Europeana Space

Spaces of possibility for the creative re-use of Europeana's content

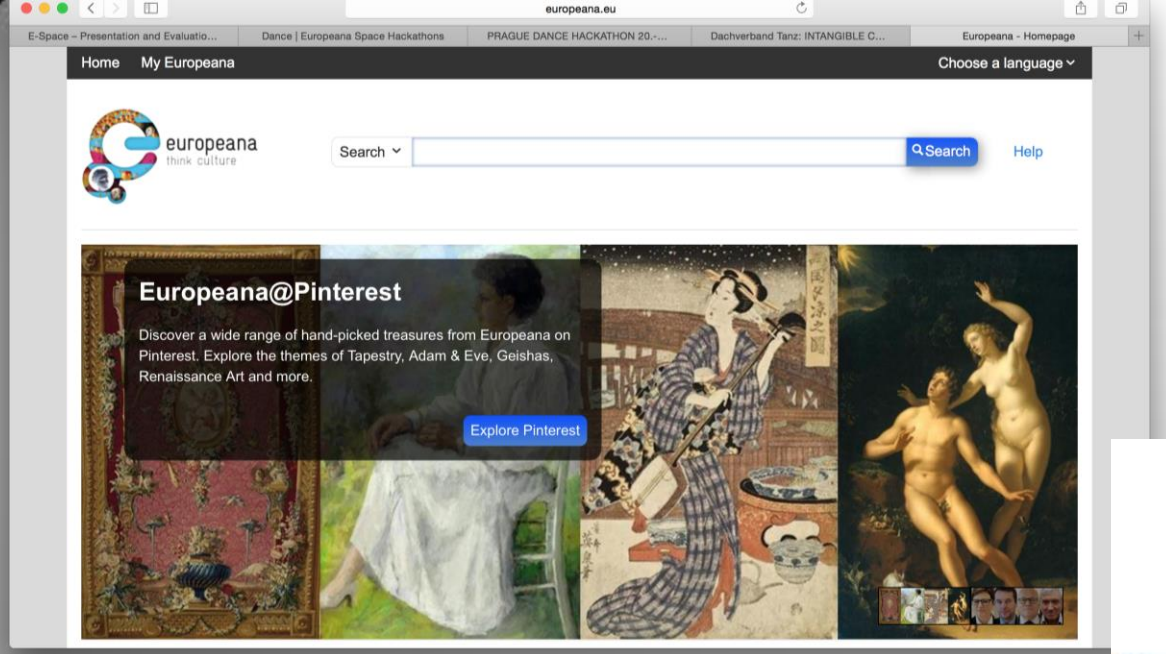
Best Practice Network

Co-Funded by the European Union

The E-Space network

29 partners; 13 countries

SMES, cultural bodies, memory institutions, broadcasters, national cultural agencies, centres of excellence in multidisciplinary research including Universities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EUROPEANA
connecting cultural heritage

