



PROPOSAL FULL TITLE

**European Network of Centres of Excellence
for Research & Education in Digital Culture**

PROPOSAL ACRONYM

E-Culture Net

DATE OF PREPARATION

23 April 2003

TYPE OF INSTRUMENT

Network of Excellence (NoE)

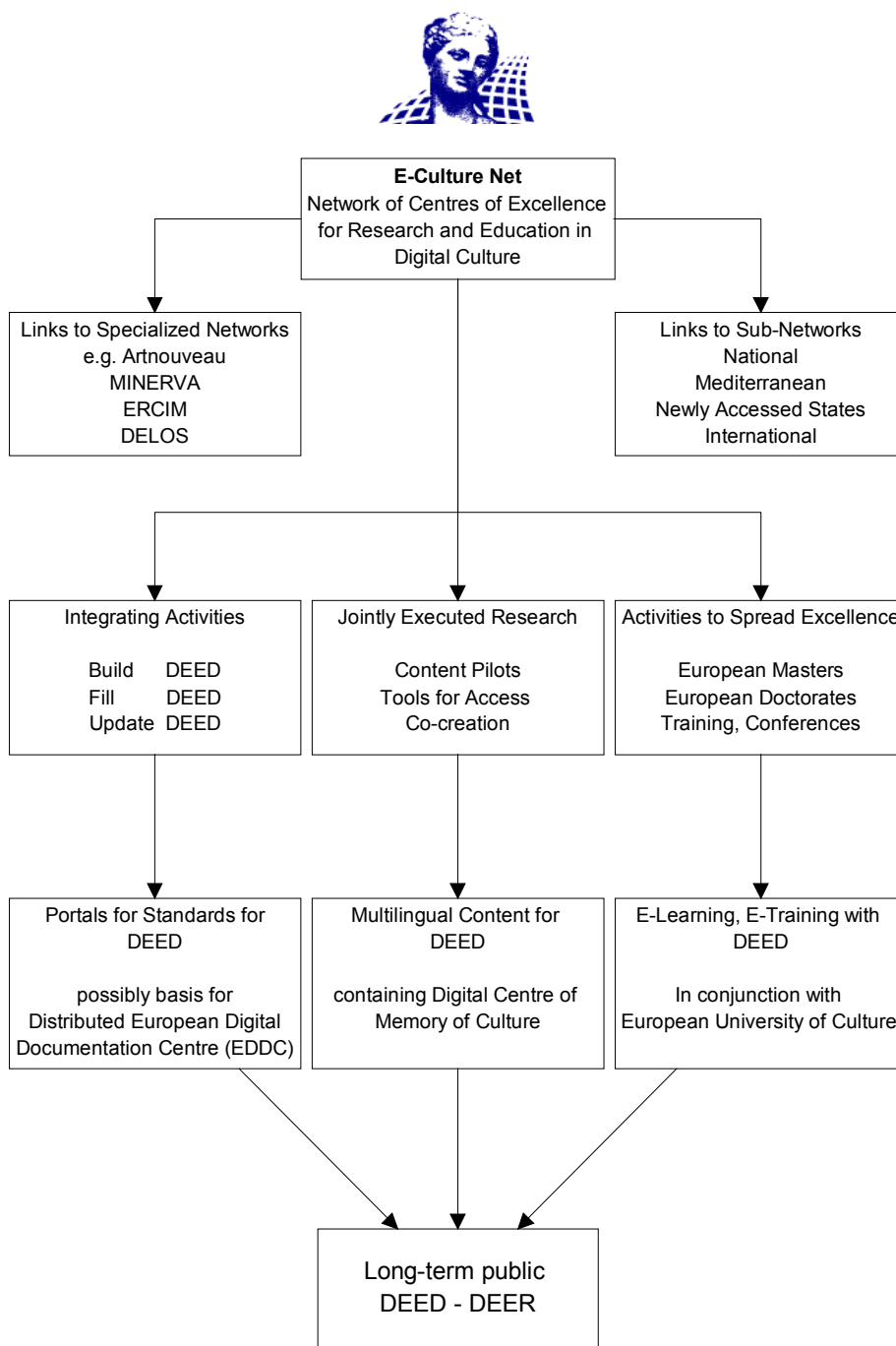


Figure 1. How the NoE's Phase 1 leads from the DEED to a DEER. In Phase 2 the DEER may become an IP for which the NoE provides access to researchers and content (Figure. 3)



