# Dancing the real and the virtual; the production and preservation of intangible cultural heritage

Sarah Whatley
Rosa Kostic-Cisneros
Coventry University, UK

RICHES
Renewal, Innovation and Change: Heritage and European Society

# RICHES

## Renewal, Innovation and Change: Heritage and European Society

The impact of digital technologies on dance

Coventry University

SEVENTH FRAMEWORK PROGRAMME

# Europeana Space

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

Best Practice Network

Co-Funded by the European Union

# Research Methods

Both projects have involved fieldwork including interviews, case studies, surveys, prototype development and the creation of virtual distributed performances to investigate the methodologies of making performances, of how the work is received, and how it is documented and enters (or not) our records of cultural heritage.

# Exploration/proposition

- Rethinking the body in performance: the corporeal/material/mediated/constructed body/subservient/multiple body
- The work explores and illuminates the role of the machine or system in representing or rendering dance as an embodied action
- Raises the differences in terminology and understanding in language between artists and scientists/technologists

E SPACE

EUROPEANA
connecting cultural heritage

# Images of cultural heritage

# 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

# Scope and overarching objectives

- To increase and enhance **the use and re-use of digital cultural content by creative industries**, with a special focus on the use of Europeana, 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, money, growth.

# Pilots

1. Interactive (Europeana) TV
2. Photography
3. Games
4. Open and Hybrid Publishing
5. Museums
6. **Dance**

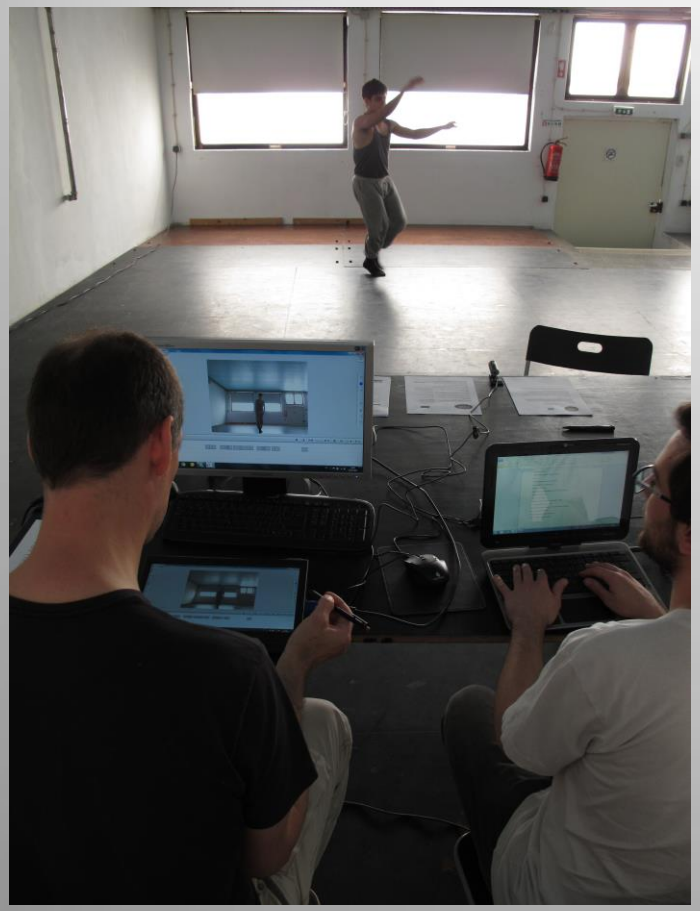
# Dance

**Objective:** to create a general framework for working with dance content and the metadata accessible through Europeana through the production of two innovative models of content re-use:

- **DANCESPACES** for leisure, teaching and learning, to share and explore dance content;
- **DANCEPRO** for professionals and dance researchers, for multi-modal annotation of dance in real time.

- Film – DanceSpaces
- Film - DancePro

SyncMaster 2023sw



Dance Pilot
Dance Hackathon

Project websites and blog:
www.europeana-space.eu
www.digitalmeetsculture.net/projects/europeana-space/
Twitter: #Europeanaspace

http://www.riches-project.eu/index.html
http://www.riches-project.eu/virtual-performances.html

Sarah Whatley s.whatley@coventry.ac.uk
Rosa Kostic-Cisneros ab4928@coventry.ac.uk

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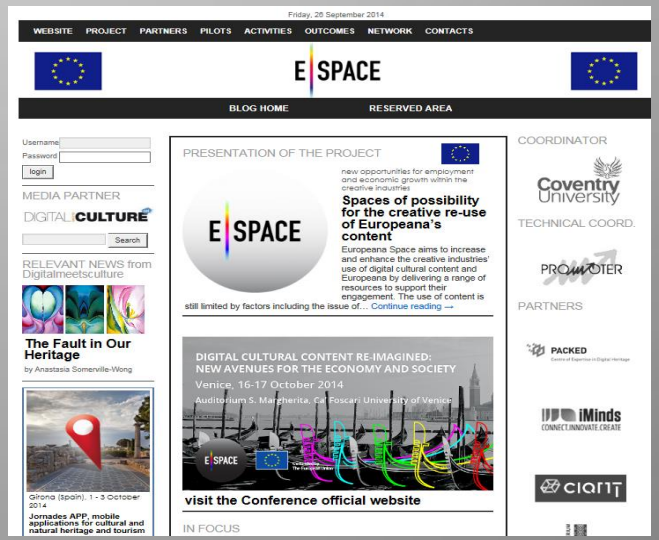


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