**Linternauta: A Web Application For Interpretation Of Cultural Heritage Linked With Magic Lantern Slides**

**Carmen López San Segundo**

**Francisco Javier Frutos Esteban**

In the context of the research project A Million Pictures: Magic Lantern Slide Heritage as Artefacts in the Common European History of Learning, from the use of content analysis as a method for taxonomic organization of magic lantern slides, a controlled vocabulary that facilitates the classification of magic lantern slides has been developed according to its discursive genre. This vocabulary is articulated around 24 terms that understand the discursive genre as a mediating instance of a formal and social character - in line with the classic reflections of Mikhail Bajtin - and define it as the set of relevant variables associated with the conditions of production, display and reception of the contents recorded graphically on the magic lantern slides. The 24 words refer both to the technical and formal aspects of the ‘screen start' of the slides in any session of magic lantern, as to how to organize and execute all human activities of a social and communicative nature linked to 'reading ',' interpretation 'or' staging 'of said sessions.

Our proposal to present a usefulness of these genres that has served as a 'conceptual architecture' for the design and development of Linternauta, a web application aimed at the interpretation of cultural heritage associated with the collection of magic lantern slides by promoting technological and educational innovation.

Linternauta aims to boost the knowledge, the accessibility and the cultural value present in the magic lantern slides thanks to the new digital technologies and directly stimulate the contemporary cultural experience with this audiovisual heritage.

What is Linternauta?

Designed to promote technological and educational innovation, Linternauta has been designed to be part of the catalogue of educational tools used by museums as Museu del Cinema-Col·lecció Tomàs Mallol (Girona, Spain) or MUNCYT. National Science and Technology Museum (Madrid, Alcobendas & La Coruña, Spain) or to support a temporary exhibition such as *Magic Lantern Travels around the World* produced by The Space of Scientific Culture of the University of Salamanca (Spain).

How does Linternauta work?

To achieve these goals, the app offers online multi-language content and three levels of experience for the user:

a) The user as an inexperienced viewer who knows nothing about the universe of the magic lantern.

b) The user as a spectator that is familiar with the topic but needs to be guided by the conceptual map of discursive genres.

c) The user as an expert viewer who, as lanternists used to do, can create his own session of magic lantern. A user who can also consult or not the conceptual guide of discursive genres.

Linternauta aims to spread knowledge and access to magic lantern slides thanks to information and communication technology (ICT), as well as stimulate the direct experience of any community of users regarding such a valuable European Cultural Heritage.