LIST OF MAIN PARTICIPANTS

<u>Country</u>	<u>Institution</u>	<u>Network/Consortium/IP links</u>
France	1. Co-ordinator: Laval Mayenne Technopole	
Austria	2. Universität Wien¹	
Belgium	3. Université Catholique de Louvain 4. Tourism-site.org	(SIMILAR NoE) (TICKET Consortium)
France	5. UNESCO 6. Centre Ginouvès (Paris X) 7. Sorbonne (Paris IV)	(MSH, AMP Consortium) (Réseaux.doc, Campus numériques)
Germany	8. Universität zu Köln 9. Fraunhofer IMK	(Netzspannung, CAT, Proknownce)
Greece	10. Foundation of the Hellenic World	(MEDINA)
Italy	11. Scuola Normale Superiore 12. Università di Bologna 13. CINECA 14. CNR-ITABC	(BRICKS) (CIHV) (E-Muse) (Virtual Heritage Net)
Malta	15. Malta Centre for Restoration	(IKONOS, e-Heritage)
Norway	16. University of Oslo	
Sweden	17. Lund University	(SEMKOS Consortium)
Spain	18. Universidad SEK de Segovia 19. ANID 20. Univ. Complutense de Madrid 21. Universidad Politecnica di Valencia	(BELE Consortium)
Russia	22. Centre PIC, Ministry of Culture	
UK	23. Oxford University 24. National Museums of Scotland	(TEI) (ORION, EVAN, SCRAN)

Table 1: Main participants in E-Culture Net.

CO-ORDINATOR: Laval Mayenne Technopole

CO-ORDINATOR E-MAIL: lebras@laval-technopole.fr

¹ Contractors are in bold. This is a list of the section leaders. A full list is provided in Appendix 7.



KEY ROLES & MEMBERS

WP 1	1: Build DEED	
1.1	Security	Université Catholique de Louvain
1.2	Legal Arrangements	Universidad Politecnica di Valencia
1.3	Storage	UNESCO-EU DCMC
1.4	Multilingual Terminology	AMP Consortium
1.5	Semantic Mapping	SEMKOS Consortium
1.6	DACOs	Universität zu Köln
1.7	Interfaces	Intermedia, University of Oslo
1.8	Multimodal Interfaces	SIMILAR NoE
1.9	3-D Spatial Access	ORION
1.10	Spatio-Temporal Access (GIS)	Portsmouth Consortium
1.11	Virtual Environments, Agora	CINECA
1.12	Virtual Heritage Centres	CNR-ITABC
WP 2	2: Fill DEED: Networks	
2.1	Country Networks	Laval Mayenne Technopole
2.2	Share Research in DEED	Country Members
2.3	Harmonise Projects	MINERVA (+Country Members)
WP 3	3: Update DEED: Research Matrices	
3.1	Co-ordinate with Networks	ERPANET?
3.2	Knowledge Discovery	Fraunhofer Institute for Media Communication

Joint Research Programme:

WP 4	Content Pilots	
4.1	Multidimensional Museums	Universidad Complutense
4.2	Historical European Cities	Università di Bologna
4.3	Cultural Tourism	Tourism-site.org
4.4	Text and Image Databases, Online Slides	UzK
4.5	Greek Culture	FHW
4.6	3-D and Archaeology	ORION
4.7	Virtual Environments, V. Heritage Centres	CINECA, CNR-ITABC
4.8	Cultural Diversity	Paris 8

Activities to Spread Excellence:

WP 5	A: E-Learning and E-Training	
5.1	Hypermedia E-Learning	ANID
5.2	PRONOWnce user group	Fraunhofer IUK
5.3	French Examples	Sorbonne (Paris IV)
5.4	Greek Examples	Foundation of the Hellenic World
5.5	Restoration and Heritage	Malta Centre for Restoration
5.6	European Masters and Doctorates	Università di Bologna and Rome
WP 6	B: Expansion	
5.7	Expand to NAS	Univeristät Wien
WP 7	C: International	
5.8	International Dimensions	EVAN
WP 8	D: Dissemination	
5.9	Annual Conferences, Summer Courses	Co-ordinator
WP 9	E: Management	
6.1	Progress Reports	Co-ordinator



FORMAL PROPOSAL DETAILS

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E-Culture Net

STRATEGIC OBJECTIVE ADDRESSED

1. IST-2002-2.3.1.12 Technology-enhanced learning and access to cultural heritage

SPREADING EXCELLENCE RE: OTHER RELEVANT OBJECTIVES²

2. IST-2002-2.3.1.7 Semantic-based knowledge systems
3. IST-2002-2.3.1.6 Multimodal interfaces

PROPOSAL ABSTRACT

The long-term objective is to provide multi-lingual access to Europe's cultural and scientific heritage for all its citizens.

