



**E|SPACE**

# Europeana Space

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

Best Practice Network

**Antonella Fresa – Technical Coordinator**

Official Media Partner

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

Co-funded by  
the European Union

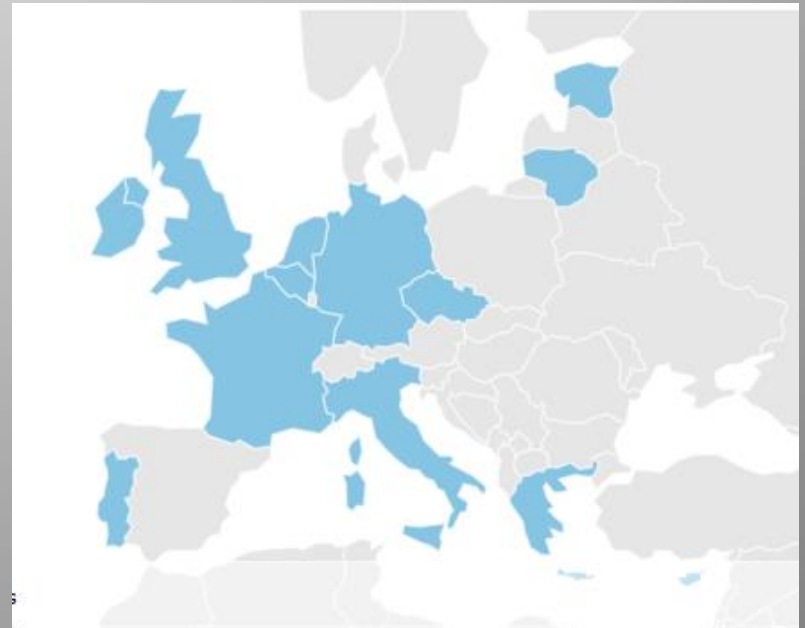




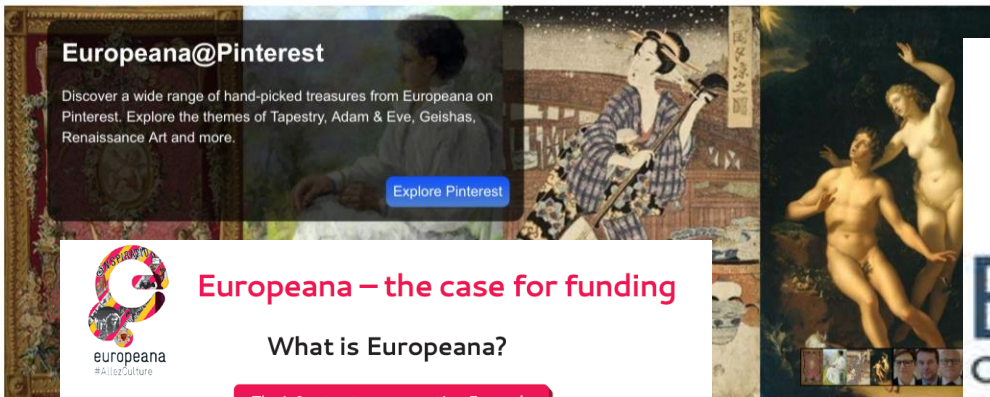
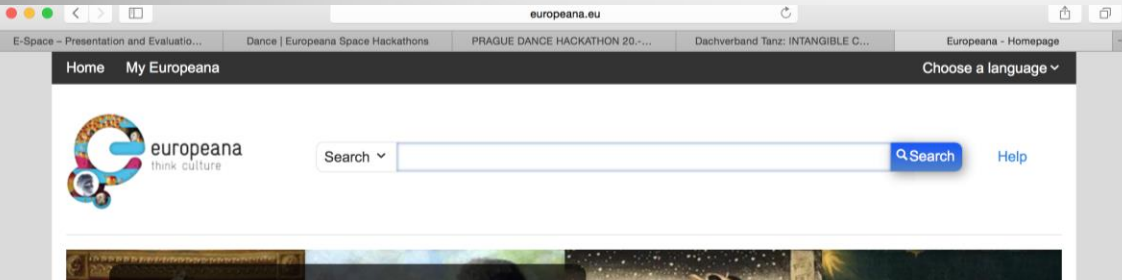
# The E-Space network

