Europeana Space

Spaces of possibility for the creative re-use of Europeana’s content

Best Practice Network

Co-Funded by the European Union
Europeana – the case for funding

What is Europeana?

The infrastructure supporting Europe’s free digital library, museum and archive
Images of cultural heritage
The E-Space network

29 partners; 13 countries
SMES, cultural bodies, memory institutions, broadcasters, national cultural agencies, centres of excellence in multidisciplinary research including Universities
Scope and overarching objectives

• To increase and enhance the use and re-use of digital cultural content by creative industries, with a special focus on the use of Europeana, by delivering a range of resources and instruments to support their engagement.

• To create new opportunities for employment and economic growth in the creative industries; jobs, money, growth.
Pilots

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

• **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.
Project’s website and blog:  
www.europeana-space.eu  
www.digitalmeetsculture.net/projects/europeana-space/  
Twitter: #Europeanaspace

Sarah Whatley  s.whatley@coventry.ac.uk  
Rosa Kostic-Cisneros  ab4928@coventry.ac.uk