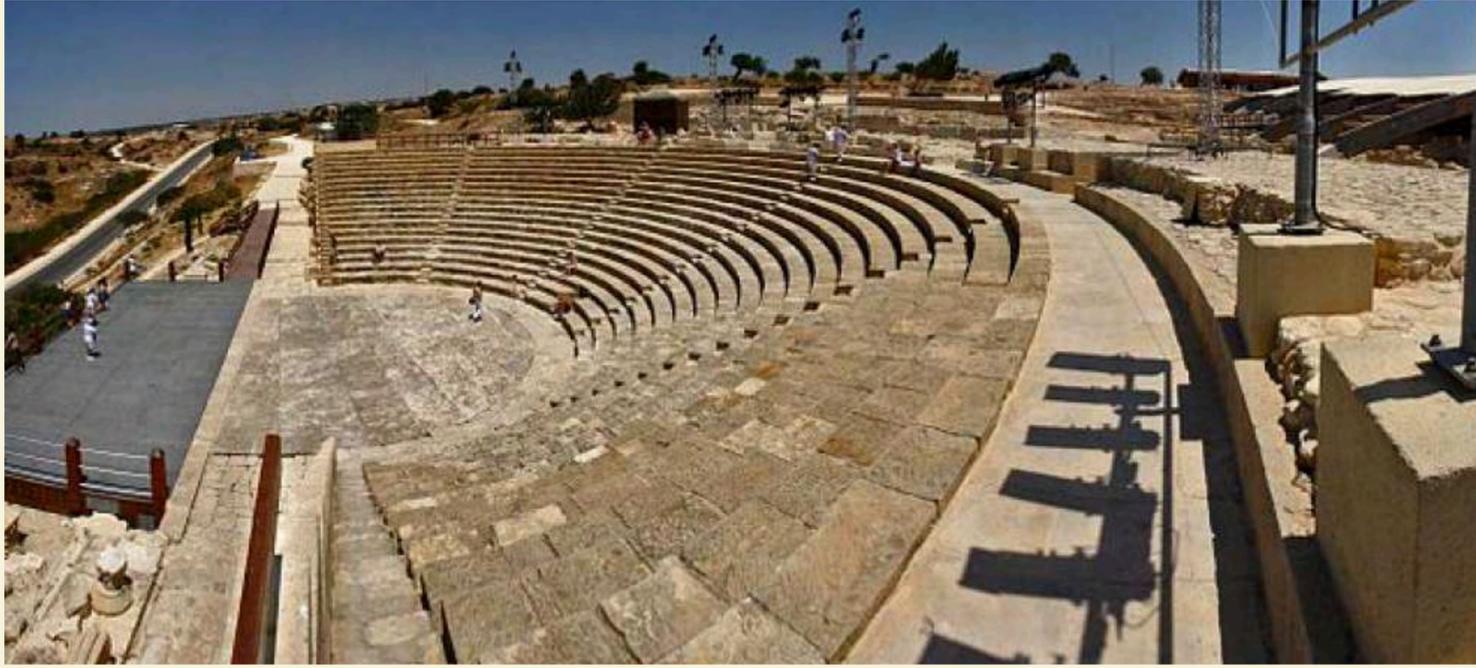


Kourion Amphitheatre

A glimpse to Kourion's Past





Kourion Amphitheatre - The reason why we choose this place

It is architecturally perfect for VR and spatial audio simulation

- With a panoramic view of the Mediterranean Sea
- Circular structure - ideal for 360° visualization
- Easy to reconstruct digitally due to clear geometry

It allows us to connect the past, present, and future

- An iconic symbol of Cypriot heritage
- Connects ancient Greek and Roman civilizations



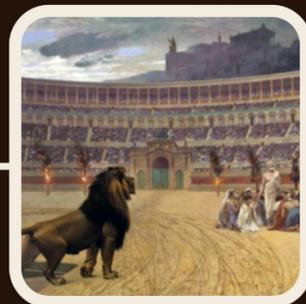
Bring History to Life Again

Timeline



2nd Century B.C

**Construction and
Use as a Theatre**



End of 2nd – Early 3rd
Century A.D.

Conversion into an Arena



End of 3rd
Century A.D

**Reconverted into a
Theatre**



4th Century A.D.

**Abandonment and
Destruction**



1961 – Present

**Reconstruction and
Cultural Revival**

Problem



Passive Learning Experience

- Traditional information boards bring limited engagement
- History is often consumed passively rather than experienced
- Younger audiences lose interest quickly

Changing Expectations of Younger Generations

- Younger generations are accustomed to digital interactive media
- Static archaeological sites do not match modern engagement styles nor are easily accessible

Solution - An immersive VR experience



VR Components

- 360° panoramas of the theatre throughout time
- Spatial audio (crowd, actors, ambiance, etc.)

