ACCELERATING 3D IN THE COMMON EUROPEAN DATA SPACE FOR CULTURAL HERITAGE

WHY 3D MATTERS

18 APRIL 2023 | HYBRID

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@EuropeanaEU

Funded by the European Union

Gerums kyrka - Swedish National Heritage Board, Sweden - Public Domain.

General Information

Zoom

This event is being held hybrid.

You can use zoom through your browser, though for the best experience the application is advised.

18 April 2023 meeting ID: Will be shared via Pretix

Etiquette

Europeana encourages inclusive conversation and collaboration during all aspects of the conference. When in communication with others, we will strive to hold thoughtful and considerate conversations. This means, we ask all conference participants to:

- Listen (and read) with the same energy and focus with which they want to be heard.
- Embrace a learning mindset, be aware of their own biases, and have the courage to be curious about what they do not know or understand.
- Respect all points of view, hold space for multiple perspectives and lived experiences to influence what we do and why we do it
- Own any errors made, apologise, and make amends
- Maintain that any person has the right to speak up and identify when a boundary has been crossed.

Europeana's Inclusive Engagement Guidelines

Test your connection

We are available 5 minutes before the meeting starts to check your connection, device, headphones or microphone. Need assistance during the meeting? Contact the host through a private chat.

Programme

Tuesday, 18 April 2023
09:00 - 15:00 CEST

08:30 - 09:00	*Welcome for in-person participants*
08:55 - 09:00	*Opening Zoom for online participants*

PART I - INTRODUCTION, WELCOME AND KEYNOTES

09:00 - 09:05	Welcome by moderator **Jolan Wuyts**, Europeana Foundation
09:05 - 09:15	Keynote by **Sophia Laurin**, Swedish Ministry of Culture
09:15 - 09:25	Keynote by **Rehana Schwinninger-Ladak**, DG CONNECT, European Commission
09:25 - 09:30	Welcome by **Joakim Malmström**, National Antiquarian and Director General, Swedish National Heritage Board
09:30 - 09:35	Welcome by **Ann Follin**, Director of Etnografiska Museet
09:35 - 09:45	Setting the scene: the leading visions and introduction to the programme by **Harry Verwayen**, Europeana Foundation and **Eva Stengård**, Ministry of Culture, Government Offices of Sweden
09:45 - 10:05	*Coffee break - "Swedish Fika"*

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PART II - SETTING THE CONTEXT IN MORE DEPTH: WHY 3D MATTERS AND WHAT IT CONSISTS OF

The session aims to highlight:
- *Use cases of 3D that illustrate the relevance of 3D to some of the challenges our society and sector are facing*
- *3D in the data space and EC recommendations*
- *What it means for the sector*
- *Plans for 3D in the data space*
- *Diversity of content suitable for 3D digitisation*

10:05 - 10:50	- Why 3D matters by **Valentine Charles**, Europeana Foundation - Ignite talks/presentations of use cases - Iberian Archeology - 3D for visually impaired by **Alberto Sánchez Vizcaino.** Presentation co-authored by **Carmen Rueda** and **Ana Herranz** - Save the Ukraine Monuments (SUM) by **Franco Niccolucci**, 4CH - Revealing the past with photogrammetry by **Mike Fergusson**, Ancient Images 2.0 Moderated Q&A
10:50 - 11:10	Europeana and European Commission dialogue on 3D - The recommendations on 3D by **Katerina Moutogianni**, European Commission 3D in the data space for cultural heritage by **Valentine Charles**, Europeana Foundation Moderated Q&A
11:10 - 11:20	• The Asinou Church by **Marinos Ioannides**, Cyprus University of Technology
11:20 - 11:30	• 3D digitisation of museum objects by **Jill Cousins**, The Hunt Museum
11:30 - 11:40	• The importance of 2D objects to conceptualise 3D by **Marco Medici,** Inception

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11:45 - 12:45	*Lunch*

PART III - 3D IN PRACTICE

The session aims to
- *shed light on reuse of 3D*
- *introduce the audience to 3D digitisation*
- *introduce the audience to key concepts in 3D*

12:45 - 12:55	Slovenia's Tourism 3D campaign by **Matevž Straus**, Arctur and **Urška Starc-Peceny**, Arctur
12:55 - 13:55	A guided 3D experience by **Matevž Straus**, Arctur and **Urška Starc-Peceny**, Arctur

PART IV: PLENARY: BUILDING CAPACITY, SHARING, TRAINING, LEARNING

13:55 - 14:00	3D in archaeology practice by **Kate Fernie**, CARARE
14:00 - 14:05	Presentation by **Nicolò Dell'Unto**, DARK Lab
14:05 - 14:10	E-infrastructures supporting the implementation of 3D in the context on the EUreka3D by **Antonella Fresa**, Photoconsortium
14:10 - 14:15	4D Research Lab by **Boudewijn Koopmans**, Amsterdam Time Machine

