The Berlin Culture Hackathon: COD1NG DA V1NC1



The new perspectives arising from the making available cultural heritage for the digital space: Following the motto "Let them play with your toys!" (John Pugh, National Archives UK), the Culture Hackathon organizers aim at identifying in the context of the ?Coding da Vinci? competition, what happens when cultural institutions start discussing and exchanging ideas with the developer community, the designer community, and the gaming community. The purpose has been to make the digital heritage available in a creative way. On the basis of open cultural data, prototypical applications shall arise in a common dialogue with cultural institutions and participants from all over Germany. The results will be awarded in the context of the competition. The organizers and participants have identified four basic challenges to address:

(1) MASH IT: The acquisition of knowledge and new insights by linking different data sets: The organizers provide 15 cultural datasets. They offer the API of the DDB. They bring forward the API Wikipedia. And they do have Open Street Map on board. The participants are now challenged to find their own way to deal with the available information and tools.

Challenge 1: What ... are you doing with it? Mash it! Examples: Linked Open Data, Data Analysis, Mash-up, Establish an appropriate context

(2) MOVE IT: Allow more participation in culture and break down respective barriers: The curator selected items and work results. The museum guide shows the highlights of the collection. The audio guide provides music. And the audience usually looks and listens.

Challenge 2: Carry us an offer. Move it! Examples: User Experience, Augmented Reality, Social Media

(3) DISCOVER IT: Playful learning or assigning, cultural knowledge provision in a clear and comprehensive manner: Books are available in the library. Files and folders are in the archive. Paintings and sculptures are found in museums and galleries. There are different objects and a variety of respective approaches.

Challenge 3: How can you combine these objects together so that everyone can get access to them? Discover it! Examples: Guides, EduGames, Locate and Situate in Time and Space

(4) IMPROVE IT: Getting the collections of institutions offered and displayed in a more beautiful way or allowing to make better use of their ? met and fulfil them a wish. Some memory institutions archive films, others preserve music or collect plants. Everything has to do with anything.

Challenge 4: How can you take a fresh look at stocks? How can we enrich the collections to the world's knowledge? How should the

tool box ¬ ¬ a culture device look like today? Improve it! Examples: Build Scrapers, Improve Data Quality, Tagging, Geo-Location

For further information visit codingdavinci.de.