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Europeana – the case for funding
What is Europeana?
The infrastructure supporting Europe's free digital library, museum and archive
Where does the material come from?
Libraries
Museums
Archives
Publishers
What does Europeana do?
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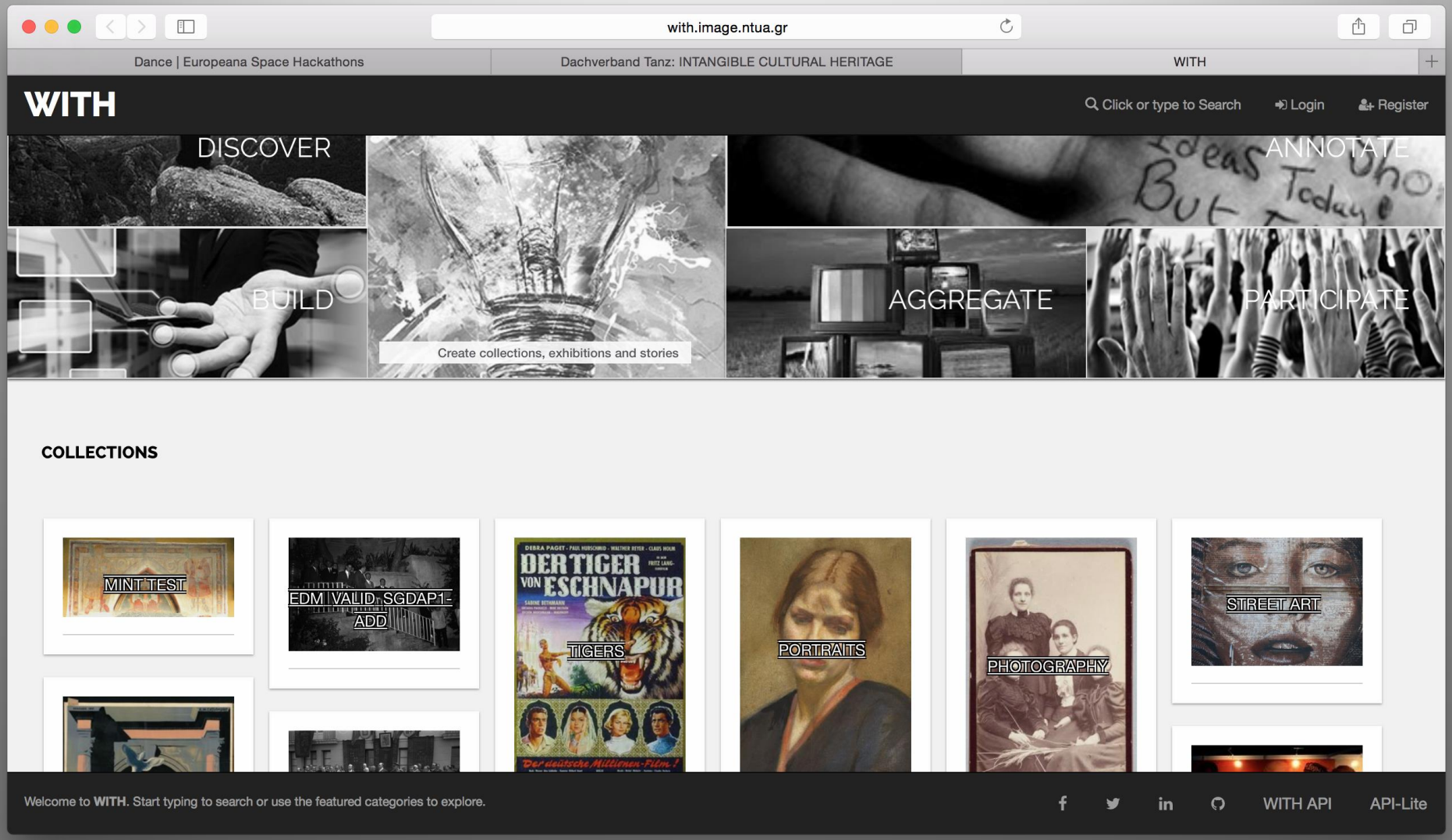
Who uses Europeana?
Cultural Institutions
Creative Industries
The citizen for work, learning & pleasure
Why are we important?
Support economic growth
Connect Europe
Make culture available to everyone

your collection

Project scope and objectives

- To increase and enhance **the use and re-use of digital cultural content by creative industries**, with a special focus on the use of Europeana, by delivering a range of resources and instruments to support their engagement.
- To create **new opportunities for employment and economic growth** in the creative industries; jobs, money, growth.

Cultural heritage



- **6 Pilots:**

Photography, Games, Open and Hybrid Publishing, Interactive (Europeana) TV, Museums, Dance

