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ANNETTE

Immersive AR
Telepresence

The Dodona Oracle Experience

 **DOTSOFT**
TECHNOLOGY • PROJECTS • SOLUTIONS



CHIGREECE
CHAPTER
Connect. Engage. Inspire.



Many archaeological or cultural places are remote, seasonal, or understaffed.

01

Guides themselves may be far away, unable to travel, or may need to support multiple sites at once.

02

A visitor may arrive at a site without access to a professional guide, relying only on signs or static audio guides.

03

Scalability challenge – A single guide cannot serve many groups or languages simultaneously.

04

How Telepresence Solves the problem

01

01 Open the mobile app

Visitors at the cultural site see and interact with an avatar as if the guide were walking with them.

02

02 The avatar guide interacts

The guide connects remotely and appears as a real-time avatar in the visitor's device

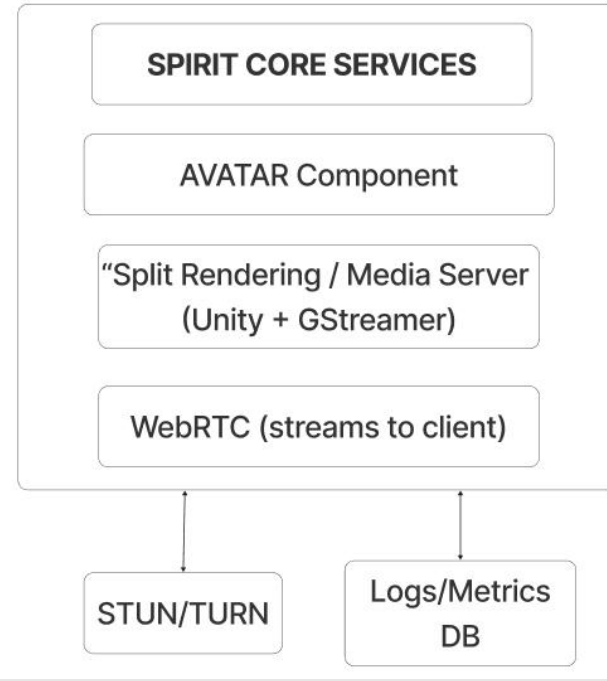
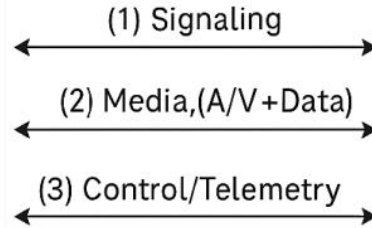
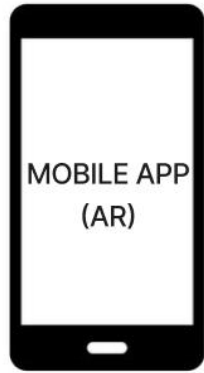
03

03 Real time dialogs

The guide can narrate, answer questions



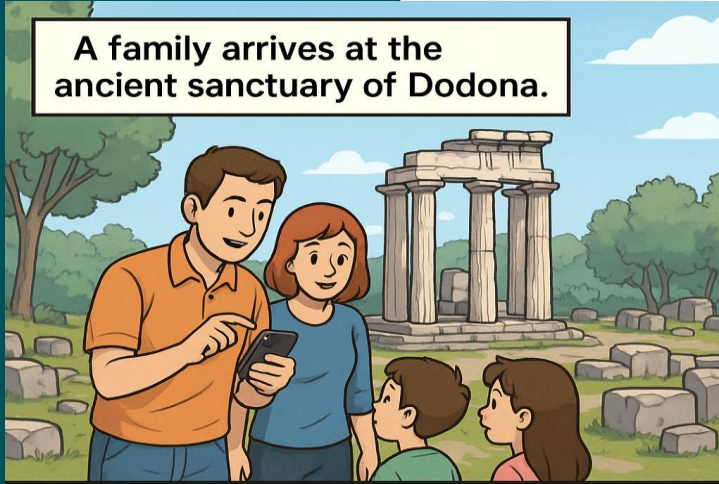
ORACLE DODONA App



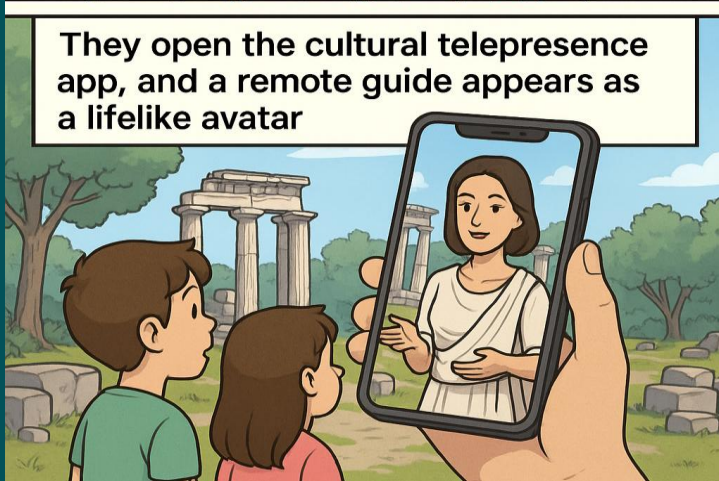
Simple Architecture

- Integrate Dodona with SPIRIT for virtual tours and VR.
- Validate SPIRIT for multi-user, low-latency telepresence.
- Prove SPIRIT’s scalability and replicability in culture demos

A family arrives at the ancient sanctuary of Dodona.



They open the cultural telepresence app, and a remote guide appears as a lifelike avatar



Typical scenario

A family arrives at the ancient sanctuary of Dodona. There is no local guide available that day, only some static signs with brief text. They open the cultural telepresence app, and instantly, a remote guide appears as a lifelike avatar on their mobile screen. Although the guide is physically in another city, she walks them through the site virtually, explains the myths, answers their questions in real time, and even adapts the tour to their children's curiosity.

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**Immersive AR Telepresence
for Cultural Heritage for Cultural Heritage**

The Oracle Dodona Experience



**Everything
starts from a dot**



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