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Content Space

HackPack Creation Tool

This tool is designed to ease the process of hackathon organisation. It outlines the typical contents of a hackpack, addresses some concerns regarding intellectual property, and provides an example of a contents list for a hackathon hackpack courtesy of the E-Space TV Hackathon which took place at Waag Society in Amsterdam (10th May 2015).

HackPack Contents

A typical hackpack normally contains the following documents:

- A sheet listing the hackathon organisers and their contact details for use by participants
- A sheet listing content participants can use and any associated IPR and licence terms, and contact details for content providers (an example is provided below)
- An ideas sheet so that participants can share their names, contact details, ideas for what they want to do/build, and their particular skills and expertise
- Judging and awarding information sheet including the jury members names and backgrounds, judging criteria and details of the award
- A sheet listing the participants and their contact details
- Programme information for the event and a list of the expert support and personnel on hand during the event

- A sheet where teams once they have been formed can list their members, contact details, ideas, plans and any needs they have for content, tools or further expertise
- A sheet listing the technology made available for the weekend and any associated IPR and licence terms, and also listing names and contact details of those providing the technology

IP and Hackathons: What We Learnt from the E-Space Hackathon Experience

Hackathon events are well known for their culture of sharing and openness. However, some concerns were raised in the planning process for the six E-Space hackathons about sharing ideas in presentations at the hackathons and subsequent business modelling workshops attended by the winning teams. This was because the purpose of the E-Space hackathons was to produce commercial prototypes for the market and in particular, to take one final winning team from each hackathon through to an incubation process. Each hackathon had three winning teams who presented their ideas at business modelling workshops where the final winner was chosen, and the other two teams encouraged to continue to develop their ideas for the market independently.

The E-Space IPR Team clarified that the ideas themselves to be shared and presented at public events such as the hackathons and business modelling workshops were not protected by intellectual property law. It is only when they are incorporated into intellectual property rights that ideas do become protectable, for example, when a patent is granted, or ideas are expressed in some tangible form such that they then become protected by copyright. It is possible of course to enter into a confidentiality agreement to protect ideas - although such an agreement is of course only effective if it is enforced.

Within the E-Space project it was agreed not to request or require participants at the hackathons or business modelling workshops to enter into confidentiality agreements, though tools were available in the E-Space Content Space to help any team or individual wanting to initiate use of such an agreement themselves. It was felt that this would send out the wrong signal to the participants. These events are about experimentation and ideas sharing. E-Space partners agreed that open discussion at the events greatly increased innovation and the ideas that individual participants worked on. All of the E-Space events have been highly successful and not affected in

any adverse way by this policy of openness. No participants as far as organisers were aware, initiated the use of confidentiality agreements.

Participants were advised, however, particularly at the hackathons and pre-hackathon events, that if they had ideas they did not want to share, then they should keep them to themselves and not make them public.

For tools which assist with strategies for hackathon planning and which contain samples of confidentiality agreements see:

- Frequently Asked Questions for Hackathon Organisers;
- Frequently Asked Questions for Hackathon Attendees.

Both documents are available at <http://www.europeana-space.eu/content-space/copyright-tools-for-cultural-heritage>.

Annex: Example Content Sheet for a HackPack.

Content for Experimentation During the E-Space TV Hacking Culture Bootcamp, 8-10 May 2015, Amsterdam

The Hacking Culture Bootcamp is a 3-day hackathon-dedicated for creatives, entrepreneurs, designers, directors and developers, who will have the opportunity to experiment with Smart Audio/Video formats and come up with inspiring applications that create new TV experiences for the public or private domain, using cultural heritage content available via Europeana. Below you will find a selection of content from our 3 content providers in the project as well as information on how to use Europeana content and metadata.

This hackathon is organized by the Europeana TV Pilot as part of the Europeana Space project.

Content

Participants of the hackathon will have access to content from 3 partners in the project:

- Netherlands Institute for Sound and Vision (Sound and Vision) – NL (<http://www.beeldengeluid.nl/>)
- Rundfunk Berlin-Brandenburg (RBB) – DE (<http://www.rbb-online.de/>)
- Istituto Luce Cinecittà (Luce) – IT (<http://www.cinecitta.com/>)

