
SKKG
ART
CULTURE
HISTORY
FOR EVERYONE
Your Selection of Pralines
AI, Storytelling & Gamification for the SKKG Collection
REAL OBJECTS.
NEW STORIES.
CAN YOU SPOT THE INVENTED ONE?
A COLLECTION FULL OF POSSIBILITIES
Objects People Stories Together
Small objects. Big stories.
CULTURAL HERITAGE
OPEN DATA
ARTIFICIAL INTELLIGENCE
A MORE CURIOUS TOMORROW
HERITAGE MEETS INNOVATION
?
EXPLORE — GUESS — LEARN — SHARE
Which story is invented?
GLAMhack 2026
HACK THE GAP – BRIDGING ANALOG AND DIGITAL WORLDS

The Challenge

- Users select their favorite objects from the collection
- The objects are placed as 3D models in a virtual box of chocolates
- AI creates stories and one invented artifact
- Users guess the fake



Data

- SKKG digital collection (65’000 objects)
- SPARQL queries via https://qlever.digital.skkg.ch/ against the endpoint located at `https://sparql.digital.skkg.ch/`

Why It Matters

Open data + AI + participation = a playful gateway to museum collections



Let’s turn cultural data into a game!



Challenge Owners

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Techs & Skills Used in This Challenge

- App Developers
- Linked Data / SPARQL Specialists
- AI & Prompt Engineering Experts
- 3D Specialists
- Game & UX Designers
- GLAM Enthusiasts
- Chocolate Lovers