



# Europeana Space

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

Best Practice Network

an overview of where we are now and where we are going next



- We are modelling how the creative and cultural industries are such a powerful tool for social cohesion, tolerance, human interaction and communication (not more important than ever)
- We are supporting opening access to CH content whilst helping to make rights issues more accessible for creators, owners and users of content.
- We are promoting the values of CH through educational tools for tomorrow's CH professional and creative communities.
- We are actively developing methods for sustaining the project into the future.

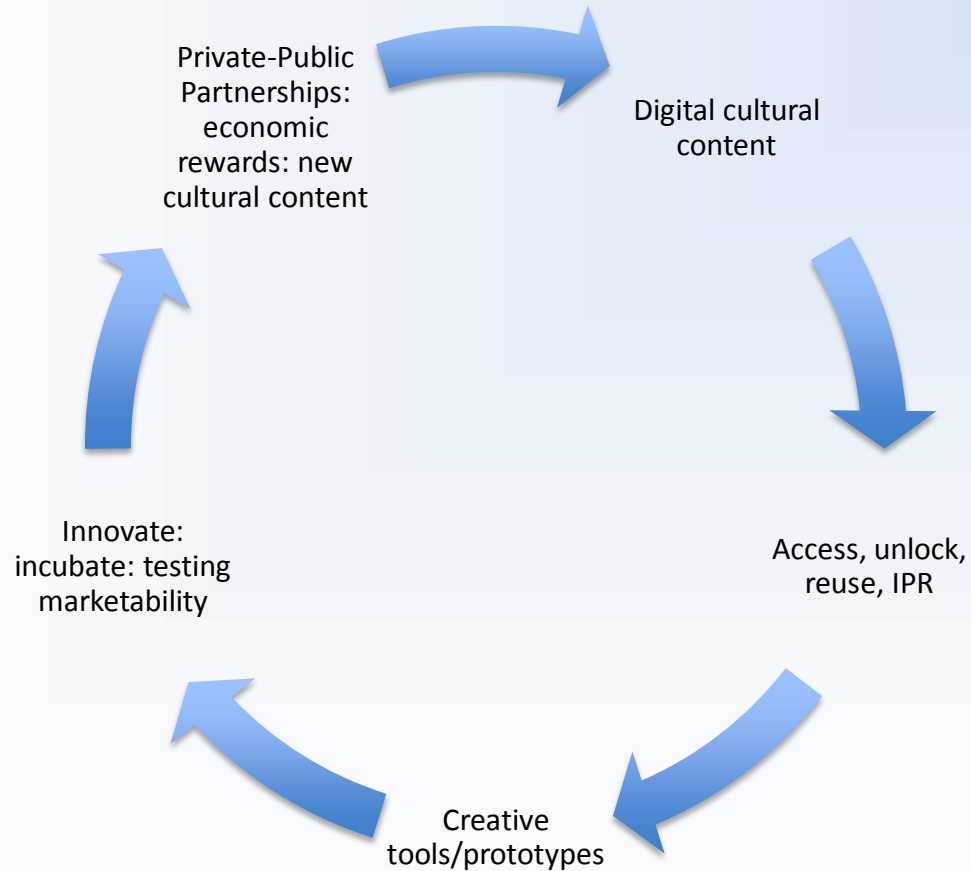


# Project workflow

- New prototype applications arising from 6 pilots (museums, dance, photography, interactive TV, Open publishing, games) and 5 educational demonstrators →
- Open access and IPR issues →
- User testing, refining →
- Hackathons – encouraging innovation →
- Business Development workshops →
- Incubation – take to market – innovation and engagement - sustainability



# The European Space virtuous circle



# The Europeana Space community

The community is huge:

- The consortium partners and their teams
- Our testers and users of our tools
- Hackathon participants
- Project teams in business modelling workshops and incubation
- Our Advisors and wider network of Associates
- Delegates at our conferences and other project events
- Visitors to our website and E-Space portal

Numbers are growing but we are not stopping yet.....

[www.europeana-space.eu](http://www.europeana-space.eu)  
[www.digitalmeetsculture.net/projects/europeana-space/](http://www.digitalmeetsculture.net/projects/europeana-space/)  
Twitter: #Europeanaspace

