

Interreg



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Estonia – Latvia



Investment in Orjaku Military Harbour

Improved Accessibility of the Latvian-Estonian Military Heritage Tourism Product (MIL-HER ACCESSIBLE)

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PP kick-off meeting

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Orjaku sadam

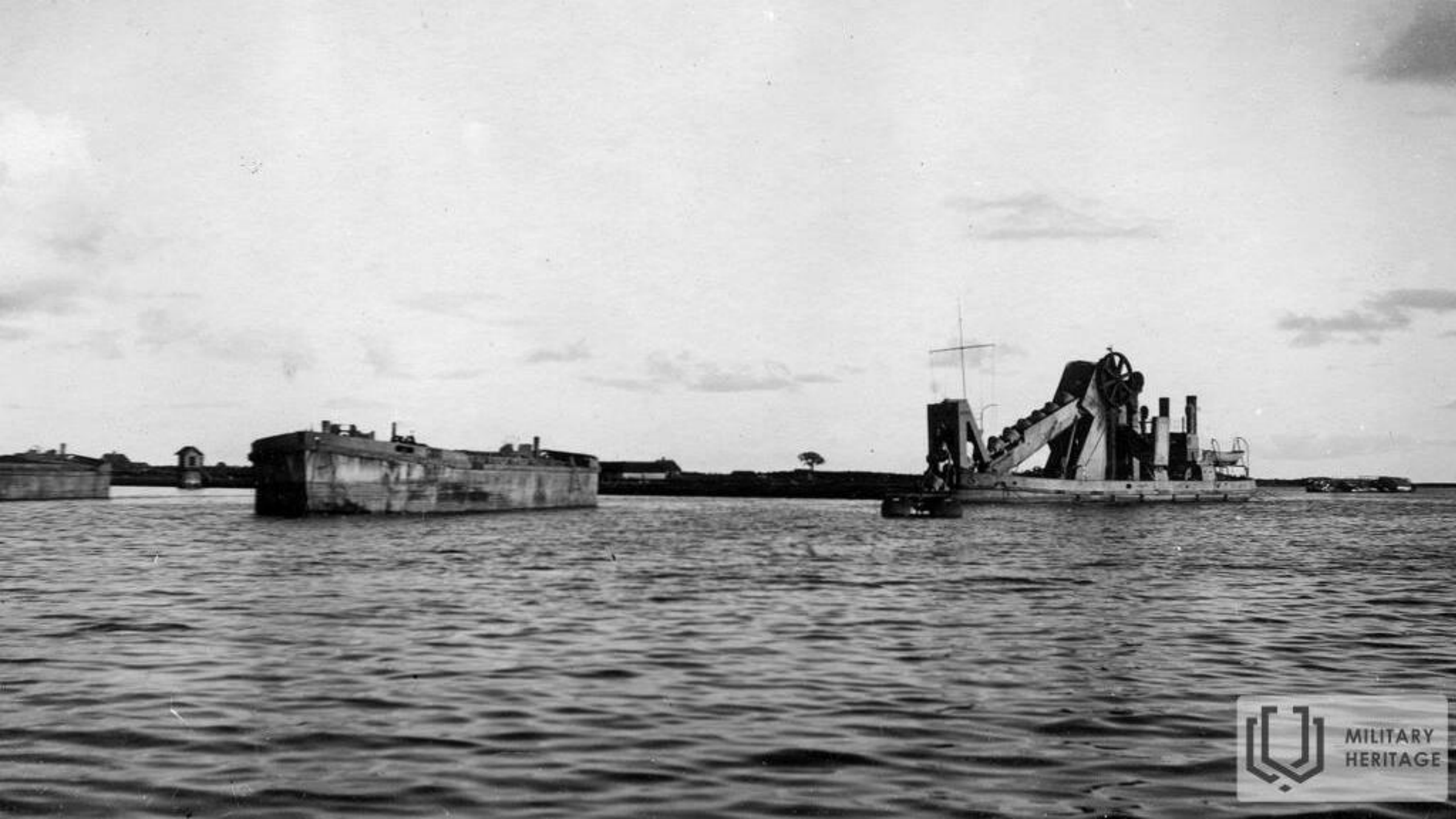
Orjaku harbour

<https://militaryheritagetourism.info/et/military/sites/view/199?0&a=od>

was intended to be used as an Imperial Russian Navy base for torpedo boats.

Construction began in 1912, only to grind to an indefinite halt following the outbreak of World War I. Just two breakwaters had been completed by this point, which encompass the harbour to this day.

During the final years before the Soviet occupation, a channel 4 metres deep, 35 metres wide and 2.2 km long was dredged.





VEELOODI MAJA/ water level house



VEELOODI MAJA/ water level hous



INVESTMENT

- Poster texts from historians
- Photos from archives
- Poster design and production
- Translations to ENG
- Virtual adventure game in harbour area. Game reflecting military history and it will be created for schoolchildren and it will be accessed with a QR code

PP12 will implement the accessibility solution for school-aged youth jointly developed and piloted with the target audience under WP1.

- The solution will include an exposition about the military history of Orjaku Military Harbour. Exposition stands will be installed with tailored descriptions in two languages and a thematic adventure game for school-aged youth. The game will be activated by QR codes. Along with the exposition, the information on the website will also be updated and the product will be offered to schoolchildren through the puhkaeestis.ee/visitestonia.com page. The additional service will also be made available via Google Business Profile - thus the service's findability and accessibility will improve to increase visiting.*
- Piloting of accessibility solution for school-aged youth will be organised as structured visits of school groups to respective military heritage sites. School students will also be involved in solution development through creative workshops dedicated to the development of solution content, using their drawings and ideas. When testing a more complicated and cost consuming solutions as in case of a simulator, the participants will be briefed in the head-phones about the basics: what it is, where you are, what you can do, what is your “mission” in the flight etc*

