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Introduction to Europeana Space

Spaces of possibility for the creative re-use of Europeana's content
and other online digital collections

E-Space Technical Workshop

Brussels 23 March 2015

Antonella Fresa, Technical coordinator

Official Media Partner

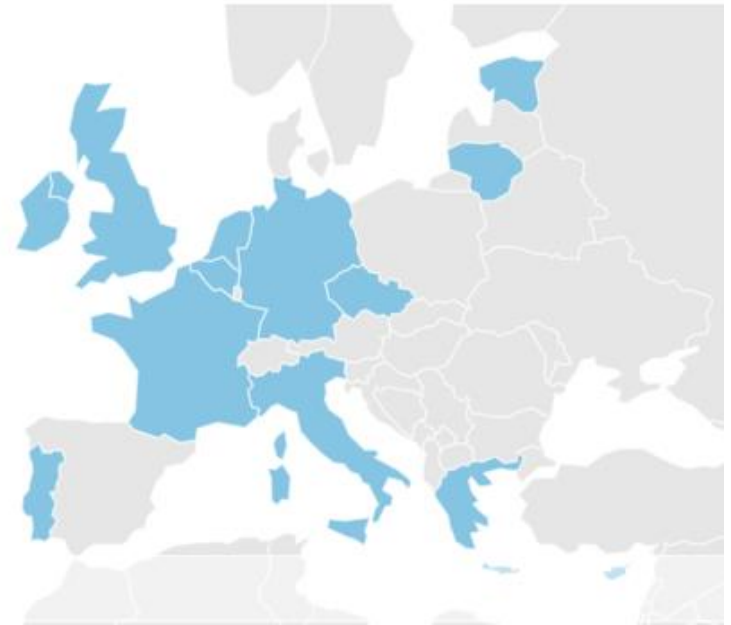
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The network

29 partners; 13 countries

SMEs, cultural bodies, memory institutions, broadcasters, national cultural agencies, and centres of excellence in multidisciplinary research including Universities

Working in association
with the Europeana
Foundation



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Project's aim scope

- To promote **the creative use and re-use of digital cultural content**, with a special focus on Europeana
- To create **new opportunities for economic and cultural growth** in the cultural and creative sectors

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Strategic objectives

1. To establish 3 spaces aiming to support the engagement of cultural and creative enterprises: **Technical, Content, and Innovation** spaces
2. To produce a wide range of **examples** of creative applications (6 themed pilots + 4 demonstrators for educational purposes)
3. To set up an open **network of common interest**
4. To plan the **incubation and exploitation** of the concrete outputs of the project

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The E-Space infrastructure: key drivers of creative empowerment

Technical Space: Infrastructure and tools for content access, use and safe storage of digital cultural content

Content Space: Rights management for creative exploitation of digital cultural content

Innovation Space: Valorisation and exploitation in the cultural and creative sectors

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The E-Space pilots

1. Europeana TV
2. Dance
3. Open and Hybrid Publishing
4. Photography
5. Games
6. Museums

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Europeana TV

Objective: to exploit the opportunities of re-using Europeana content in SmartTV applications for creating new TV experiences



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Europeana TV

Open up culture, enrich television.

Europeana TV

Registrations are still open for the hackathon to be held in
Amsterdam 8-9-10 May 2015



<http://www.europeana-space.eu/hackathons/europeana-tv-hackathon/>

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Hacking Culture Bootcamp

We're challenging game developers, storytellers, interactive designers, and app developers to create new multi-screen experiences with a focus on digitized historical footage. We are offering you the chance to develop your innovative ideas, together with a team of creative thinkers, expert makers, and innovative developers.

