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 Europeana Space virtuous circle

Private-Public Partnerships:
- economic rewards: new cultural content

Digital cultural content

Access, unlock, reuse, IPR

Creative tools/prototypes

Innovate:
- incubate: testing marketability
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
www.digitalmeetsculture.net/projects/europeana-space/
Twitter: #Europeanaspace