29 partners; 13 countries

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



# A strong liaison with Europeana



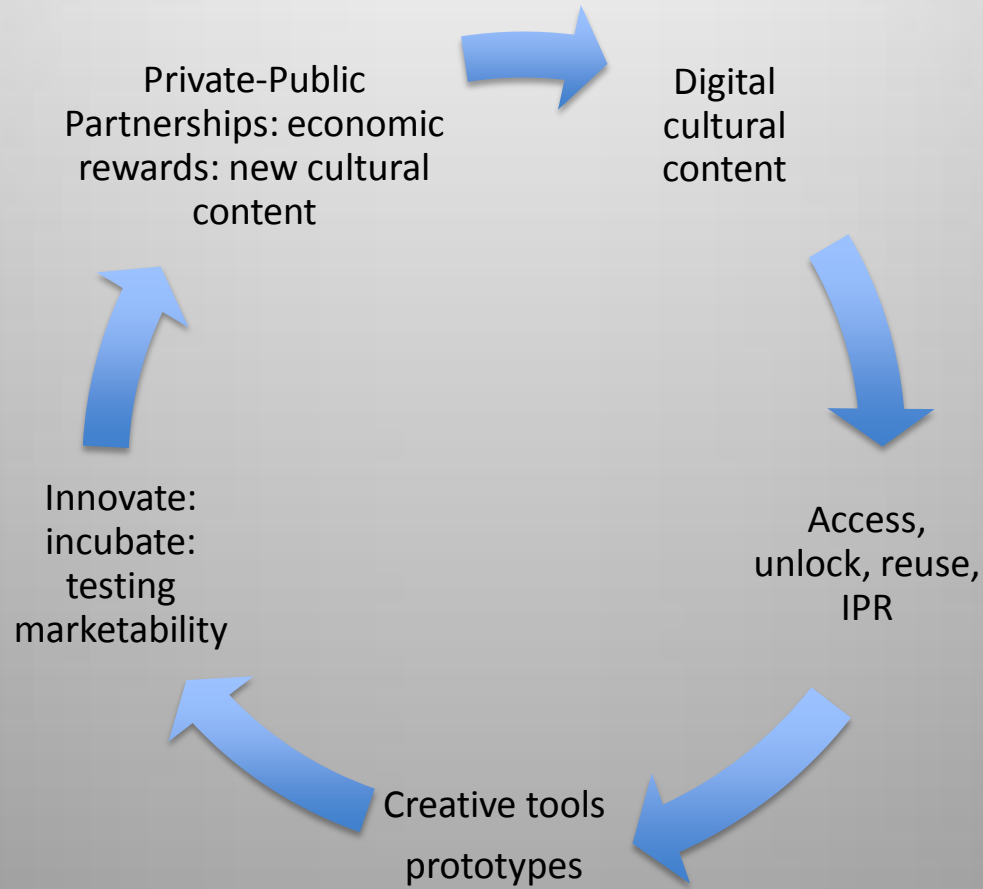


# Scope and project objectives

- 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

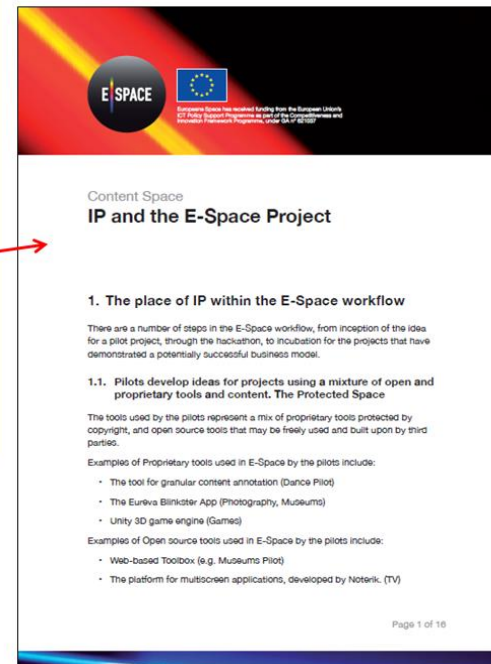
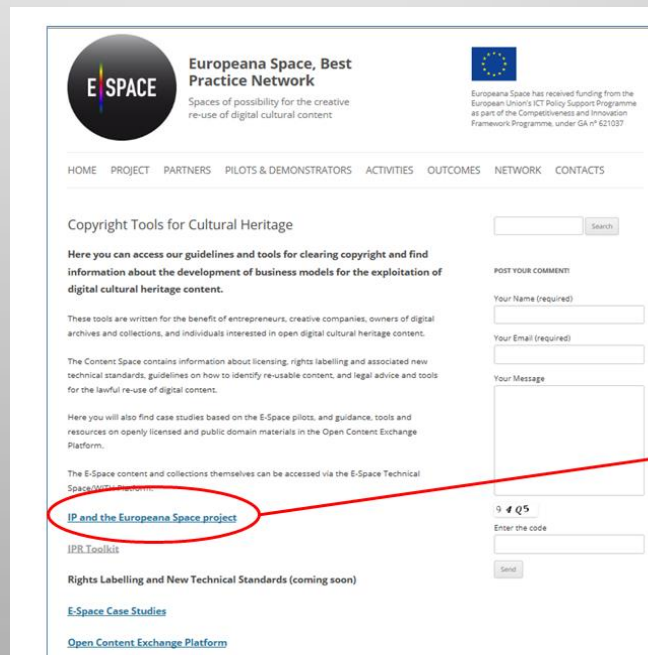
**Technical Space** to access and experiment with digital cultural content available online

