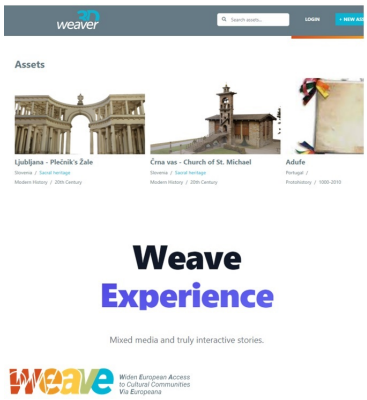
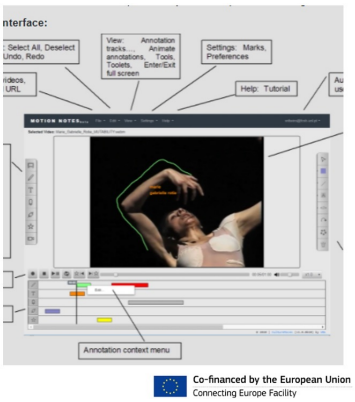
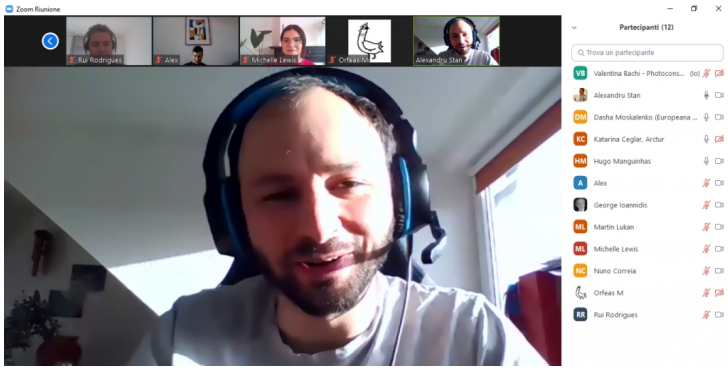
Europeana integration of the WEAVE tools, work ongoing





WEAVE project is currently developing a set of tools to support cultural heritage institutions for the activities of digital content aggregation and access. The toolkit consists of several open and reusable tools and technologies employing a mix of AI techniques, machine learning, natural language processing, big data analysis and innovative interface engineering. The tools allow professionals to more effectively store, manage and access 3D assets that have been digitised, and to annotate videos more efficiently. Additionally users can curate easily virtual galleries and virtual exhibitions that can contain a diverse mix of content (including 3D), and can in this way showcase the connection between tangible and intangible heritage. The curated galleries and virtual exhibitions can be accessed by end-users on different devices in more immersive and interactive ways.

These tools will be integrated in the Europeana platform to allow for offering better services both to content providers and to Europeana users. Discussions started since the beginning of the project about this task, and on 28th January 2022 more concrete plans were started during a dedicated online meeting that gathered together all the WEAVE technical colleagues.



The challenge at this phase of development is to find the easiest and more seamless way to integrate the various technical components to grant full compliance with the Europeana core service platform.

Discover the WEAVE toolkit: https://weave-culture.eu/weavetoolkit/