Sound and Vision

- **Open Images** (<http://www.openbeelden.nl>) gives access to over 4000 videos under a Public Domain or Creative Commons BY-SA license. The collection from Sound and Vision contains newsreels from the Polygoon collection and several other films on the Netherlands in the twentieth century. It contains historical news events, with topics such as art, culture, transportation, health and healthcare, nature, politics, sports, pets and fashion. Other providers to Open Images are VPRO, EYE film institute, University of Amsterdam, etc. For topic inspiration you can look at the tags page: <http://www.openbeelden.nl/tags> or check out or 'curiosity' collection: <http://www.openbeelden.nl/tags/curiosa>. The media items published on Open Images are also offered through a range of Atom feeds and media items and their descriptions (metadata) are also accessible via an Open Archives Initiative Protocol for Metadata Harvesting (OAI-PMH) API (<http://www.openbeelden.nl/api/>). The dataset is also available via the Europeana API: <http://labs.europeana.eu/data/newsreels-from-sound-and-vision-on-the-netherlands-in-the-20th-century/>
- **Sound of the Netherlands** (www.geluidvannederland.nl) gives access to a collection of about 2,500 historical sound recordings. Sounds include horse driven trams, street vendors, recordings from the 'Eleven Cities' ('Elfstedentocht') ice skating match, bird sounds and many other interesting soundscapes. The sounds are enriched with a geo-location. All sounds are available under either a Creative Commons – Attribution-ShareAlike (CC BY-SA) or a Creative Commons – Attribution license (CC BY). The dataset is available via the Europeana API: <http://labs.europeana.eu/data/sounds-of-daily-life-and-birds-from-netherlands-institute-of-sound-and-vision/> or you can download the sounds directly from www.beeldengeluid.nl
- **Open Culture Data Search** (<http://search.opencultuurdata.nl>) is a search engine built by the Open State Foundation (<http://www.openstate.eu/en/>) used to search through all the data in the Open Cultuur Data API. Content (images, sounds, videos) from various Dutch cultural institutions are included under an open license, such as Open Images, Rijksmuseum, Tropenmuseum, Amsterdam Museum or Museum Rotterdam. For further info on subjects of the available collections see: <http://www.opencultuurdata.nl/datasets/> and for Open Culture Data API documentation see: <http://docs.opencultuurdata.nl/>

RBB

- **Fall of the Berlin Wall videos:** RBB will provide 500 videos (250 in German and 250 in English) from the German broadcast archive and the former East Germany state TV spanning a timeline from the beginnings of the Cold War in the 1960s till the reunification of Germany in 1990.
The videos will be available via Noteriks Springfield platform for tests and demonstration purposes at the TV Hackathon from 8th till 10th of May 2015 as well as the pre-event on 9th April 2015. RBB's mobile website (www.the-berlin-wall.com) has been accessible on TV via an HbbTV app for Smart TVs. Go to the rbb TV channel, press the red button on your remote control and start the Berlin Wall HbbTV app to see this unique documentation of living history.
- **The source code of the HbbTV Berlin Wall application** programmed by Exozet could be used for the TV Hackathon from 8th till 10th of May 2015.

LUCE

- **EUScreen:** This collection is made of 2800 video items, that will be extended in the next 12 months to about 4000 items, coming from the more recent newsreels and documentaries collections of Istituto Luce Cinecittà (ranging from the 50's to the 80's). This collection comes with a uniform set of metadata represented in XML and including information like: title, short description, extended description (scenes description), subject keywords, geographical keywords, topic, date of production and few technical information.
All the metadata are in Italian language, but titles, descriptions and keywords are translated also in English. Videos coming from this collection are in SD and mainly in black & white, the format of the videos is H.264 with a bitrate of 500 Kbit/s. All the videos are hosted on the Noterik's Springfield platform. To have a glimpse of this video collection, you can actually see it on the EUScreen portal: <http://www.euscreen.eu/search.html?query=luce>
- **Luce Cinecittà YouTube channel:** In addition to the EUScreen collection, Luce could also provide content coming from the collections available on its YouTube channel (<http://www.youtube.com/cinecittaluce>). The content of the channel ranges between the 20's and the 70's and it could be quantified in about 30.000 clips of newsreels. This collection is only available with Italian metadata in YouTube format and has not the information richness of the EUScreen one. Basically only a title a date and a description are available and there is no content categorization (except few playlists).

Videos also in this case are in SD and mainly in black & white (only 126 videos are in color). Here is an example of a playlist on cinema: <https://www.youtube.com/watch?v=21Rz2VJYvpY&list=PLFE1CA07D28D5A6CC>

