33rd IAA SYMPOSIUM ON SPACE AND SOCIETY (E5)
Sharing space achievements and heritage: space museums and societies (5)

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VIDEOGAMES AS A PLATFORM TO CONNECT TO HERITAGE: PRELIMINARY CONSIDERATIONS AROUND THE SPATIAL DELIMITATION AND THE INTEROPERABILITY OF OPEN DATA.

Abstract

The present work sets out that videogames based in real places bring out unlimited applications featuring scopes with no boundaries and no restrictions. As software programs might play an important role in transforming the world by promoting social justice, thanks to their transparent structure. The empirical evidence presented in this paper is based on social research data obtained in Spain. Tests allowed a deeper investigation on the articulation of worlds very familiar to young communities.

Virtual heritages create new dynamics and raise the question as to whether, and to what extent, connections with the real world and real places are being used. Such dynamics could have significant implications when values and beliefs have not been explored enough.

From a legal perspective, the before mentioned factors suggest the discussion of different issues from a legal and from a policy perspective. Questions may be formulated around open data, the interoperability of such data, and the spatial recognition of such data using navigation and remote sensing applications.