



# DATA SPACE FOR CULTURAL HERITAGE



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# Commission Recommendation on a common European data space for cultural heritage (2021/7953/EU)



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[https://www.europeana.eu/en/item/181/share3d\\_831](https://www.europeana.eu/en/item/181/share3d_831)

## Objectives:

- help Member States accelerate digitisation and preservation efforts
- seize the opportunities of digital transformation for cultural heritage institutions
- pave the way for a common European data space for cultural heritage

<https://digital-strategy.ec.europa.eu/en/news/commission-proposes-common-european-data-space-cultural-heritage>



# The data space for cultural heritage

- The common European data space for cultural heritage aims to support the digital transformation of Europe's cultural sector, to make cultural heritage widely accessible to individuals, businesses and other sectors, and to foster its reuse, bringing value to the economy and society.
- The deployment of the data space for cultural heritage is building on the Europeana Digital Service Infrastructure (DSI), evolving its infrastructure, tools and services to ensure compliance and interoperability with the data spaces ecosystem.
- Particular emphasis on 3D, re-use of digitised cultural resources as well as cross-sector and cross-border cooperation.



# DIGITAL-2023-CLOUD-DATA-AI-CULTHERITAGE

- The deployment of the data space is funded by the Digital Europe Programme (DIGITAL) under **two work strands**:
  - Setup and deployment of the data space (procurement). The service contract with a consortium of 19 partners, led by the Europeana Foundation, started in Sep.2022, initially for two years.
  - Supporting projects to contribute to the deployment of the data space for cultural heritage (funded through grants). 4 projects funded under the DIGITAL WP 2021-2022 are ongoing.

**This call (DIGITAL-2023-CLOUD-DATA-AI-CULTHERITAGE) covers the second work-strand of the topic 2.2.1.1 *Data space for cultural heritage* of the DIGITAL WP 2023-2024.**



# Objectives of the call

- To **support and increase the offer of 3D and extended reality (XR) content** in the common European data space for cultural heritage
- **Advance the digital transformation** of the cultural heritage institutions, by helping them make use of 3D and XR technologies
- Help the **reuse of 3D and XR content** in other domains



# Scope

- Setting or extending the necessary frameworks and tools for the availability of advanced 3D and XR data in the data space for cultural heritage, including know-how references and knowledge sharing;
- Collaborating with existing and relevant European national and regional initiatives and/or platforms for 3D digitisation of museum artefacts, monuments and sites, and XR application in cultural heritage, where appropriate. A particular attention will be given to cultural heritage monuments and objects at risk of war damage, natural disasters, etc.;
- Enriching the offer of 3D and XR data in the data space;
- Offering online experiences for the public based on 3D and XR;
- Fostering the re-use of cultural heritage XR and 3D data in important domains such as education, social sciences and humanities, tourism and the wider cultural and creative sector.



# Outcomes and deliverables

- Frameworks, tools, technologies, storage, open-source software and processing capacities for making advanced 3D and XR data available in the data space.
- At least one new 3D and XR scenario available for use and re-use.
- High-quality 3D and XR content and documentation.
- Training and capacity building for cultural heritage institutions in making use of 3D and XR technologies.



# Other requirements

- All deliverables and outcomes should be compliant with the frameworks deployed in the data space for cultural heritage – Knowledge base, evolving as the data space evolves.
- Projects should demonstrate how their proposed action will contribute to the objectives of the data space and its deployment.
- 3D and XR data should be of the highest possible quality, in the context of the selected scenario.
- Proposals should include a detailed description of the above aspects.
- Proposals must include relevant KPIs to measure outcomes and deliverables





# Call profile

- **Topic budget:** €4 million
- **Funding rate:** Simple Grants — 50% funding rate
- **Grant amount:** indicative 1,000,000 for one project
- **Indicative duration:** 18 months
- **Deadline for submission:** 23 January 2024 – 17:00:00 CET (Brussels time)
  
- **Targeted stakeholders:** Cultural heritage organisations, 3D and XR technology providers, academic and research partners, stakeholders in creative sectors, education, tourism, interested in re-use.
  
- **Consortium composition:** At minimum 3 entities from 3 eligible countries.



# Useful links

- Call for proposals on Funding and Tenders portal: <https://europa.eu/!xDtggq>
- Call document under ‘Topic conditions and documents’, link ‘[CALL DOCUMENT](#)’
- [DIGITAL WP 2023-2024, section 2.2.1.1 Data space for cultural heritage](#)
- Commission Recommendation C(2021)7953 of 10 November 2021 on a common European data space for cultural heritage: <https://europa.eu/!URRXH9>
- Data space – deployment: [Data space - deployment | Europeana PRO](#)
- [Europeana website](#)
- [Twin it! 3D for Europe’s culture](#)



# Thank you – Questions?



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