

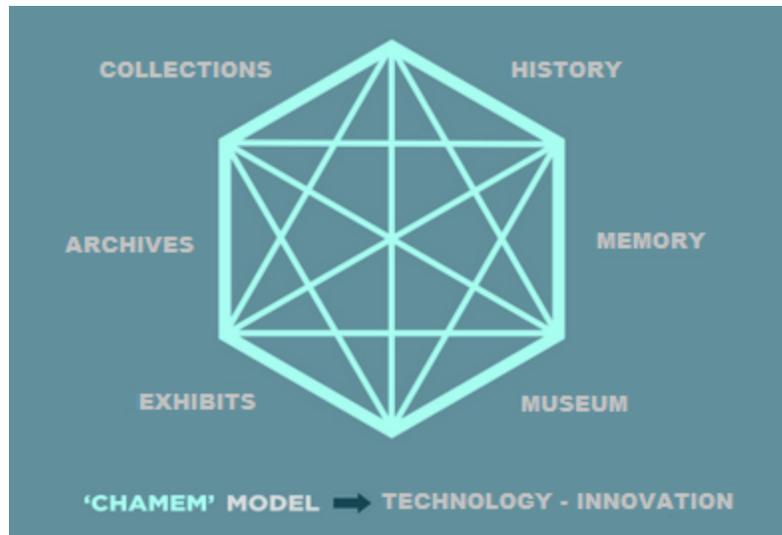
## National eMuseum of Sports

Development stages:

The National eMuseum of Sport project, headquartered in Rio de Janeiro and currently operating as a startup incubated at Rio de Janeiro State University (UERJ), is based on proposals for the use of advanced technologies and, as such, has functioned as an experimental lab for supporting other Brazilian sport memory preservation initiatives, with opportunities to cooperate with the international Olympic Movement. Considering this, the eMuseum's development stages are as follows:

- 1- Visiting traditional international sports and Olympic museums, as well as observing business models in place at Olympic parks in Barcelona, London, Switzerland, Austria, and Germany, happening between November 2016 and May 2017, as well as national museums in Rio de Janeiro (Brazilian Soccer Confederation – CBF Museum) and São Paulo (Soccer Museum), in June 2017.
- 2- The second moment began in June 2017. Meetings were held with national collectors who could potentially present national sports history as a group: Olympic Gallery Institute, Olympic City Museum in Rio de Janeiro, Ministry of Defense with the Navy, Army, and Air Force Museums, The Ministry of Sport's Athletes' Commission, the National Sports Council, and the Brazilian Paralympic Committee.
- 3- The third moment happened simultaneously to the second, involving strategic partners: the Federal Physical Education Council (CONFEF), Virtual Sports Center, Brazilian Electronic Sports Confederation, and the National Archives.
- 4- The fourth moment, which went on into the first semester of 2018, was the development of the pilot project in a partnership with Rio de Janeiro State University, supported by Innovation Director Marinilza Bruno, and the Technology Lab, represented by Marcia Taborda. For technical and collection partnerships, a cooperation agreement began between the National eMuseum of Sport startup and the Brazilian Basketball Confederation (CBB), alongside UERJ, with the goal of rescuing facts of Brazilian basketball memory and promoting its preservation through digital resources, as well as bringing athletes' personal collections together in one place. The proposal, in this case, is to establish the eMuseum as a hub for collectors.

DIGITAL INTERACTIONS IN SPORTS HISTORY



- 5- Continuing the work with the activities that began during the eMuseum's experimental operation stage (pilot project), the competition HACKING.RIO – Sports thematic area happened at the end of the first semester of 2018 on July 27-29 in Porto Maravilha, a central area in the city of Rio de Janeiro. HACKING.RIO was a hacker competition, in which technology specialists from around the world gathered in teams to develop high-impact solutions for the real challenges involved in Rio de Janeiro's society and market. At the event, various solutions were presented for the technological and management-related challenges the National eMuseum of Sport was facing.

These five stages of development facilitated the validation of the experiences that occurred to create a theoretical baseline. While seeking theoretical legitimation of the practices linked to the eMuseum's initial operationalization, the STEM international circulation model was considered and the CHAMEM model, proposed in Brazil, was adopted to join the cognitive and virtual interfaces through history and tools such as memory, archives, exhibits, collections, and the museum itself.

**Book: NEW COGNITIVE AND VIRTUAL INTERACTIONS OF SPORT SCIENCES AND OLYMPIC STUDIES.**