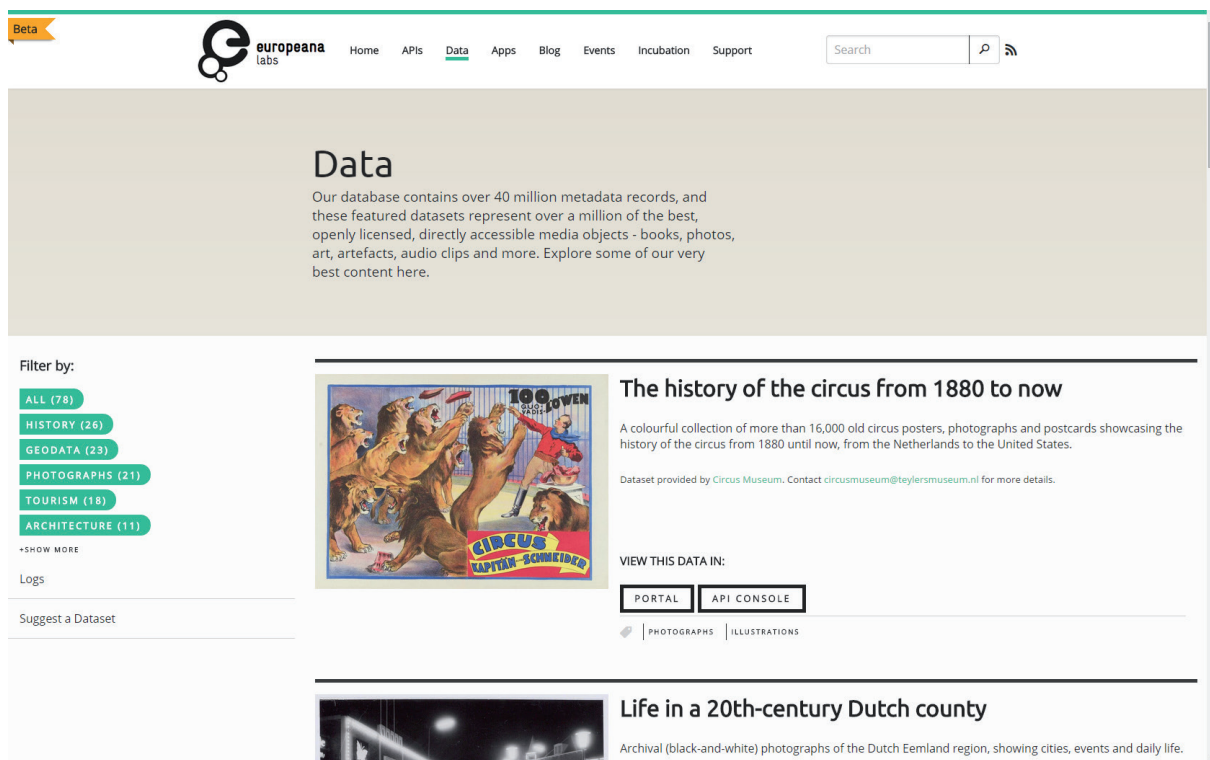
Both collections will be accessible and usable for both pre-hackathon and hackathon days, and the video content will be usable only in the hackathon framework.

New to Creative Commons Licenses?

<http://creativecommons.org/>

This article could help you get started: <http://pro.europeana.eu/blogpost/creative-commons-licenses-are-great-but-how-to-use-them>

Europeana



The screenshot shows the Europeana Labs website interface. At the top, there is a navigation bar with the Europeana Labs logo, a search bar, and links for Home, APIs, Data, Apps, Blog, Events, Incubation, and Support. The main content area is titled "Data" and includes a brief description of the database's scale and content. On the left, there is a "Filter by:" section with buttons for categories like ALL (78), HISTORY (26), GEODATA (23), PHOTOGRAPHS (21), TOURISM (18), and ARCHITECTURE (11). Below this is a "Suggest a Dataset" form. The main content area features two dataset cards. The first card is titled "The history of the circus from 1880 to now" and includes a colorful illustration of a circus scene. The second card is titled "Life in a 20th-century Dutch county" and includes a black-and-white photograph of a street scene. Each card provides a short description and a link to view the data in a portal or API console.

Europeana Labs - Datasets

Furthermore, participants will be able to access cultural heritage collections from across Europe by using the Europeana (www.europeana.eu) database, either via the Europeana API (<http://labs.europeana.eu/api/>), or by browsing open datasets on Europeana Labs (<http://labs.europeana.eu/data/>). Of course you're also able to do

searches on the Europeana (<http://www.europeana.eu/portal/>) portal itself. Here is a quick guide on how to do searches on Europeana: <http://www.europeana.eu/portal/> Try for instance the filtering options to narrow down your search, e.g. by content type (video, image, sound, text) or license.

Datasets on Europeana Labs are either under a Public Domain, CC0, CC-BY or CC-BY-SA license. The datasets have been tagged with topic information to make it easier to search.

Watch this short screencast introducing the Europeana Labs and the Europeana API: <https://www.youtube.com/watch?v=hTAcyfB6EjI><https://www.youtube.com/watch?v=hTAcyfB6EjI>