



RICHERS
RENEWAL, INNOVATION AND CHANGE:
HERITAGE AND EUROPEAN SOCIETY



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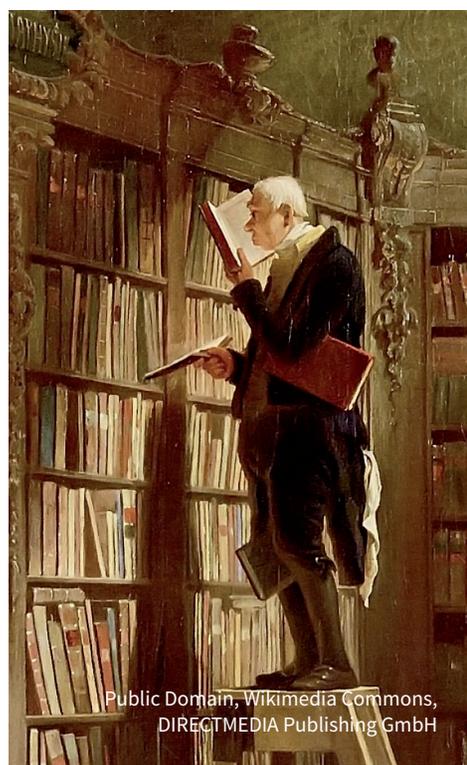
DIGITAL LIBRARIES, COLLECTIONS, EXHIBITIONS AND USERS. EXPLORING THE STATUS OF DIGITAL HERITAGE MEDIATED BY MEMORY INSTITUTIONS.

Digital technologies are deeply transforming the ways in which heritage institutions mediate their collections and interact with their audiences. Responding to a growing and persistent demand for digital content, institutions make available large amounts of curated digital resources for study and scholarly research, for discovery and creative reuse, for enjoyment, education and learning.

This study explores the status of digital heritage mediated by libraries and museums by means of five case studies, in which the results of the research will be illustrated and validated through evaluation with end-users.

DIGITAL LIBRARIES, COLLECTIONS, EXHIBITIONS: WHAT DO USERS ENJOY AND WHAT CONSTRAINTS HOLD USERS BACK?

Re-using the content aggregated in digital libraries, memory institutions are experimenting with the creation of digital collections and digital exhibitions, where they show precious objects and complement the digital records with, for example, stories, contextual information and interactive features. Three case studies investigate applications in the domain of digital libraries, digital collections and digital exhibitions developed by cultural heritage institutions in Germany and Turkey. They focus on the users in terms of needs, expectations and required skills. Interviews with library and museum professionals involved in the development of the selected applications will give valuable insights into the institutional choices that shape the mediation and communication of digital heritage. The evidence collected will support the outline of best practices, with the



potential to stimulate interaction with users and increase their engagement with digital heritage, and recommendations for cultural heritage institutions.

MUSEUMS AS PLACES FOR EDUCATION AND LEARNING: WHAT BENEFITS ARE THERE FOR AUDIENCES IN A PLURALISTIC SOCIETY?

Museums develop a wide array of applications and learning programmes integrating digital technologies to facilitate learning in different contexts, such as special learning facilities within exhibitions, onsite interactive learning spaces, digital exhibitions, online programmes or mobile learning. Two case studies focus on museums as places for education and learning and their role in a lifelong learning society. Both case studies explore the ways in which museum educational programmes can contribute to increase access to cultural life and foster a participatory communication and sharing of digital heritage. Interviews with a selected number of international experts with significant experience in the field of museum education will help to identify a number of innovative, learning elements. The results of this research strand will allow best practices and recommendations to be drawn up.

AN INTERACTIVE CASE STUDY REPORT



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In addition to the research report, an interactive showcase will support the dissemination of the results of the case studies. It will also provide a demonstration of a range of digital cultural services with a particular focus on services for education and learning. Users will be able to participate by submitting information on services that they consider as best practices for cultural heritage mediation and learning. Practical recommendations for CH professionals and links to relevant institutions, resources and projects will complement the interactive report.

PROJECT PARTNERS



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