- **2 Educational Demonstrators**
- **6 Hackathons (each pilot)**

- *User engagement/testing*
- *Educational impact*

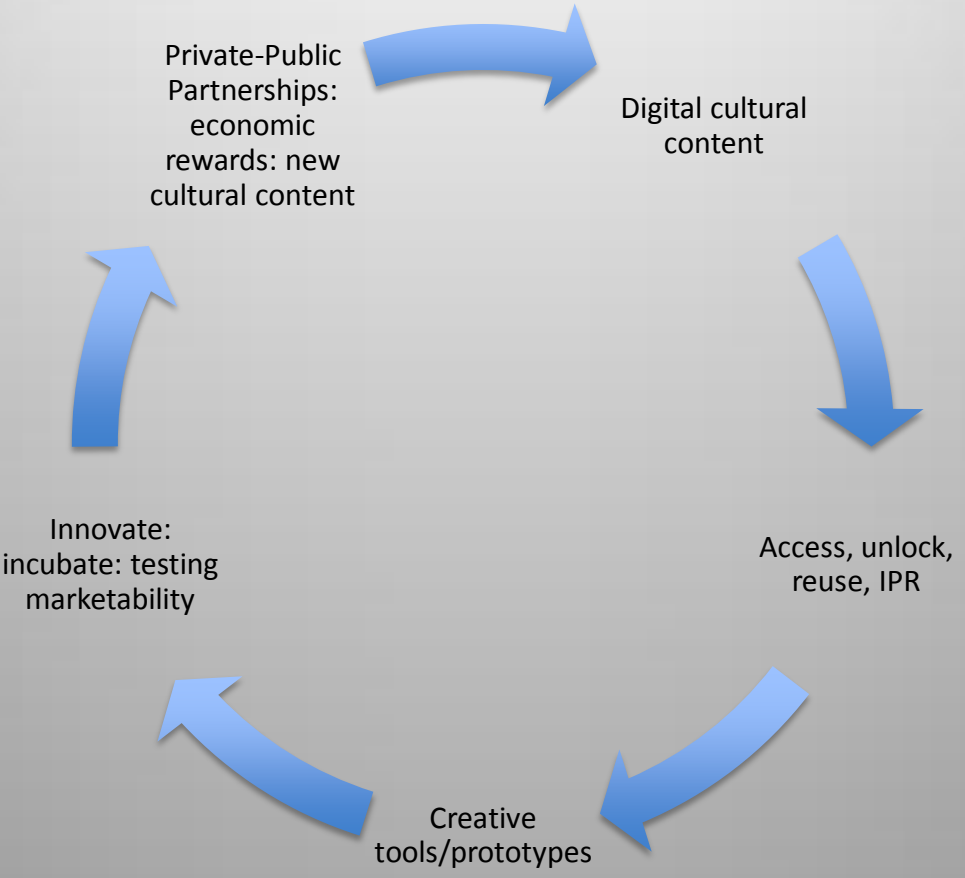
What are we doing?

- The project is reaching vast numbers of European citizens (and beyond) through project events including conferences, workshops and hackathons - and our online presence
- We are encouraging more engagement with Europeana and reporting back its value and what it can do better
- Beyond public engagement with CH we are supporting our creative industries and helping artists and CH professionals to thrive by being enterprising and reaching new users/audiences
- The project is disseminating new tools, supporting the reuse of CH, supporting business modelling and growing the CH and creative community.
- We are asking questions - what does ‘open’ mean? How can rights issues be more accessible for the creators and owners of work and those who use content?
- Supporting the ongoing health of the creative and cultural industries that are such a powerful tool for social cohesion, tolerance, human interaction and communication.
- Promoting the values of CH through educational tools for tomorrow’s CH professionals and creative communities.
- Sustaining the project outcomes.

Project workflow

- New prototype applications arising from the pilots ➔
- Open access and IPR issues ➔
- User testing, refining ➔
- Hackathons – encouraging innovation ➔
- Business Development workshops ➔
- Incubation – take to market – innovation and engagement - sustainability

