Sustainability of Digital Heritage: exploitation of project results

Angeliki Antoniou
University of Peloponnese
angelant@uop.gr

World Usability Day 2019
23 November 2019, Athens

* Starting from the CrossCult project...



- * Fragmentation of the field
 - * humanities vs. technology: publications, terminology
 - * Research silos
- * Re-inventing solutions, knowledge, technology....



Our approach

- * not a simple exchange...
- * structured analysis of the opportunities/challenges
- * workshops for hands-on solutions...
- * extraversion
- * results communicated to the European Commission
- * Three already completed workshops
 - * Athens May 2018
 - * Nicosia November 2018
 - * Larnaca June 2019

Next workshop: June 2020

Athens workshop

- * Athens, 14 May 2018
- * Co-organization: EMOTIVE CrossCult
- 16 projects, 3 research groups, 2 SMEs
- Discussions on three topics:
 - * Technology
 - * Humanities
 - * Business, IPR, Dissemination
- * NO presentations!, only 2 slides/project ->quick visualization



Technology

- *User profiling and personalization
- *Digitization/annotation
- *Authoring of cultural heritage experiences
- *Implementing social interactions

Humanities

- *User experience and evaluation
- *Content
- * Virtual reconstructions

Business, IPR, Dissemination

- *IPR
- * Exploitation
- *Reusability
- ***Synergies**

Cyprus Workshop, November 2018

Lessons learnt

- * Need for continuous cooperation
- * Building **common dissemination** strategies ->
 common LinkedIn account

Athens Workshop Report

https://www.crosscult.eu/en/latest/workshop/

Nicosia workshop

- * Nicosia, 3 November 2018
- * 23 projects, 6 research groups
- * Discussion:
 - * IPR & Exploitation, impact, sustainability
 - * Open challenges

- * Presentations:
 https://tiny.cc/xvjo0y
- * Published proceedings:
 http://ceur-ws.org/Vol-2235/



IPR findings

- * **Problems** (Complexity, layer types, alphabetic vs. non-alphabetic tradition, physical vs. digital representation of object, ...)
- * A dedicated working group for suggestions
- * Creation of a major organization for IPR in CH
- * Common repository for **publications**
- * Work on **standards**
- ***Common repository for services**

Sustainability findings

* IPR & Sustainability go together... alternative approaches for CH

*Knowledge as a public good!

Needs support from above!

Open challenges findings

- * Location-specific information (tracking, navigation)
- * Personalisation and profiling
- * Role of games in CH
- Digital representations (what, why, how)
- * Strict evaluation processes!!!

 Not much room for creativity!

 Goals do not always need to be that well specified...

Larnaca workshop

- * June 10th, 2019
- * 14 projects
- * 4 research groups
- * Report: https://tinyurl.com/yxtlxr8x
- * Proceedings: http://ceur-ws.org/Vol-2412/

New types of experiences

- Beyond user profiles -> focus on new types of experiences
- Need for responsive environments

Project evaluation

- * Quantifiable evidence vs. quality
- * Involve social sciences not only humanities

Multi-disciplinarity

- * Residencies in venues
- * Vocational training

New audiences

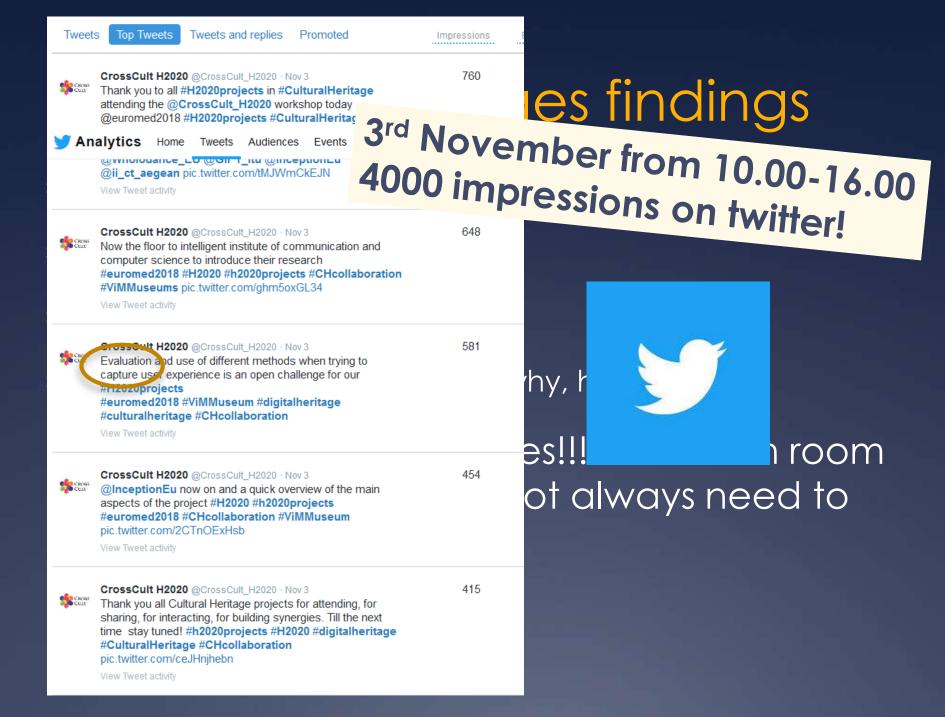
- * Culture everywhere, not venue specific (e.g. pop up museums)
- Go beyond written content...

Exploitation

- * Make venues, project partners!
- * Content should fit the venue strategy
- * Everyone can be a stakeholder

Cultural informatics

- * No digitization standards
- * ...but NO digitization for the sake of it...
- Not just preservation...trigg er new cultural production!



CFP: mdpi.com/si/35121



an Open Access Journal by MDPI

Big Data Analytics for Cultural Heritage

Guest Editors

Dr. Manolis Wallace, Dr. Vassilis Poulopoulos, Dr. Angeliki Antoniou, Dr. Martín López-Nores

Deadline

31 March 2020





Any questions?

Special thanks to Mr. **Giorgio Constantino**, REA project Officer for promoting the workshops, providing valuable insight, and offering continuous support.