REGISTER



8, 9 and 10 May 2015

View the full programme [below](#)



Amsterdam

Waag Society, Nieuwmarkt 4, 1012 CR Amsterdam



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



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Dance

Two applications:

- **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

The **Dance pilot hackathon** is foreseen end of November 2015 in Prague

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Open & Hybrid Publishing

Objective: developing a creative multi-platform resource (an “open book”), about the dynamic relationship between photography and other media, that reuses open content, drawn from Europeana and other online repositories, and runs on open software

Courtesy of Goldsmiths University of London



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Open & Hybrid Publishing

Titled **Photomediation: an open book**, it aims to:

- popularise the availability of online image-based resources with CC-BY Licence or similar
- devise an alternative business model for using “open & hybrid publishing” for digital image-based heritage, sharing it with educators, students, publishers, museums, galleries...

The OHP Hackathon - **Hack the book festival** - is foreseen 22-24 January 2016 in Athens

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Photography



Objective:

to demonstrate a range of possibilities offered by apps, Europeana API, and a multitude of tools developed by the open source community, re-using historical and present-day photography

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Games

Objective: examining how the highly engaging principles of gaming can be applied to digital archives and their content in order to create new prototypes for future games applications



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Museums



Objective: to create ready-to-use solutions for content and exhibition curators but also for end users, leveraging on the multimedia contents available in Europeana combined with web-based and mobile solutions

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Museums

Two products are piloted:

- The **Toolbox**, a web-based application dedicated to museum curators, for the design of brand new educational videos and promotional worksheets
- The **Blinkster mobile app**, to enrich museums' visitors experiences

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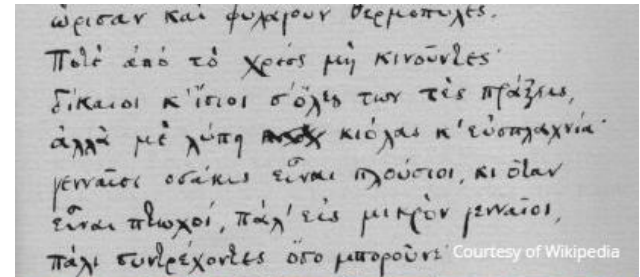
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Demonstrators

4 Demonstrators to show-case examples of best practice in for education:

- Cavafy literature library
- Irish poetry and folk tales
- Photographic investigation of art works
- Archaeological, built and 3D heritage



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E-Space in summary

- An **open environment** for the development of innovative products based on digital cultural content
- A critical mass of **digital objects**
- A rich set of **user-validated applications** and services
- A large **community** with a common interest on the creative re-use of digital cultural content
- **A committed network of allied partners**, who share the same big mission of unlocking the potential of digital cultural heritage in Europe

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Project's website and blog:

www.europeana-space.eu

www.digitalmeetsculture.net/projects/europeana-space/

Friday, 26 September 2014



E SPACE Europeana Space, Best Practice Network

Spaces of possibility for the creative re-use of digital cultural content

Europeana Space has received funding from the European Union's ICT Policy Support Programme as part of the Competitiveness and Innovation Framework Programme, under GA n° 621037

HOME PROJECT PARTNERS PILOTS & DEMONSTRATORS ACTIVITIES OUTCOMES NETWORK CONTACTS

Project Overview

this page is available in: [Czech](#), [Lithuanian](#), [Spanish](#), [Estonian](#), [German](#), [Dutch](#), [Italian](#), [Greek](#)

The aim of the Europeana Space project is to create **new opportunities for employment and economic growth within the creative industries sector** based on Europe's rich digital cultural resources. It will provide an open environment for the development of applications and services based on digital cultural content. The use of this environment will be fostered by a vigorous, wide-ranging and sustainable programme of **promotion, dissemination and replication of the Best Practices** developed within the project. The extensive **resources and networks** of the Europeana Space consortium will be drawn on to ensure the success of the project.

Join the Europeana Space **Technical Workshop!**
Brussels, 23-24 March 2015

NEWS FROM THE BLOG

- Smart TV Apps at Europeana Space Workshop

impressing progress of the TV Pilot of Europeana Space to work out a SmartTV app On 25-26th of February 2015, the Europeana TV represented a workshop at Brunel Univ. Paris

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](#) →

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

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