Working group: Culture and Creativity

RETHINKING THE ROLE OF **SOCIAL SCIENCES** (SSH) IN **H2020**: TOWARDS A REFLECTIVE AND GENERATIVE PERSPECTIVE Brussels, February 26th 2015

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(my) perspective



How to create innovation from our **Cultural Heritage**? How to adopt a **"generative"** perspective?



projects mixing culture and creativity



The Linked Data web has huge potential for revolutionising textual scholarship, and scholars working in the humanities need the tools that will help them recognise this potential. DM2E, Digitised Manuscripts to Europeana, responds to just this challenge.

Digitised Manuscripts to Europeana

For this EC funded project, Digital Humanities scholars join Europe's leading cultural heritage institutions and semantic web development teams to build a suite of cutting-edge Linked Data tools for the aggregation and augmentation of digitised manuscripts and their metadata. Building on top of Europeana, the DM2E tools will enable scholars to connect and contextualise manuscripts from all over Europe in new and exciting ways.

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About Europeana Sounds

Scheduled to run from February 2014 to January 2017, Europeana Sounds is a project co-funded by the European Commission and the Europeana Sounds consortium, for a total budget of €6.14m (€4.91m EU contribution).

The activities of the project are organised in **seven thematic work packages**: aggregation, enrichment & participation, licensing guidelines, channels development, technical infrastructure, dissemination & networking, project management & sustainability.

OBJECTIVES

Opening the gateway to Europe's sound and music heritage is the core of Europeana Sounds.

At the beginning of the project, tens of thousands of audio items dating back to the invention of the first sound recorders are waiting to be discovered in numerous museums, archives and libraries throughout Europe.

With their aggregation and digitisation, the voices and sounds of Europe will become accessible online to the widest audience.

To realize this vision, Europeana Sounds will:

- Increase the amount of audio content available via Europeana and improve geographical and thematic coverage by aggregating recordings with widespread popular appeal
- Improve their access by enriching descriptions, developing techniques for cross-media and cross-collection linking
- Develop audience-specific sound channels that will improve search facility, navigation and user experience
- · Promote the creative reuse of recordings
- Identify and advocate recommendations on how to resolve domain constraints and improve access to
 out of commerce audio content, working with music publishers and rights holders
- Build a network of stakeholders: specialists in technology, rights issues, software development and sound
 archives. The network will expand to new content-providers and mainstream distribution platforms to ensure the
 widest possible availability.







RECENT POSTS



SEMANTIC TECHNOLOGY AT YOUR SERVICE



toM builds on top of the research results of a previous Research for SME project called SEMLIB that produced two software components: a semantic annotation system and a semantic recommendation engine. These solutions improve

searching and web browsing of digital archives. In practice, SEMLIB the research results will be integrated into two software-as-a-service platforms: EventPlace and PunditBrain. The two cloud services have radically different target users and business models, however they will both use the SEMLIB results as their core building blocks.

Click here to download the first official press release of the project.

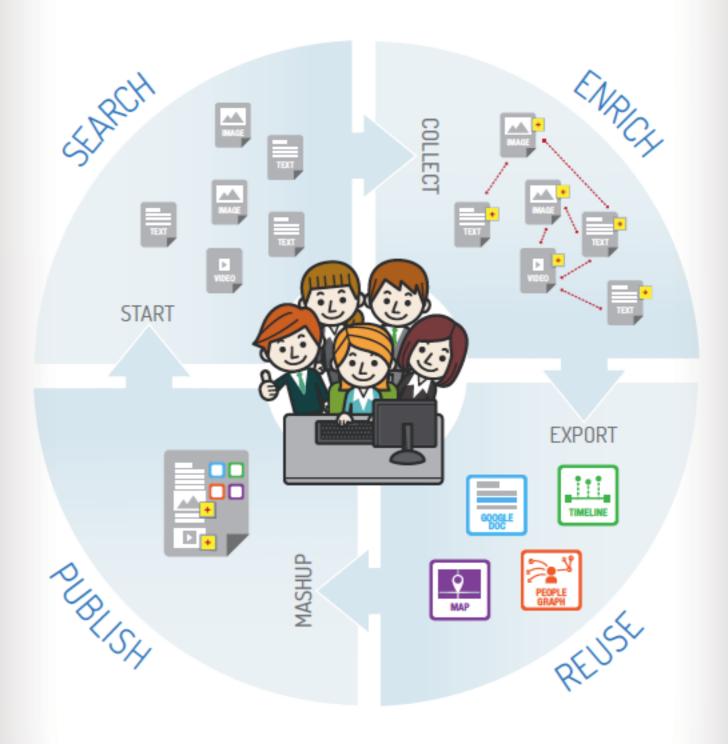


This project has received funding from the European Union's Seventh Framework Programme for research, technological development and demonstration under grant agreement no 606010.



