



E|SPACE

# Copyright Tools for Cultural Heritage

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

Best Practice Network



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# Copyright Tools for Cultural Heritage

The place of IPR in E-Space

The re-use of digital cultural heritage content in the creative economy

Copyright in existing and new content and tools

Managing copyright through the E-Space process



# Copyright Tools for Cultural Heritage

- E-Space IPR Video
- IP and the E-Space project (a description)
- Online IPR Consulting Kit
- Open Content Exchange Platform
- E-Space IPR Case Studies
- IPR MOOC



# Copyright Tools for Cultural Heritage



Europeana Space has received funding from the European Union's ICT Policy Support Programme as part of the Competitiveness and Innovation Framework Programme, under GA n° 621037

Content Space

## IP and the E-Space Project





# Copyright Tools for Cultural Heritage



## Europeana Space, Best Practice Network

Spaces of possibility for the creative re-use of digital cultural content



## Practice Network

Spaces of possibility for the creative re-use of digital cultural content



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HOME PROJECT PARTNERS PILOTS & DEMONSTRATORS ACTIVITIES OUTCOMES NETWORK CONTACTS

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## Online IPR Consulting Kit

The Online IPR Consulting Kit provides guidelines and tools for content holders, entrepreneurs and creative companies on how to manage IPR when re-using digital cultural heritage content.

1. [Valuing your IP – a tool for entrepreneurs](#)
2. [Creative Commons, a Guide to Proper Attribution](#)
3. [Rights clearance guidelines](#)
4. [Glossary of Frequently Used Terms](#)
5. [Basic IP Definitions](#)
6. [Frequently Asked Questions for Hackathon Organisers](#)
7. [Frequently Asked Questions for Hackathon Attendees](#)
8. [Internet resources](#)
9. [CC Licence Chooser](#)
10. [Software Open Source Licence Chooser](#)
11. [Licensing Factsheet](#)
12. [Risk Management: NTD Policy and Clauses](#)
13. [New Rules on Orphan Works](#)
14. [New Rules on Public Sector Information](#)
15. [Twelve Point Code of Ethics for the Sourcing and Use of Digital Cultural Content](#)
16. [HackPack Creation Tool](#)

[Download all \(compressed folder, 6.2 Mb\)](#)

## Open Content Exchange Platform

ABOUT BROWSE ITEMS TAGS SEARCH TOOLS GUIDES OHP PILOT

The **Open Content Exchange Platform** is an online, publicly accessible platform that connects people to documentation on open licensing for both suppliers and users of open content. This documentation should help parties fully understand the technical and legal implications of their work and make best use of its open character.

The results collated here are a combination of externally created material and resources that have been created through the course of the Europeana Space Project. You can navigate it using tags, browsing or by using the search mechanism.



**Case Studies / Highlights from SMK, The National Gallery of Denmark** FEATURED

SMK (Statens Museum for Kunst), The National Gallery of Denmark, has released digital images of 160 highlights, and 100 educational videos on YouTube...



**Case studies** FEATURED

Case studies looking at possibilities for the reuse of digital cultural heritage material by cultural institutions

## Recently Added Items

### E-Space Education Spotlight

Europeana Space is an EU funded project focused on the creative re-use of available digital cultural content. A very important target sector for the...

### Photomediations: An Open Book

Photomediations: An Open Book redesigns a coffee-table book as an online experience. Through a comprehensive introduction (Chapter 1) and four...

[View All Items](#)



# Copyright Tools for Cultural Heritage



Content Space

## The E-Space Photography Case Study



Home > All Subjects > Art & Culture > Europeana Space: Creative with Digital Heritage



## Europeana Space: Creative with Digital Heritage

Learn how to creatively reuse digital cultural content from professionals of the Europeana Space network.

KU LEUVEN

Self-Paced

Enroll Now

- I would like to receive email from KU Leuven University and learn about other offerings related to Europeana Space: Creative with Digital Heritage.

## Module 7: IP for the Cultural Entrepreneur

This module is designed for cultural entrepreneurs who want to reuse digital content for commercial purposes. Through exploring the IPR Toolkit, you will learn about the value of IP, rights clearance, licensing, risk management, and authorship and ownership. There are practical and reflective exercises to learn how to clear copyright, source open reusable content, carry out IP audits and risk assessments, and how to approach licensing and the IPR associated with hackathons, business modelling and incubation.



# Copyright Tools for Cultural Heritage

## Highlights

- The Protected Space
- Bringing together a range of accessible copyright tools where focus is on creative economy
- Copyright for Hackathons
- Bringing together information on ‘open’
- IPR case studies – lessons learnt
- MOOC – IPR for entrepreneurs



# Copyright Tools for Cultural Heritage

## Reflections

Copyright and innovation – ‘uneasy bedfellows’

Not ‘thinking IP’ can have consequences

(Photography Case Study)

Being aware of copyright can lead to knowing when to ask questions (OHP Case Study)

Technologies will continue to develop apace; copyright will not go away.





# Follow us.....

Project's website and blog:

[www.europeana-space.eu](http://www.europeana-space.eu)

[www.digitalmeetsculture.net/projects/europeana-space/](http://www.digitalmeetsculture.net/projects/europeana-space/)

Twitter: #Europeanaspace

The screenshot shows the website's layout. At the top, there is a navigation bar with links: WEBSITE, PROJECT, PARTNERS, PILOTS, ACTIVITIES, OUTCOMES, NETWORK, CONTACTS. Below this is a header with the European Union flag on the left, the 'E SPACE' logo in the center, and another EU flag on the right. A secondary navigation bar contains 'BLOG HOME' and 'RESERVED AREA'. On the left side, there is a login form with fields for 'Username' and 'Password', and a 'login' button. Below the login form is the 'MEDIA PARTNER' section for 'DIGITAL MEETS CULTURE', featuring a search bar. The 'RELEVANT NEWS' section highlights 'The Fault in Our Heritage' by Anastasia Somerville-Wong, with a small image of a red location pin. The main content area features a 'PRESENTATION OF THE PROJECT' section with the 'E SPACE' logo and text: 'new opportunities for employment and economic growth within the creative industries. Spaces of possibility for the creative re-use of Europeana's content'. Below this is a section for 'DIGITAL CULTURAL CONTENT RE-IMAGINED: NEW AVENUES FOR THE ECONOMY AND SOCIETY' in Venice, dated 16-17 October 2014. On the right side, there is a 'COORDINATOR' section for Coventry University, a 'TECHNICAL COORD.' section for PROMOTER, and a 'PARTNERS' section listing PACKED, iMinds, and CIQIT.

**Media Partner**

DIGITAL MEETS **CULTURE** .net  
[www.digitalmeetsculture.net](http://www.digitalmeetsculture.net)