**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







# 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 demonstrators
- 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 what you can do with digital cultural heritage, for your research, your studies, your classrooms
- 6 thematic Pilots developing prototypes, that can be utilized also for educational purposes

- thematic events on education and digital cultural heritage
- 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 Herman 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, 1.5 Mb)



#### Irish Folk Tales

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



#### Cavafy Poems

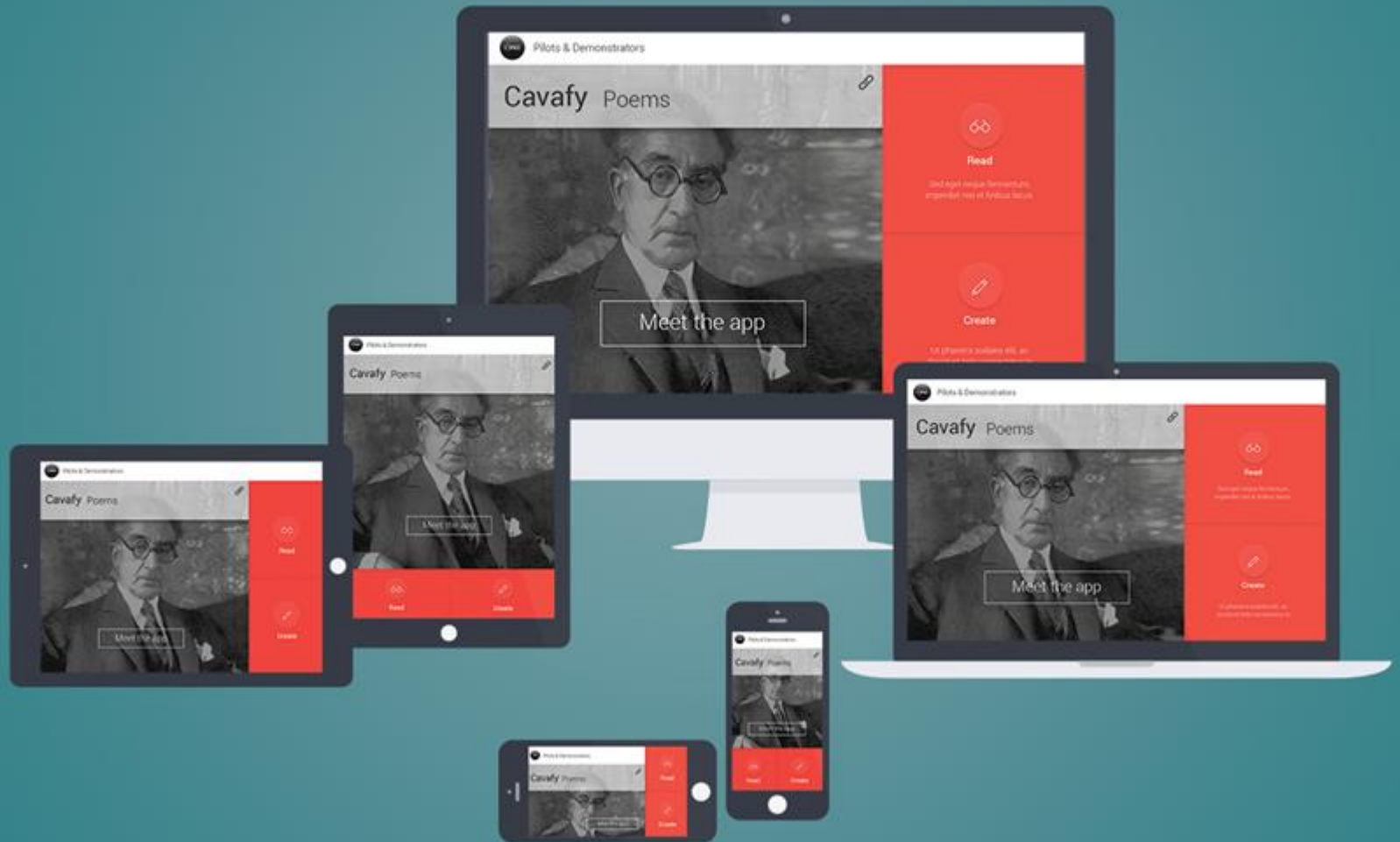
A digital application comprising multiple thematic layers will be developed to showcase the work of seminal Greek poet C. P. Cavafy. The application will house digitised manuscripts of a specific number of Cavafy

