuje promocijo rezultatov obsežnih sodobnih raziskav. Osor je idealen laboratorij za preizkušanje dostopnih in trajnostnih načinov interpretacije arheološke in naravne dediščine. Predstavitev temelji na rezultatih raziskovalnega projekta in odgovarja na vprašanje: kako lahko rezultati obsežnih terenskih in laboratorijskih analiz dosežejo čim širše občinstvo, kadar so fizični obiski oteženi? Predlagamo koncept »Ponovno oživimo Osor« kot igriv, a resen pristop k odklepanju dostopa: ne prek množičnega turizma, temveč prek digitalnih interpretacij, ki upoštevajo fizično nosilnost prostora. Predstavili bomo analizo izzivov (inzularnost, prometna izoliranost, sezonska omejitev obiskov in nosilnost prostora) ter predlagali niz digitalnih rešitev, ki lahko »odklenejo« oddaljeno dediščino: razširjeno in virtualno resničnost, resne igre ter platformo Minecraft Education. Na podlagi pregleda dobrih praks na primerljivih lokacijah in našega razvojnega načrta za Osor predlagamo modularni »digitalni dvojnik« arheološke pokrajine, ki povezuje arheološke podatke, plasti varstva narave in izobraževalne poti. Cilj je promovirati lokacijo, obveščati javnost o rezultatih raziskav in razviti učna orodja za šole, ki poudarjajo pomen severnega Jadrana ter vključujejo elemente naravne dediščine in načela trajnostnega razvoja. »Ponovno oživimo Osor« je tako poziv k pametni prisotnosti: od otoka do oblaka, od podatkov do razumevanja, od fizične izoliranosti do načrtovane digitalne prisotnosti – v korist dediščine, skupnosti in učenja.

Ključne besede Osor, arheološka dediščina, interpretacija dediščine, dostopnost, trajnostni razvoj

Make Osor Great Again: Accessibility of Osor's Archaeological Heritage – Between the Island and the Cloud

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Invited Lecture

Abstract This presentation addresses the paradox of Osor: its wealth of archaeological heritage, contrasted with its limited physical accessibility, which restricts the dissemination of extensive contemporary research findings. Osor serves as an ideal laboratory for testing accessible and sustainable interpretations of archaeological inheritance. The presentation is based on the results of a research project and answers the question: how can the results of comprehensive field and laboratory analyses reach the widest possible audience when physical visits are challenging? We propose the concept of 'Make Osor Great Again' as a playful yet serious approach to unlocking access – not through mass tourism, but through digital interpretations that respect the space's carrying capacity. We present an analysis of the challenges (insularity, transport isolation, seasonality of visits, and carrying capacity) and propose a set of digital solutions to 'unlock' remote heritage: augmented and virtual reality, serious gaming, and the Minecraft Education platform. Based on a review of good practices at comparable sites and our own development plan for Osor, we propose a modular 'digital twin' of the cultural landscape that connects archaeological data, nature conservation layers, and educational trails. The aim is to promote the site, inform the public, and develop teaching tools for schools that emphasise the importance of the northern Adriatic region. 'Make Osor Great Again' is thus a call for smart presence: from island to cloud, from data to understanding, and a transition from physical isolation to planned digital presence for the benefit of heritage, community, and learning.

Keywords Osor, archaeological heritage, heritage interpretation, accessibility, sustainable development