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## **Next station of digital education: The Acropolis Museum**

*Samsung inaugurated a new digital classroom in order to carry out educational programs at the Acropolis Museum*

**Athens, June 9<sup>th</sup>, 2016** – Samsung Electronics Hellas inaugurated today a different digital classroom at the Acropolis Museum. The digital classroom addresses to students of primary and secondary schools aiming to enrich the Museum's educational programs through the latest technologies of Samsung.

The President of the Acropolis Museum, Dimitris Pantermalis welcomed the event and mentioned that: "The Acropolis Museum is a living organism, which communicates with people. Having the cutting edge of Samsung as an ally, the scientific work of the museum can be spread to the public through a creative and innovative way, "and continued:" On behalf of the Acropolis Museum, I would like to thank Samsung for their excellent cooperation. The enthusiasm and the latest technology are two of the most important factors contributing to our work, which is to transfer knowledge to young and older people. "

The digital classroom's program includes advanced equipment, composed of e-board, laptops and tablets as well as a 20-hours training program. Additionally, in the context of the program relevant content has been already developed in cooperation with the Acropolis Restoration Service.

The President of Samsung Electronics Hellas, Kyoungil Min, stated during his speech: "We are proud of our cooperation with the Acropolis Museum and for the opportunity to enhance the digital experience of the Museum's young friends. The Acropolis Museum, which is the birthplace of culture and of history of thousands of years, offers now a modern and innovative experience of education, utilizing cutting edge technology and new media" and also added: "I would like to thank the archaeologists who embraced the program and cooperated with us for the development of the content. This project would not have been implemented without their valuable contribution".

Samsung in cooperation with the Acropolis Restoration Service and the Acropolis Museum have already begun the development of content which enables the use of the digital classroom at its full extent. The beginning was the enrichment of the educational program "Olympia Enigmas" which addresses to primary school students. It starts as an exploration game where the students look for the gods of Olympus at the halls of the Museum having the guidance of Iris, the messenger of the gods. The educational program aims to familiarize students with the symbols and the characteristics of the gods of Olympus. The program includes a handicraft workshop titled "Create your own god" and completes with an interactive educational game which takes place at the digital classroom.

It is worth mentioning that the new digital classroom is the first "classroom" which is set up in a Museum in Greece while in Europe four have been installed: two in Great Britain at the British Museum and at the Victoria & Albert Museum, one in Italy at the Gallerie dell' Accademia Museum and one in Romania at the "Grigore Antipa" National History Museum.

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