Europeana Space: a virtuous circle

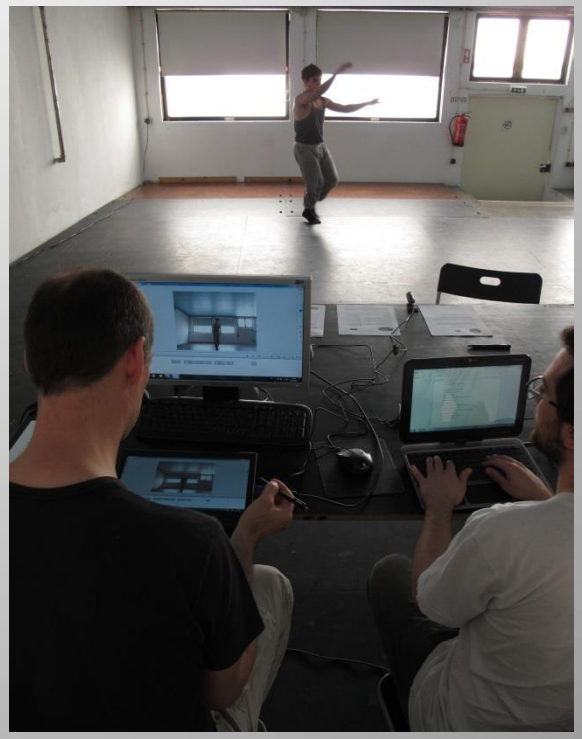


Europeana Space next events

Conferences:
November 2016, Berlin (Germany)

Workshops:
January 2016, Athens (Greece)
May, 2016, Education focus (Brussels)

Hackathons and Business modelling workshops: throughout 2016



http://www.europeana-space.eu

Project website and blog:

www.europeana-space.eu

www.digitalmeetsculture.net/projects/europeana-space/

Twitter: #Europeanaspace

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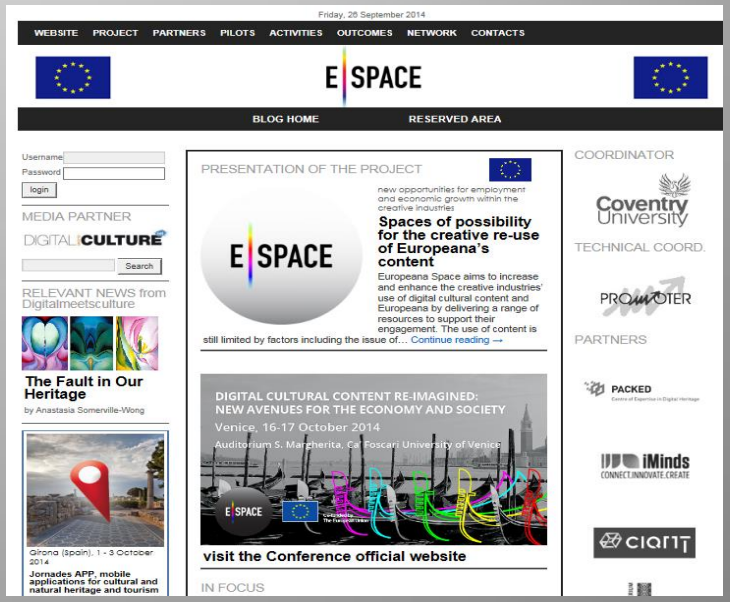

Coventry University

E SPACE

Media Partner

DIGITAL MEETS CULTURE .net

www.digitalmeetsculture.net

europeana

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Mark Coniglio

- For the last twenty years, Coniglio's artistic practice has included the creation of custom interactive systems that allow performers to manipulate video, sound, and light in real-time. As a result of artistic software tool that provides deep interactive control over digital media. **Isadora** has become the tool of choice for thousands worldwide, including such notables as Francis Ford Coppola, The Wooster Group, and the Royal Shakespeare Company.
- As part of **Troika Ranch**, Coniglio has been honored with a New York Dance and Performance "Bessie" Award, a prize at Prix Ars Electronica, and an "Eddy" award from Live Design magazine. In 2012, Coniglio received the World Technology Award from the World Technology Network and its partners CNN, and TIME magazine. The prize recognized his broad contribution and long-term legacy as an artist, technologist and as a teacher.

Artistic Process as Hackathon: Collaborative Practice as the Engine of Invention

Mark Coniglio will use his history as a creator of media intensive performances for the stage to explore how collaborative practice can fuel invention and innovation. When we re-use digital materials we are, by default, collaborating with the creator of those materials on some level. How can the working methods of choreographers, composers, designers, and dramaturges, the knowledge and artistic urges they bring into the room, and the limitations they together encounter, inform the process of digital collaboration? Coniglio will propose that this model, which echoes the Hackathons taking place within Europeana Space, not only fuels invention but offers the possibility to so radically transform appropriated materials into something genuinely new.