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

Rode Altarpiece  
Irish Folk Tales  
Cavafy Poems  
Photographic Investigation of Archaeology in Cyprus

### PILOTS


Educational legacy of E-Space

### EVENTS


Best Practice for Education won Athens 22 January 2016

HOME MONUMENTS CONTACT ABOUT

### Featured Monuments




Timios Stavros Pelendria




Panagia Asinou


### Digital Heritage is a way to enhance the past



745 REGISTERED



128 COMPLETED COURSE



16 MONUMENTS

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



## Stories & Poems

LATEST

FAVORITES

POPULAR



The Children of Lir

0



My story

Efthimios Mavrikas

1



Myth

0



The Fairies

1

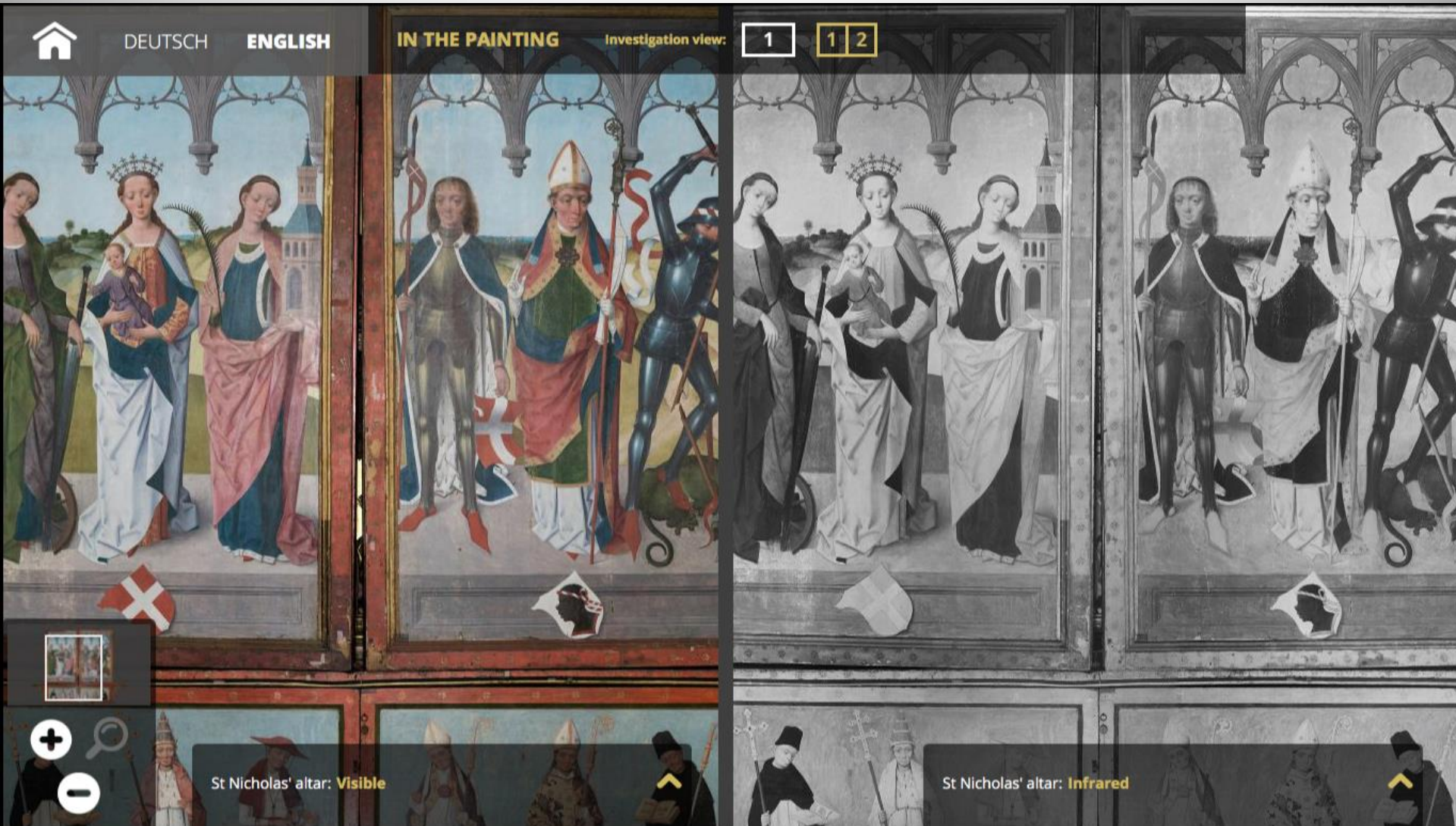


Create



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

# The Rode Altarpiece in close-up

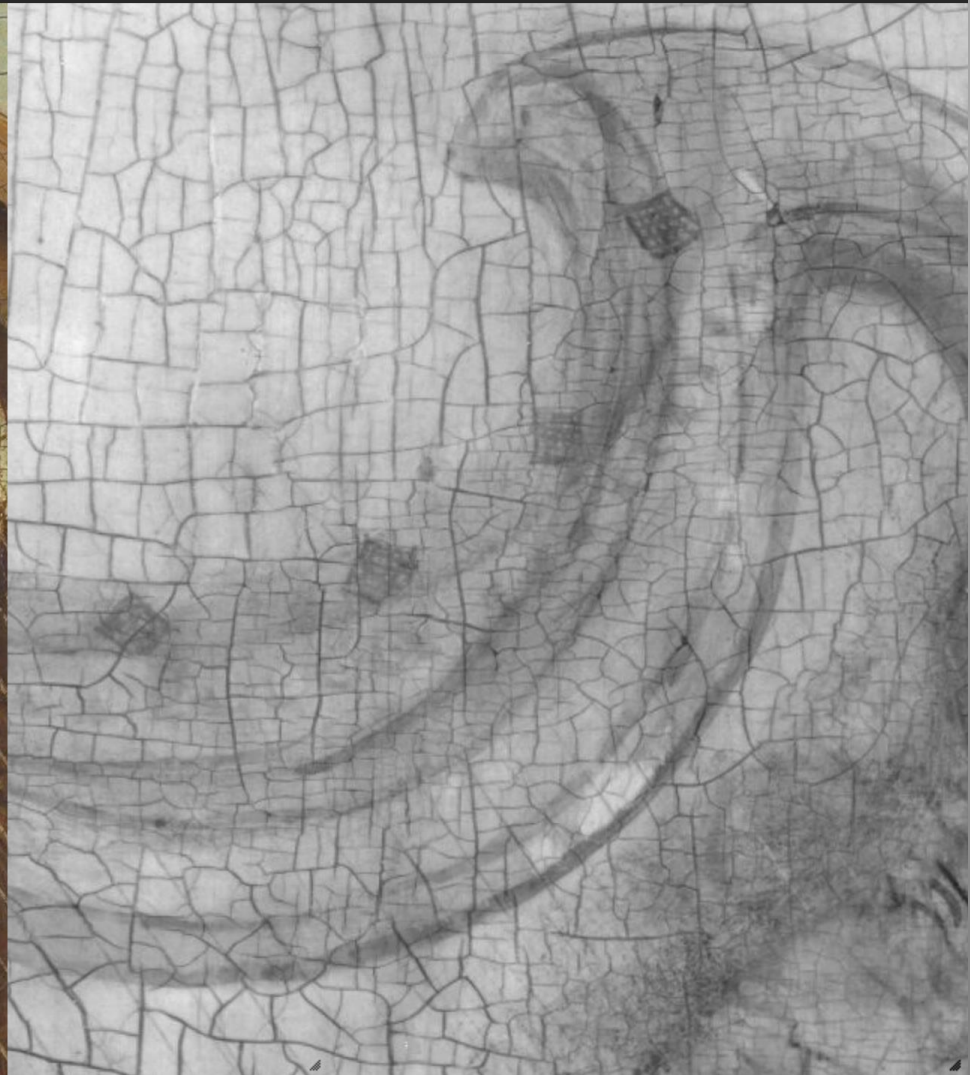




# Supporting art teaching and learning by leveraging on advanced photographic imagery (Ghent Altarpiece)

## Underpainting and imaging techniques

Infrared reflectography





