

Rio de Janeiro, June 27th, 2022.

Dear ISOH President and board members:

We have the honour of presenting the eMuseum of Sport to the Board of the International Society of Olympic Historians – ISOH. The eMuseum of Sport is a new entity that has the goal of recording sports history, especially Olympic history, in innovative and collaborative formats, valuing the culture and the legacy of social transformation through digital technology. The eMuseum was born from the union of physical museum traditions with electronic experiences, including internet pathways and collaborative construction alongside the *public and local, national, and international partners*.

The eMuseum of Sport originated from an innovation project incubated at Rio de Janeiro State University (UERJ) in 2019 and made possible financially by the State Government of Rio de Janeiro through its Office of Sports and Leisure, thanks to Brazilian fiscal incentive laws. This conjugation of efforts was proposed by the then-doctoral student in Sports Sciences at UERJ, Bianca Gama Pena, through a start-up company which was founded at that time. This initiative was successfully created by Bianca Gama and is currently in partnership with UERJ through its Department of Innovation, directed by the undersigned.

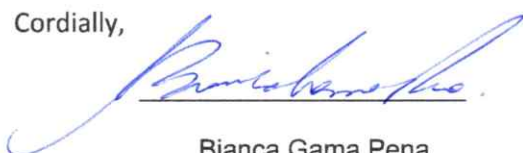
The eMuseum's exhibits are divided into temporary virtual exhibits, a portal for creating new concepts of galleries and virtual museums. In the end of 2021, we launched an experimental Metaverse project represented by a travelling museum truck that travels around the State of Rio de Janeiro allowing people to experience immersive sports activities in sports simulators, to attract and test the participation and interest of children and teenagers. All content is available and accessible to people with physical, visual, and hearing disabilities. The immersive sports exhibit travelled through 9 cities in the State of Rio de Janeiro in the current year's first semester, receiving around 150 thousand visits and conducting a public receptivity survey alongside the Metaverse content.

Through a robust 3D platform, the eMuseum fulfilled its original priority, creating galleries for both national committees: Brazilian Paralympic Committee and Brazilian Olympic Committee, as well as for some National Federations linked to Olympic sports such as Basketball, Canoeing, Table Tennis, and Volleyball during the 2020-2021 period. Regarding sports in general and fulfilling Olympic Agenda 2020+5 recommendations, the eMuseum created various exhibits linked to different agencies or topics tied to the International Olympic Movement, reaching around 200 thousand people. It is important to note that these visitors had access to a completely free immersive experience. All galleries are available at: <https://www.emuseudoesporte.com.br/us/home>. The museum has the right to use and disseminate the image and information of all participating collectors.

Considering the impacts brought on by the digital transition, which are currently pertinent to all nations, as well as the importance attributed to promoting Olympic and Sports Memory worldwide, we would like to make the experience of the eMuseum of Sport's technological platform and that of the Gama Assessoria Start-up's management model supported by UERJ's Department of Innovation, available for exchanges with the ISOH Board, given its tradition in researching, communicating, and disseminating Olympic History.

We thank you for your attention and extend our Olympic salutations.

Cordially,



Bianca Gama Pena

Brazilian eMuseum of Sport
Manager



Marinilza Bruno

Director of the Innovation Department
Rio de Janeiro State University