

Who we are and what we innovate

The eMuseum of Sport is a technological innovation project focusing on the memory of sport. It was created at Rio de Janeiro State University (UERJ) and operates thanks to tax incentives. Ever since its foundation in 2019, we partnered with various sports agencies in Brazil and abroad to create digital technology solutions in museum activities with sportive, education, and cultural purposes. Until the end of 2021, our main focus was on digital exhibits with open access online, including 3D experiments. Currently, in the end of 2021 and beginning of 2022, we are entering the Metaverse, attempting to combine our virtual advances with the daily reality experienced by children and adults in local community relationships outside of school and work, in commerce and in free time. This attempt to associate the virtual aspects of sports activities with social reality is now materialized in the form of the eMuseum of Sport's Travelling Truck, a mobile space providing free sports experiences to the whole population, which travels between cities that join the project.

Introduction

The present publication has the objective of sharing knowledge about the eMuseum of Sport's Travelling Truck project, especially regarding what this project represents in terms of technological innovation and its sportive, educational, and cultural impacts.

These advances generally signify a continuity in the development of the eMuseum of Sport, which, in the field of digital technology, at the end of 2021, contained 15 3D galleries, 12 exhibits, 12 collections, and 13 eBooks with free access from its website. With these results, our organization has stood out among sports and Olympic museums from international perspectives, and is preparing itself, in Brazil, for a new stage of technological expansion and development.

In this context, there is the mobility project, which is represented by the Travelling Truck, currently sponsored by Enel Distribuição Rio and Rio de Janeiro's State Office of Sports and Leisure, through its Sport Incentive Law, both of which have participated in the eMuseum of Sport project since its beginning in 2019, supported by the "Technological Incubator for Social Enterprises and Social Cooperatives" (ITECS) at UERJ in accordance with the management format established by Gama Assessoria Empresarial.

In terms of innovation, our organization, which is successful in the technological environment, chose the Metaverse as a manner of consolidating its past progress and building the future. As a topic for research and development, the Metaverse proposal currently summarizes the biggest challenges of the Digital Era, as it seeks to correlate virtual experiences with the daily realities of social life, at work and in leisure, including sport, which is present in all human manifestations.

In summation, the Travelling Truck, as described ahead, includes many possibilities of virtual experiences in sports, which are accessible to people with visual, hearing, and physical disabilities and are open to the public free of charge in cities that choose to join the project and report their reactions post-experiment. This stage of the eMuseum of Sport represents, in a first moment, a diversification of its initial public, reaching, at the end of its first season in 2022, a total of 147978 visitors to the truck, 8372 people, 11914 followers on Social Networks, and about 20966 direct visitors in the online galleries and exhibits.

Thus, the predicted Metaverse study is supposed to be a development of the first survey of reactions from the public that has been accessing the content offered by the Travelling Truck. After this, there will be a study about the practical functionality of the technological equipment that simulates sportive practices with the goal of collecting data for educational, cultural, and sportive purposes.

Thus, the information that follows this introduction reports the operations effected by the Travelling Truck in its initial trajectories within the State of Rio de Janeiro, the area chosen for experimenting with the eMuseum of Sport's new boundaries of technological innovation. This undertaking comprehends, in essence, a better understanding of the present for the construction of a better future, focusing on the current educational, cultural, and sportive demands of daily life.

Bianca Gama

Director of the eMuseum of Sport

Lamartine DaCosta

Curator of the eMuseum of Sport.