# E-Space MOOC

The screenshot displays the E-Space MOOC interface on the edX platform. The top navigation bar shows the course title 'Photography' and the user 'Fred Truyen'. The sidebar menu lists various course components: Introduction, Preparatory Readings, Reading materials, Assignment, Discussion, Photography and IPR, Open and Hybrid Publishing, Television, Dance, Games, and Museums. The main content area features a video player titled 'THE PHOTOGRAPHY MODULE' showing a man speaking. Below the video, the 'Assignment' section provides instructions for creating a story on the European Space website and sharing it in the discussion. The 'WIKI' section lists various European Space resources, including the European Space website, E-Space Photography pilot, Photography Hackathon, European Professionals, European Labs, European Photography, and Photoconsortium.

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 the next months.



# E-Space for Education

## Focused events and resources

Thematic events on education and digital cultural heritage:

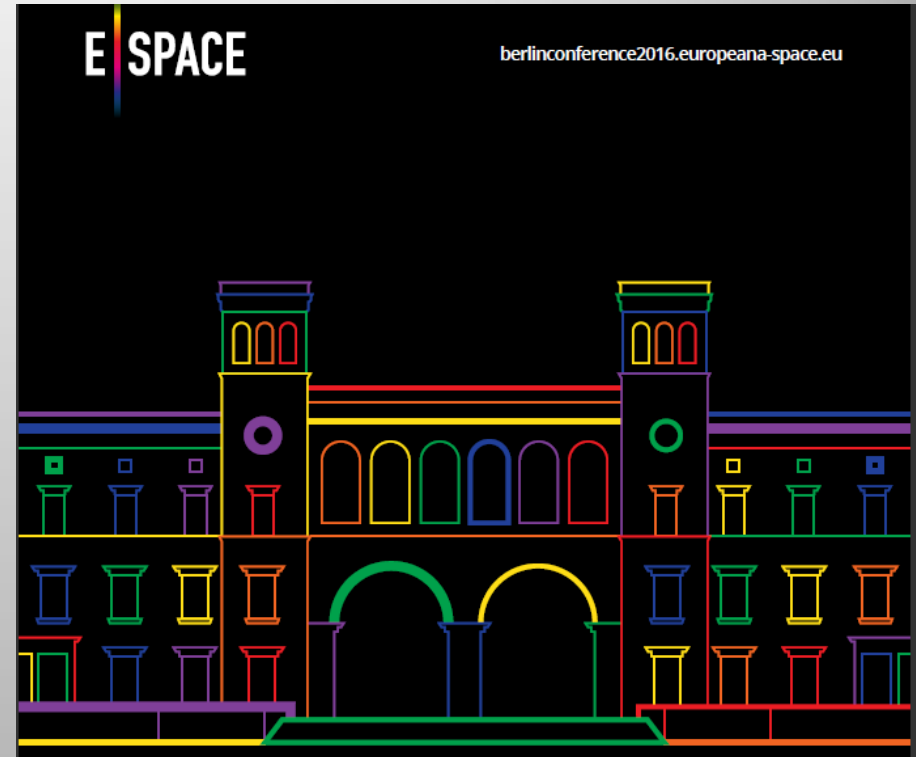
- Best Practice for Education workshop in Athens, 22 January 2016
- This second workshop Show&Tell&Touch
- A dedicated space in the final conference
- The dedicated area on the website at [www.europeana-space.eu/education/](http://www.europeana-space.eu/education/)





# SAVE THE DATE

Third International  
Conference in Berlin  
21-22 November 2016  
Hamburger Bahnhof



**[berlinconference2016.europeana-space.eu](http://berlinconference2016.europeana-space.eu)**



# Follow us!

E-Space for Education: [www.europeana-space.eu/education](http://www.europeana-space.eu/education)

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

Project Blog on [www.digitalmeetsculture.net](http://www.digitalmeetsculture.net)



**Twitter: @EuropeanaSpace  
And find us on Youtube**

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





**Thank you for your attention!**

Antonella Fresa

Promoter S.r.l.  
E-Space Technical Coordinator

[fresa@promoter.it](mailto:fresa@promoter.it)

**Official Media Partner**

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