AI Component

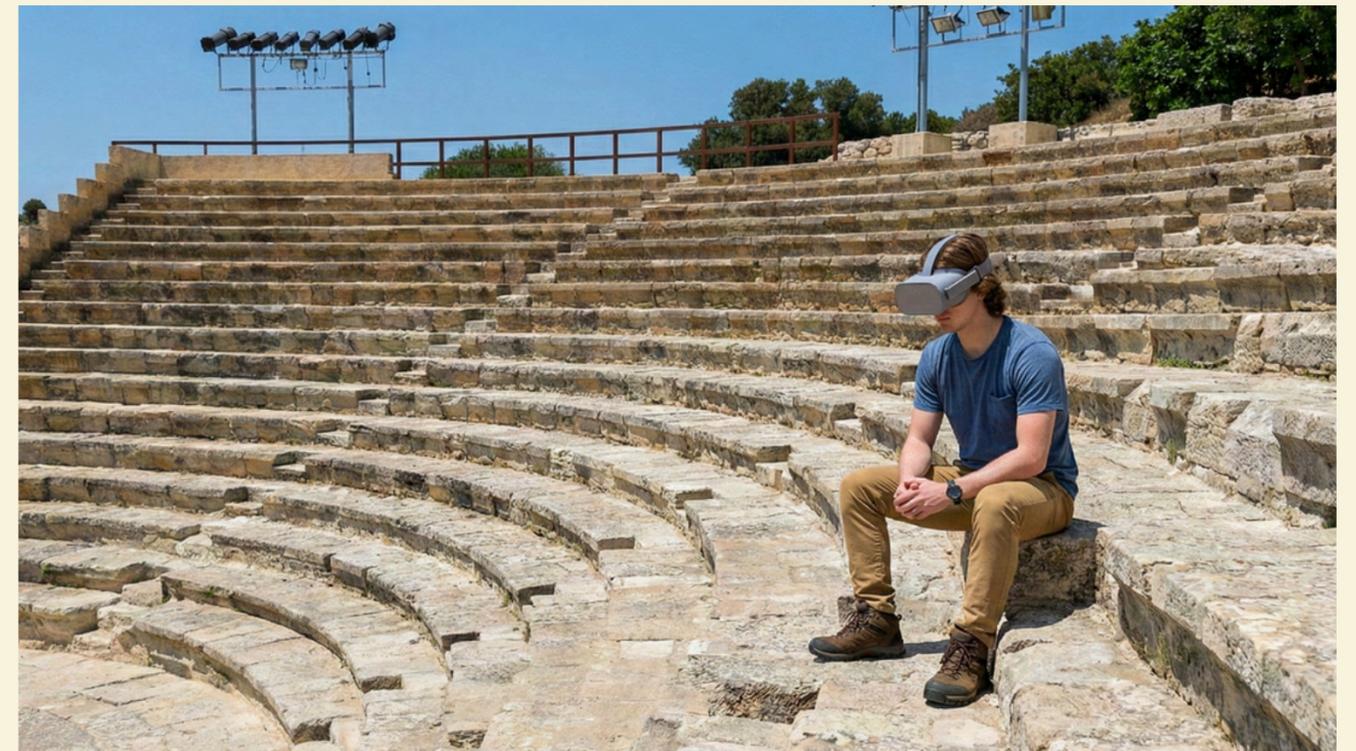
- AI-generated Narrator Voice guiding storytelling
- AI-generated Videos displayed on specific attention points for the viewer

Concept

“Kourion Amphitheatre - A glimpse to the Past” is a VR time-travel experience that transports you to different keypoints of the Amphitheatre’s history”



Viewer



View

Concept



1. Introduction



2. Back to the past:
The Arena



3. The Return To Art



4. Abandonment



5. The Rebirth



6. The End



Kourion



Copy link



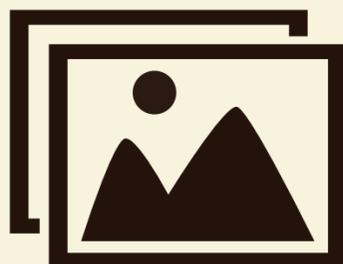
Do you hear this vibrant silence?

Watch on  YouTube

AI Tools Used



Photoshop
(Generative Fill)



editing 360 image



ElevenLabs



voice generation



Veo 3



video generation

Writing

VR Development



Human Creativity

Literature



Meta Quest 3

VR/MR Headset



Unity 6

Game Engine

Team members

Ngoc Bao Tram Tran
Riga Technical
University

Daniela Raimondi
University of
Cassino

Tatiana Gvozdenko
Darmstadt
University of
Applied Sciences

**Devanarayanan
Anandapadmanabhan**
Riga Technical
University

**Evelina
Papadopoulou**
Cyprus University
of Technology

Rafaella Stavrou
Cyprus
University of
Technology

Gonzalo Orce
Darmstadt
University of
Applied Sciences

Thank You