A hand is shown in a reaching gesture, positioned on the left side of the slide. The background is a solid light blue color. The text is centered and reads:

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

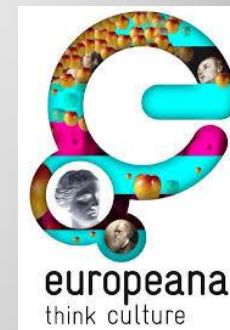
Sarah Whatley
Rosa Kostic-Cisneros
Coventry University, UK



RICHES

Renewal, Innovation and Change: Heritage and European Society

The impact of digital technologies on
dance

The logo consists of a black circle containing the text 'E|SPACE' in white. A vertical rainbow-colored bar is positioned between the 'E' and 'SPACE'.

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



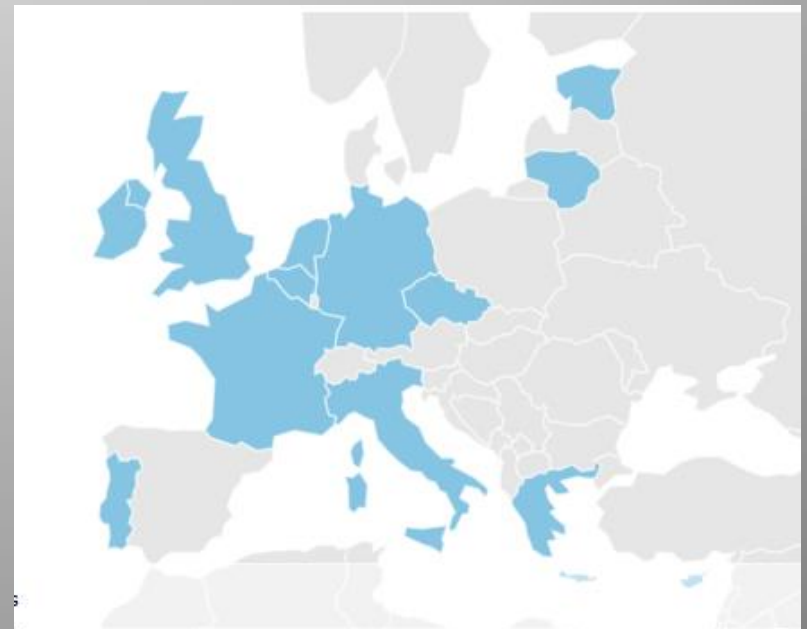
Images of cultural heritage



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

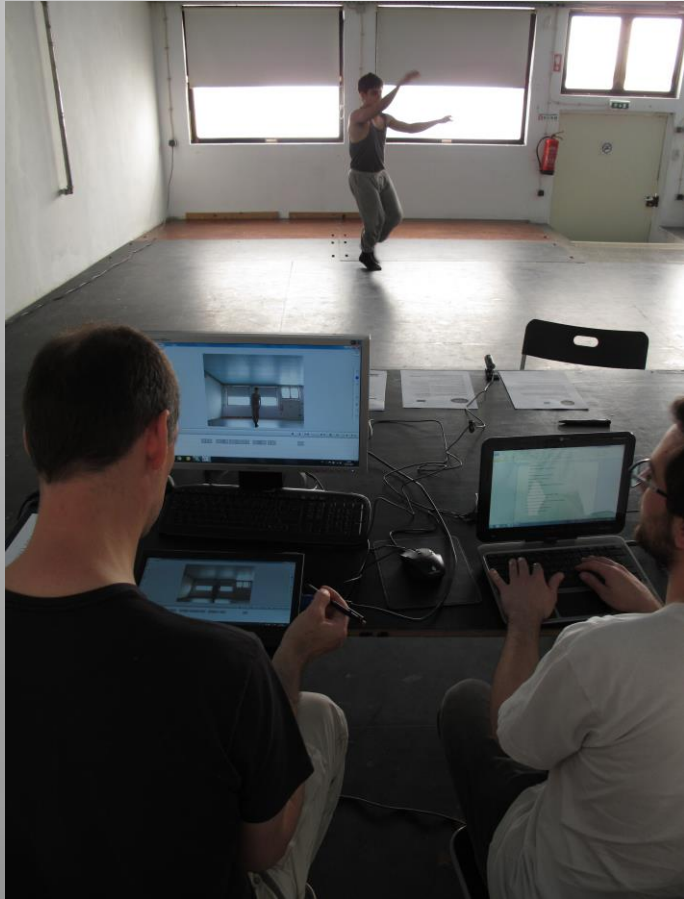
Objective: to create a general framework for working with dance content and the metadata accessible through Europeana through the production of two innovative models of content re-use:

- **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







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>

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RICHS

Renewal, Innovation and Change:
Heritage and European Society



Media Partner

DIGITAL MEETS CULTURE
www.digitalmeetsculture.net

Friday, 26 September 2014

WEBSITE PROJECT PARTNERS PILOTS ACTIVITIES OUTCOMES NETWORK CONTACTS

EUROPEAN UNION

E SPACE

BLOG HOME RESERVED AREA

Username:
Password:

MEDIA PARTNER
DIGITAL CULTURE

RELEVANT NEWS from Digitalmeetsculture

The Fault in Our Heritage
by Anastasia Somerville-Wong
Girona (Spain), 1 - 3 October 2014
Jornades APP: mobile applications for cultural and natural heritage and tourism

PRESENTATION OF THE PROJECT

new opportunities for employment and economic growth within the creative industries
Spaces of possibility for the creative re-use of Europeana's content
Europeana Space aims to increase and enhance the creative industries' use of digital cultural content and Europeana by delivering a range of resources to support their engagement. The use of content is still limited by factors including the issue of... Continue reading →

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Coventry University

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DIGITAL CULTURAL CONTENT RE-IMAGINED: NEW AVENUES FOR THE ECONOMY AND SOCIETY
Venice, 16-17 October 2014
Auditorium S. Margherita, Ca' Foscari University of Venice

visit the Conference official website

IN FOCUS