The advent of digital technologies has brought new creative practices and transformed the Cultural Heritage’s traditional methods of preservation and promotion. As CH institutions and artists are rethinking and remaking themselves, shifting from traditional to renewed practices using new technologies and digital facilities, new meanings associated with terms such as “preservation”, “digital library”, “virtual performance” emerge every day. A variety of definitions of these CH-related concepts are shared and used interchangeably, making difficult the task of research and recognition.

OBJECTIVES
How we re-think and explain this new terminology is one of RICHES’ main objectives – to understand how change in Europe today, such as the advent and increasing use of digital technologies, impacts upon European cultural heritage (CH). The development of the taxonomy will provide the conceptual framework for the research programme, through an agreed baseline of terms, definitions and explanations in order to give a rigorous, coherent and global approach to the project.
TAXONOMY OUTCOMES
A publication of terms and definitions. An online resource available at http://www.riches-project.eu/outcomes.html, regularly updated and reviewed, for the use of RICHES’ researchers and wider CH community, making everyday available:
▶ more than 90 terms and concepts for consultation;
▶ multiple perspectives, notions and knowledge;
▶ a common framework of CH understanding in the digital age.

RESEARCH ACTIVITIES
The RICHES Taxonomy is the result of an ongoing and iterative work based on:
▶ co-creation events;
▶ policy papers and recommendations;
▶ workshops, seminars and conferences;
▶ bringing partners, interested associates, experts, professionals and researchers together.

USER COMMUNITIES
The RICHES Online Taxonomy is targeted towards:
▶ cultural ministries of member states within and beyond the project partnership;
▶ regional, national and state authorities; public administrations; European Institutions;
▶ CH organisations;
▶ AHSS (Arts, Humanities and Social Sciences) experts and researchers;
▶ SMEs working within the digital cultural economy and industrial associations and organisations dealing with creative industries;
▶ general public and citizen-scientists.

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