## **Europeana Space**

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

Best Practice Network

### **Antonella Fresa – Technical Coordinator**







## 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





### A strong liaison with Europeana



## Scope and project objectives

- To increase and enhance the use and re-use of digital cultural content by creative industries, 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, business, social impact
- To promote the values of CH through educational offer for tomorrow's CH professionals and creative communities

### E-Space: a virtuous circle



## What we do

- Offering areas of experimentation with creative and cultural industries: museums, dance, games, open publishing, photography, interactive TV. These are represented in 6 thematic pilots, each followed by a creative hackathon and business modelling/incubation action.
- Supporting creative processes: IPR and open access, content aggregation, advanced ICT tools
- Clear focus on education, via 5 demonstrators, MOOC (Massive Open Online Course), dedicated events.



## **Project workflow**

1. Develop new prototype applications (pilots): **Open access and clearing rights** User testing, validation and refining 2. Encourage innovation: Hackathons **Business Development workshops** Incubation – take to market 3. Promote engagement: Networking

Sustainability

## Support Tools

Technical Space to access and experiment with digital cultural content available online

### **Content Space**

to manage licensing and IPR of digital cultural content + access to Open Content

### **Innovation Space**

to support business development of applications and prototypes

E SPACE Europeana Space, Best practice Network Spaces of possibility for the creative re-use of digital cultural content	European Sake hat notified funding from the European Unitin's IC Parity Support Regramme as part of the Competitieses and Inhovation Framework Programme, under GAr <sup>6</sup> E1037	
HOME PROJECT PARTNERS PILOTS & DEMONSTRATORS ACTIVITIE	S OUTCOMES NETWORK CONTACTS	
Copyright Tools for Cultural Heritage	Search	
Here you can access our guidelines and tools for clearing copyright and	find	
information about the development of business models for the exploite	ation of POST YOUR COMMENTS	
digital cultural heritage content.		Elopion (1)
	Your Name (required)	E SPACE
These tools are written for the benefit of entrepreneurs, creative companies, owners of		Europeans Space has socied funding from the European Union's DT Pulky Space in Programmers as part of the Comparison and Encoded to Transmissi Programmers, under day 14 (2010)
archives and collections, and individuals interested in open digital cultural heritage con-	tent. Your Email (required)	
The Content Space contains information about licensing, rights labelling and associated	( name	
technical standards, guidelines on how to identify re-usable content, and legal advice as		
for the lawful re-use of digital content.	TOUT INVESSING	
		Content Space
Here you will also find case studies based on the E-Space pilots, and guidance, tools and		IP and the E-Space Project
resources on openly licensed and public domain materials in the Open Content Exchan Platform.	ge .	
The second second		
The E-Space content and collections themselves can be accessed via the E-Space Techni	ical	
Space/W/TN-Plectorm.		
	9 4 05	1. The place of IP within the E-Space workflow
IP and the Europeana Space project	Enter the code	
		There are a number of steps in the E-Space workflow, from inception of the idea for a pilot project, through the hackathon, to incubation for the projects that have
IPR Toolkit		demonstrated a potentially successful business model.
Rights Labelling and New Technical Standards (coming soon)	Send	
rights capeling and new reclinical standards (coming soon)		1.1. Pilots develop ideas for projects using a mixture of open an
E-Space Case Studies		proprietary tools and content. The Protected Space
- ALIVE AND AVAILAB		The tools used by the pilots represent a mix of proprietary tools protected by
Open Content Exchange Platform		copyright, and open source tools that may be freely used and built upon by third
		parties.
		Examples of Proprietary tools used in E-Space by the pilots include:
		<ul> <li>The tool for granular content annotation (Dance Pilot)</li> </ul>
		<ul> <li>The Eureva Blinkster App (Photography, Museums)</li> </ul>

amples of Open source tools used in E-Space by the pilots include

Unity 3D game engine (Games)

Web-based Toolbox (e.g. Museums Pilot)

## Impact and beneficiaries

- Individual creators and artists
- Creative SMEs
- Larger industries in creative sector
- The education sector
- Cultural institutions
- Other social and economic activities

### **E-Space for Education**

Europeana Space is offering a wide range of services to the educational sector through its activities:

- 5 demonstators
- MOOC
- Best practices, including the educational activities of 6 thematic pilots
- Focused events and re-usable resources

#### E-Space Education Spotlight

Extending the use of digital content to the arena of education, in order to boost creativity and creative skills in teaching and learning...

