



## SIGNIFICANCE

From the moment it began, Rome Reborn® captured the world's attention. Its vision of applying virtual reality to humanities research and education was decades ahead of itself.

Since then, millions have seen video fly throughs of various versions of Rome Reborn®. They've experienced it in exhibitions around the world. They've read about it in National Geographic, Newsweek, The New York Times, Scientific American, The Smithsonian, and Wired.

In the 2010's, the advent of consumer virtual reality made it possible for Rome Reborn® to finally bring a fully interactive and immersive experience to classrooms and homes worldwide.



## IN A NUTSHELL

Travel back in time to see ancient Rome at the peak of its glory thanks to Rome Reborn®, a series of applications making it possible for students, scholars, and the general public to visit the now vanished ancient city. Computer reconstructions of the monuments explained to you by leading experts bring the city to life. Warp time to see how the same areas look today. Rome Reborn® is something new under the sun, a combination of virtual field trips and time travel.

Rome Reborn® runs on PC (Mac, Windows 10) and VR headsets (Cardboard, Daydream, Oculus, HTC Vive) Languages supported include English, Chinese, French, German, and Italian.

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# ROME REBORN

*Take your class on a field trip...  
to ancient Rome!*





## LEADERSHIP

### Project Director:

- Bernard Frischer, Professor, Dept. of Informatics, Indiana University

### Scientific Advisors:

- Amanda Claridge, Prof. emerita, Royal Holloway, University of London
- C. Brian Rose, James B. Pritchard Professor of Archeology, University of Pennsylvania, Curator-in-Charge, University Museum
- Russell Scott, Doreen C. Spitzer Professor of Latin and Classical Studies, Bryn Mawr College
- Barry Strauss, Professor of History and Classics, Cornell University
- Pier Luigi Tucci, Roman Topographer

### Flyover Zone Productions:

- Nathanael Tavares, CEO



## ROME REBORN HISTORY

Rome Reborn® is an international initiative launched in 1996 by the UCLA Cultural Virtual Reality Lab. The goal was to create a digital model of ancient Rome. 320 AD was the chosen year, as it was just before the capital of the empire moved to Constantinople. Scholars consider this to be the peak of ancient Rome's development, as civic building practically stopped after the move.

Version 1.0 of the digital model (copyright Regents of the University of California) was completed in 2007, and version 2.0 in 2008. We are very grateful for the people who helped build Rome Reborn® in its early days.

Version 3.0, the most current model, was finished in 2018. It is entirely new in terms of technology and content. It was created by a talented team of scholars and graphic artists with private funding raised through the auspices of Flyover Zone Productions, in Bloomington, Indiana.



## LEARNING IMPACT

Rome Reborn® offers a turnkey solution for teachers with courses on ancient Rome across the K-16 curriculum. The apps, related online learning assessments, and lesson plans are in use in middle schools, high schools, and colleges. They are deployed in the Eternal City itself in study abroad programs such as Duke University's Intercollegiate Center for Classical Studies. Explore the Rome Reborn® Facebook page to see ratings and many positive reviews:

“As a high school Latin teacher, I was fascinated by the program and its ability to put the user into the classical world. I am very excited to see how I can integrate this into my classes.”

“As an educator, I find Rome Reborn to be of incalculable pedagogical value. Highly recommended to anyone interested in teaching or learning about ancient Rome.”