PUNDIT BRAIN

Empowering the knowledge flow with Linked Open Data

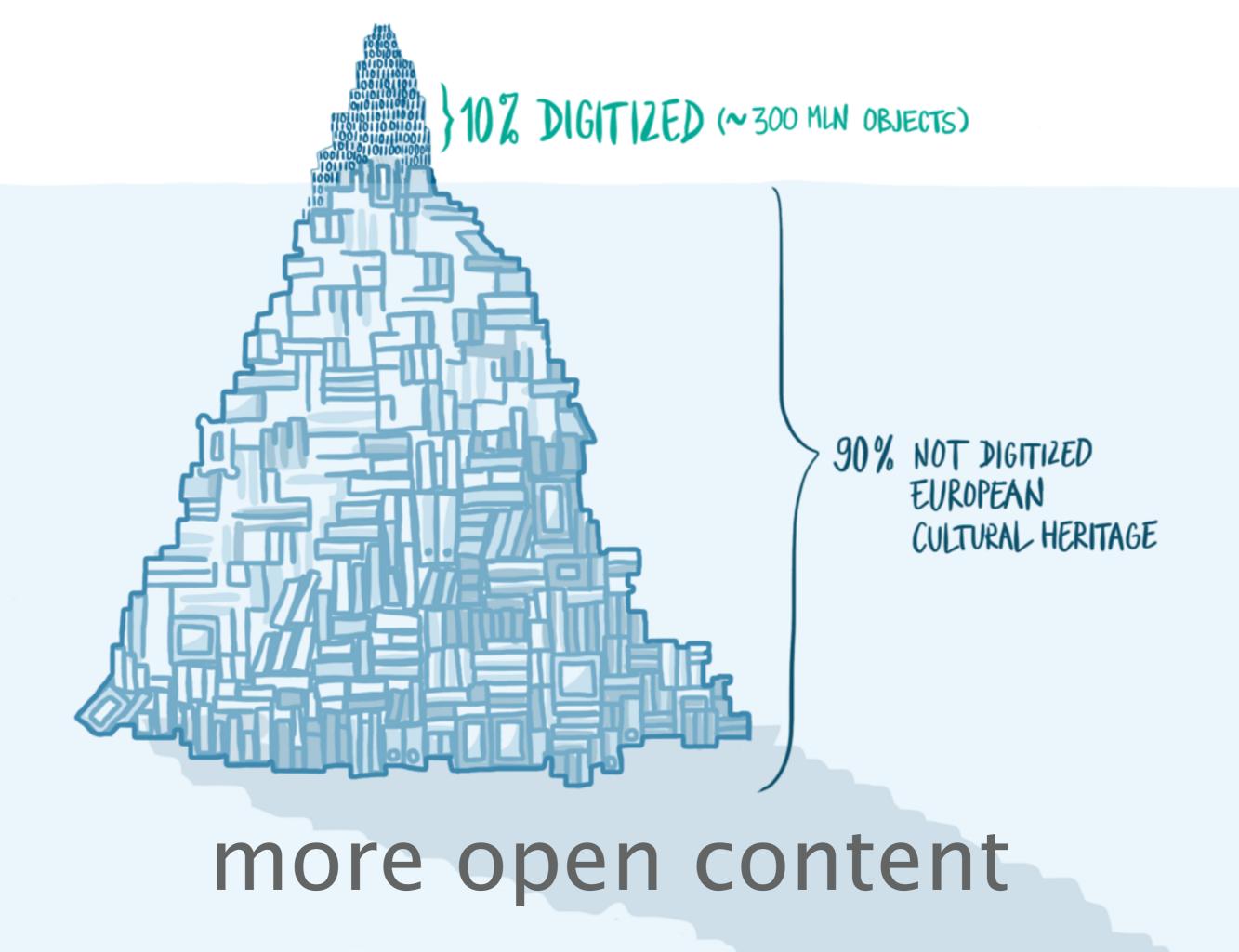














identify and meet user needs



bridge the division between Science and Humanities



redefine impact

