

A background image of a colorful mosaic with geometric patterns in shades of blue, red, white, and yellow.

## Sustainable Historic Environments holistic reconstruction through Technological Enhancement and community-based Resilience

Dear reader,

the past months have been pretty intense. The lockdown restrictions have impacted all of our lives, at different levels, challenging us to find new ways to be effective and active during this period.

In fact, for all of us, 2020 turned out very differently from what we expected. The Covid-19 pandemic had and still has a lock on our society, creating a startling challenge for all of us. On the other hand, many innovative solutions were found at unprecedented speed to fight the pandemic.

The SHELTER team has continued to work hard in order to achieve lots of progresses within the project respecting the timeframe of activities.

The Autumn season started buzzing with happenings, the SHELTER Open Labs have progressed with their cycles of workshops setting up co-creation activities. In this context, some of them seized the opportunity to engage with stakeholders and users via devoted online workshops, while others engaged with stakeholders in bilateral interactions.

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During this time, SHELTER held its 3rd General Assembly. On the first day, a semi-open session saw over +60 participants, including SHELTER project team, SHELTER Project's Advisory Board and invited guests. Among them, the coordinators of ARCH and HYPERION projects together with EASME representatives.

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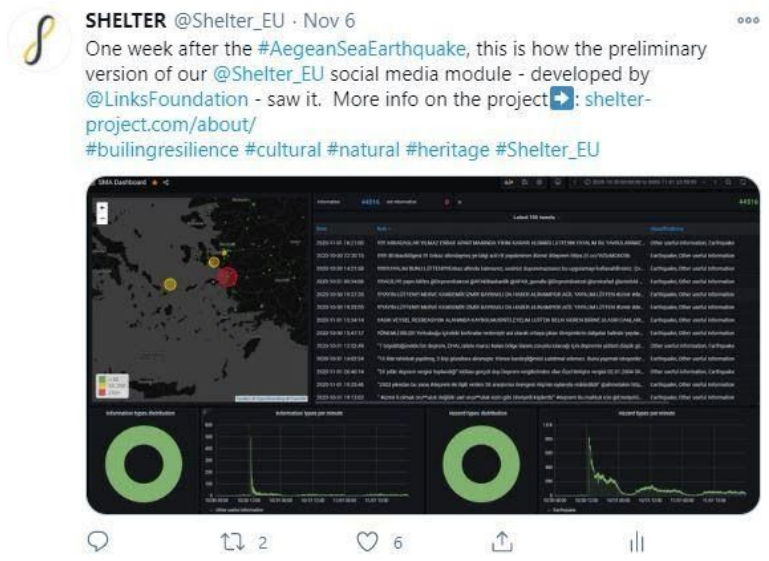


Moreover, SHELTER reached larger audiences leveraging different means. The project was featured in various webinars, conferences and DRM Newsletters (i.e. DRMKC and STRENCH).



For International Day for Disaster Risk Reduction 2020, a meaningful infographic on “Disaster risk management governance: Perceptions of world heritage site managers” was prepared by ULIEGE and UNESCO (both partners of SHELTER) and [released](#).

During these months, a strong effort was carried out by all SHELTER partners involved in the Open Labs in order to ensure continuity and not let COVID-19 lockdown interfere too much with the project timeline of activities. Adding to this, also an earthquake that hit Turkey last 30th of October heavily affecting the SHELTER Seferihisar Open lab. Nevertheless, during the event, SHELTER technical team was able to see how the preliminary version of SHELTER social media module performed.



SHELTER was also present during the European Researchers Night 2020, where the Ravenna Open Lab showed some activities they are performing with focus on S.Croce church, as they have decided the exact location of tools and sensors to be installed both in the archaeological area and in the Church.

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Also, in parallel with the SHELTER projects activities, a cluster activity has been launched in order to identify synergies and cooperation opportunities with our sister projects ARCH and Hyperion, making the most out of the links between the projects. First results of this activity are expected early next year.



Among the main highlights of the period, the SHELTER Wiki - a platform meant to provide a common space to share core definitions and materials together with the SHELTER Ontology - was finally released. A devoted button has been added to the website to ease partners and stakeholders in accessing this supportive tool.

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Moreover, as the 3rd cycle of Open Labs is coming to an end, fruitful outcomes are shaping the first project results.

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Finally, works are ongoing by the overall SHELTER team to prepare for the upcoming 4th General Assembly that will be held in January 2021. In this occasion partners will report on first results, presenting the status of activities and the way forward.

We hope that you enjoyed reading our news and **THANK YOU** for being part of SHELTER community! On behalf of the SHELTER project team, **we wish you a joyful holiday season!**

*happy* **HOLIDAYS**

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