The immediate objectives are:

- 1) to integrate research communities and resources in digital culture for e-learning
- 2) to include resources that reflect national, regional and local diversity
- 3) to keep these up to date using new standards, solutions and trends in digital culture.

As a NoE, In Phase 1 E-Culture Net will:

- 1) build a tool to share research and critical methods and integrate these in e-learning;
- 2) add content through networks to include national, regional and local diversity;
- 3) update the tool working with other networks to create research matrices of the complete knowledge production life-cycle. In phase two, the building of the tool can evolve into an IP for a Distributed European Electronic Resource (DEER), the NoE will focus using the DEER to share research, critical methods and content, and integrate this in e-learning and e-training.

² Please see B.2



E-CULTURE NoE: PROPOSAL SUMMARY PAGE

Europe has enormous amounts of research concerning its unique cultural and scientific heritage. Multilingual access to these resources is needed for e-learning to understand Europe's unity of diversities (Ruffolo¹), to comprehend its evolving identity as it expands and to re-assess its role in a rapidly changing world.

In **Phase 1 of E-Culture Net**, there are three basic challenges: 1) to develop a secure, multilingual tool for sharing research and content; 2) to share content using this tool; 3) to keep this tool and its resources up to date. To meet these challenges the E-Culture thematic network has created roadmaps with three objectives:

- 1) to build a DEED (Distributed European Electronic Dynamic) resource to share research
- 2) to fill the DEED through networks to reflect national, regional and local diversity
- 3) to update DEED through specialised networks to create research matrices.

The first objective is to build a tool to share research and resources. E-Culture Net has built a working prototype of a distributed resource (DEED)² with access to over 1.5 million pages/objects. Twelve modules have been identified, including security, multilingual mapping, semantic, multimodal, spatio-temporal access and virtual environments. Specific groups of researchers will work on each component, and integrate their efforts to create the next phase of the DEED. A second objective is to use this tool to share research, resources and critical methods. Initial examples have been identified. Networks are being developed at the country level to ensure that national, regional and local diversity are duly represented. A third objective is to work with other networks to create research matrices to understand the knowledge production life-cycle through integration of industry, cultural organisations, research institutions and co-ordination with governments adapting Fraunhofer's semantic, knowledge discovery tool.

To spread excellence the DEED's resources will be linked with new learning solutions (e.g. PROKNOWnce), use existing Spanish, French and Greek networks, integrated into new European Masters and Doctoral Programmes, in e-distance learning programmes involving both wireless and satellite communications, as well as European and international training programmes.

In **Phase 2 of the E-Culture Net**, the DEED will evolve into a Distributed European Electronic Resource (DEER), ideally as an IP that builds on the results of BRICKS and PROKNOWnce. The NoE will focus on developing physical and human networks to share research while the research matrices will emerge as a separate activity for which the NoE offers user input only. The connections with a) the Mediterranean, b) NAS and Russia and c) International networks will evolve into subnetworks linked with the European NoE. Together this will help to give substance to the European Research Area (ERA) and E-Europe.

An invitation to house the network in the new European University of Culture on the premises of the European Parliament buildings in Strasbourg provides a fitting, enduring home for the E-Culture NoE. The long-term objective of E-Culture Net is to provide multi-lingual, multi-cultural, spatio-temporal access to Europe's cultural and scientific heritage for all its citizens.



Notes

¹ Giorgio Ruffolo, *The Unity of Diversities. Cultural Co-operation in the European Union*, ed. Parliamentary Group of the PSE European Parliament, Florence: Angelo Pontecorvoli, 2001.

² Initially the example of the JISC's Distributed National Electronic Resource (DNER) inspired the idea of a Distributed European Electronic Resource (DEER). While preliminary study by Suzanne Keene (UCL) confirmed that the DEER was a practical goal, it also suggested that it would require a number of years to achieve. A first response was to distinguish between a short term Distributed Electronic Research Resource (DERR) and a long term DEER. In March 2003, one of the members, Frederic Andres, aptly noted that the DEER had a very static connotation, which was at variance with the dynamic approach that was foreseen through components such as collaborative environments and virtual agoras. As a result the DEER was renamed the DEED (Distributed European Electronic Dynamic) Resource.

The simple purpose of the NoE is to build a DEED (Distributed European Electronic Dynamic) resource, fill this DEED and keep the DEED updated.

The Webster Dictionary reminds us that a deed is among other things an "action"

and "a signed and usually sealed instrument containing some legal transfer, bargain or contract."

A DEED (Distributed European Electronic Dynamic) resource as a secure, multilingual solution for sharing research and content is thus a fitting vision which can in the long-term lead to a DEER (Distributed European Electronic Resource).