

# O1: Case-Studies Identification Approach

## PART 3: CASE-STUDY SUMMARY TEMPLATE

<i>Partner Name</i>	AOPSI ROMANIA SA	<i>Case Study Number 2</i>
<i>Case Study Title</i>	Roman Tibiscum Fortress – Jupa, Caras-Severin	
<i>Sector</i>	Rural cultural tourism/museum/historical settlements	
<i>Problem Background</i>	<p>Tibiscum (Tibisco, Tibiscus, Tibiskon) was a Dacian town mentioned by Ptolemy, later a Roman castra and municipium. The ruins of the ancient settlement are located in Jupa, Caraş-Severin County, Romania. The archaeological site belonging to the Roman period has been up to now the most intensely investigated in Banat. It is also the best known in the specialized archaeological literature. The archaeological diggings managed to uncover only aprox. 5% of the ruins of ancient TIBISCVM. The total surface of the field loaded with historical charge is of aprox. 27ha. We now know that the ancient settlement had in the III<sup>rd</sup> century AD the title of <i>municipium</i>, and that it was placed among the most important cities of the province of Dacia<sub>2</sub>, as it was situated on the imperial road which came from <i>Porolissum</i> and split here towards <i>Dierna</i> and <i>Lederata</i>. The ruins belong to The County Museum of Ethnography and the Border Regiment in Caransebeş and the museum would like to expand its reach and attract visitors to the area.</p>	
<i>Application of tourism principle</i>	<p>Elaborate on the feasibility of services and connection with the project aim.</p> <p>The museum would like to develop a new mobile app (including VR/AR elements) to help attracting new visitors both to its permanent exhibitions as well as to the archaeological settlements. The app would need to be non-destructive and to bring new information about the past environment and landscape transformations throughout centuries.</p>	
<i>Resulting benefits</i>	<p>The results would shed a new light on settlement landscape of Tibiscum, providing some emerging information about the vicus, road networks and infrastructure, mortuary structures, and the preservation of archaeological remains on the east side of the river. The most important is to establish the locations of all these places and to prepare one AR map in the mobile applications focusing more on the reconstruction of the natural landscape in the past and post-deposit processes and thorough examination of identified anomalies in order to better understand geophysical prospection results and provide better archaeological interpretations of geophysical data to enhance the attractiveness of the ruins and hence increase the number of visitors and guests.</p>	
<i>Source/Reference</i>	<p>Personal visit/interview</p> <p><a href="https://www.muzeul-caransebes.ro/">https://www.muzeul-caransebes.ro/</a></p> <p><a href="https://tibiscum.uvt.ro/abstract.htm">https://tibiscum.uvt.ro/abstract.htm</a></p>	