#### Learn more

#### What E-Space is Offering to the Educational Sector

Europeana Space is offering a wide range of services to the educational sector through its pilots:

- 5 examples of creative re-use of digital cultural content for education
- a MOOC, Massive Open Online Course, to learn when you can do with digital cultural heritage, for your research, your studies, your classrooms
- 6 thematic Pilots developing protetypes, that can be utilized also for educational purposes

thematic events on education and digital cultural huntage

a review of existing projects, environments and best practices dealing with digital cultural heritage content in an educational context

The huge amount of digital cultural heritage available in many repositories on line is a wealth of material that you can engage with, and access to re-use for teaching and learning materials that you can assemble or develop on your own...

DEMONSTRATORS



#### Rode Altarpiece

The retable by Hermen Rode of St. Nicholas' Church in Tallinn is the focus of this demonstrator which uses very high resolution digital images. Download a presentation of the Demonstrator (PDF, 15 Mb)



#### Irish Folk Tales

The Irish Folitales demonstrator aims to promote the richness of Ireland's storytelling tradition in an online educational context and, within the broader context of the EuropeanaSpace Protect, to demonstrate the



#### Cavafy Poems

A digital application comprising multiple thematic layers will be developed to showcase the work of seminal Greak poet C. P. Cavafy. The application will house digitised manuscripts of a specific number of Cavafy The 5 Demonstrators are examples of creative use and
re-use of digital cultural content for education:

- Cavafy poems
- Archaeology in Cyprus
- Irish Folktales
- Rode Altarpiece
- Photographic investigation of artworks

They present innovative models and best practices of educational environments and applications.

### Cavafy Poems



Navigate and learn about the poems and life of Greek poet Cavafy

E-Space Education

About Demonstrators MOOC Pilots Events Resources



#### Archaeology in Cyprus



Objective of the demonstrator is the development of a holistic approach for educating people (grown ups and kids) on Monuments that are listed at UNESCO world heritage list, in Cyprus. The system uses all innovative digital heritage resources, in order to help the user, in a UX friendly way, to learn about the different phases of the monument, the history, the pathology state, the architectural value and the conservation stage.

The first version of the Demonstrator is accessible HERE.

Today is obvious that we have a lot of digital data (specially from crowdsourcing platforms like Europeana) with **controversial** information. If any student,

#### DEMONSTRATORS



## Educating people (grown ups and kids) on Monuments that are listed at UNESCO world heritage list, in Cyprus



Promoting the richness of Ireland's storytelling tradition and engaging children improving digital literacy

### The Rode Altarpiece in close-up



## Supporting art teaching and learning by leveraging on advanced photographic imagery (Ghent Altarpiece)





The course is hosted on edX platform via the KU Leuven account.

It targets 3 levels: students and teachers, GLAM and creative industry professionals, and developers.

The course contains resources, videos, tutorials, etc.. and provides assignments, quizzes and a discussion forum.

E-Space for Education Best practices

Review of existing projects, environments and best practices dealing with digital cultural heritage content in an educational context.

This report is complemented by the results of the pilots, targeting the educational sector specifically.

Full report will be published online in February 2016.



### E-Space for Education Focused events and resources

Thematic events on education and digital cultural heritage:

- This workshop in Athens
- The second workshop on education on the 13th May 2016 in Brussels
- A dedicated space in the final conference
- The dedicated area on the website at

www.europeana-space.eu/education/

### Other project's activities

- 3 hackathons:
  - <sup>–</sup> Photography (Leuven, 25-27 February)
  - <sup>–</sup> Museums (Venice, 17-18 March)
  - <sup>-</sup> Games (Coventry, Spring 2016)
- Business Modelling Workshops and Incubation, following each hackathon
- Final Conference in Berlin in November 2016

### Follow us!

E-Space for Education: <u>www.europeana-space.eu/education</u>

Project website: www.europeana-space.eu

Project Blog on <u>www.digitalmeetsculture.net</u>



### <u>www.digitalmeetsculture.net</u> > 20,000 visits per month

Interactive online platform for cooperation and information in the field of digital technologies applied to cultural heritage and the arts

Instrument for online dissemination of project activities, providing access to services, surveys, online consultation



Portal to a rich amount of resources: articles and news with links to in depth information

## DIGITAL**CULTURE** www.digitalmeetsculture.net

### Thank you for your attention!

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