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Newsletter VI

Interpreting Art of Mysterious Medieval Stećak Tombstones through Virtual Reality

StecakLand final results

Hereby, in this final issue of the StećakLand newsletter, the consortium would like to disseminate the final results of the project, together with the latest updates, providing readers with a comprehensive overview of the achievements.

Heritage Meets Innovation: StećakLand on the Road

In September 2025, the StećakLand team embarked on a new journey of bringing cultural heritage closer to audiences through innovative digital tools. Combining virtual and augmented reality applications with a theater performance, the project set out on a Balkan tour to present stećaks in a unique and engaging way. The tour included major cultural institutions in Serbia, Croatia, and Montenegro, creating spaces where tradition met cutting-edge technology, and where audiences could experience heritage in entirely new dimensions.



Theater play tour

The StećakLand team started its September 2025 Balkan tour at the Belgrade Drama Theatre, where the theater play was performed for the first time. The premiere marked the beginning of a series of promotional events in Dubrovnik and Cetinje, dedicated to presenting our VR and AR applications in cultural institutions across the region.



<https://stecakland.ba/>

VR application set up in Museum

As part of the project Interpreting Art of Mysterious Medieval Stećak Tombstones through Virtual Reality, a VR installation has been set up at the Rector's Palace in Dubrovnik Museums.



In Cetinje, the StećakLand promotion was hosted by the **National Museum of Montenegro**, followed by a performance in the Royal Theatre "Zetski dom". This was the third VR application we developed in collaboration with the museum in Cetinje. The audience was amazed by how the play integrated VR, transporting them into a different reality. Among the guests were the Ambassador of Bosnia and Herzegovina to Montenegro and his wife, who joined the audience in experiencing this unique event.



The tour continued in Užice, at the **National Museum of Užice**, where the next promotional event attracted a full audience eager to try the StećakLand application. The Museum's director announced plans to invite local schools to use the VR program as an educational tool for learning about the rich ornamentation of medieval stećaks. The nearby Mramorje necropolis, selected as the site for the AR application, added special local significance to the event. Local media attended and shared the story widely.



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AR applications on selected necropolises:

As a result of the project, information boards have been installed at selected necropolises in Serbia, Bosnia and Herzegovina, Montenegro, and Croatia. Each board contains QR codes that allow visitors to download the StećakLand mobile application. Through the app, users can explore digitized stećci from these necropolises, as well as from sites located in other countries. The application can also be downloaded directly by scanning the QR codes for Google Play and the Apple App Store.



Additionally, we are proud to announce that the innovative aspect of the StećakLand project has been recognized globally, as confirmed by its nomination for the 23rd edition of the Global Award as the most innovative digital solution in Culture & Heritage from Serbia. The project was nominated by Ivana Kostić, the World Summit Awards National Expert.



Project team

**Association for cultural
heritage digitization DIGI.BA**
(Sarajevo)

Noho Ltd
(Dublin)

Dubrovnik Museums
(Dubrovnik)

Institute of Archaeology
(Belgrade)

**National Museum of
Montenegro**
(Cetinje)

Mak Dizdar Foundation
(Stolac)

Chamber Theater 55
(Sarajevo)

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**In order to show the impact
of our project, your opinion
is crucial. Please fill in the
evaluation for AR, VR or
theater play, or all if you
get accessed all of them.**