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14:15 - 14:45	Moderated panel discussion by **Valentine Charles**, Europeana Foundation

- **Kate Fernie**, CARARE
- **Nicolò Dell'Unto**, DARK Lab
- **Antonella Fresa**, Photoconsortium
- **Boudewijn Koopmans**, Amsterdam Time Machine

CONCLUSIONS AND CLOSING

14:45 - 14:50	Wrap up by **Jolan Wuyts**, Europeana Foundation and **Valentine Charles**, Europeana Foundation
14:50 - 14:55	Conclusions and thanks by **Harry Verwayen**, Europeana Foundation and **Eva Stengård**, Ministry of Culture, Government Offices of Sweden
14:55 - 15:00	Introduction to the Spanish Presidency of the Council of the EU by **Laura Guindal**, Ministry of Culture and Sports Spain

- Priorities for the cultural heritage sector
- Europeana - Spain conference in October 2023

15:00	**Closing and departures**
15:00	*Swedish fika - Coffee break or Coffee To-Go and opportunity to join a VIP-guided tour of the Museum of Ethnography's brand new exhibition; We are Seediq*

Speakers

(alphabetical order)

Valentine Charles

Data Services Director
 Europeana Foundation

Valentine Charles has worked with Europeana since 2009 covering the field of data aggregation and quality. She supported the development and adoption of the Europeana Data Model (EDM) before coordinating the development of Metis, the data aggregation and publication infrastructure used at Europeana. She now serves as Data Services Director

Jill Cousins

Director
The Hunt Museum

Jill is Director and CEO of the Hunt Museum, Limerick. She moved to the Hunt Museum in 2018 after working as the Executive Director of Europeana Foundation to create Europeana together with the European cultural heritage sector from its inception in 2005. Since joining the Hunt, Jill has launched a number of digitisation projects with the aim of reaching new audiences with its collections.

Speakers
(alphabetical order)

Nicolò Dell'Unto

Professor of Digital Archaeology
Lund University

Nicolò studied archaeology at the University of Rome, La Sapienza. Upon completion of his Master, he had a joint appointment as a research assistant at the Institute for Technologies Applied to Cultural Heritage, ITABC-CNR, Italy. There, he took part in several international projects for 3D documentation and visualization of archaeological sites through the use of digital techniques. Later, he obtained a PhD in technologies and management of cultural heritage at the Institute for Advanced Studies, IMT Lucca, Italy. He also worked as a post-doc and lecturer at the University of California Merced before his current position as Associate Professor at Lund University.

Mike Fergusson

Co-founder and CEO
Viospatia AB

Michael Fergusson is co-founder and CEO of Viospatia AB, a 3D metrology start-up company based in Visby. He holds an MA in Classical Archaeology, with research focused on photogrammetric recording. He has worked with industrial metrology since 2014, and starting in 2019 has worked in the project Ancient Images 2.0 tasked with 3D documentation of the Gotlandic Picturestones. The project is based at Stockholm University and funded by Vetenskapsrådet and Riksbankens Jubileumsfond.

Speakers
(alphabetical order)

Kate Fernie

Operations Manager
CARARE

Kate's background is in Archaeology and Museums with experience of digital libraries, digital preservation and the online cultural heritage. She is currently operations manager for the CARARE Association. Kate has been involved projects developing content for Europeana (CARARE, Europeana Archaeology, Share3D, LoCloud and 3D-ICONS); developing best practices and capacity building (4CH, ARIADNEplus, Tech4Heritage); and technologies for curators, researchers and users (PATHs and LoCloud). Kate led the Europeana Network Association's 3D content task force and is interested in how 3D technology is bringing new opportunities for the cultural heritage sector to provide access to heritage.

Ann Follin

Director General
National Museums of World Culture, Sweden

Ann Follin is the Director General of the National Museums of World Culture which consists of four museums situated in the two largest cities in Sweden; the Museum of Ethnography, the Museum of Mediterranean and Near Eastern Antiquities, and the Museum of Far Eastern Antiquities in Stockholm as well as the Museum of World Culture in Gothenburg.
Follin has more than 35 years of leadership experience in various senior positions in the cultural sector. She is currently chairman of the Cooperation Council for the Swedish National Museums.

Speakers
(alphabetical order)

Antonella Fresa

Vice President
Photoconsortium

ICT expert, Director of Design at Promoter SRL and vicepresident of PHOTOCONSORTIUM association, she has been working on European collaborative projects since the 1990s. Since 2002, she has been Technical Coordinator and Communication Manager of national and European projects in the domains of digital cultural heritage, creativity and co-creation, citizen science, smart cities, digital preservation and eInfrastructures. She regularly serves as an independent expert and evaluator for the European Commission. She is a founding member of IDEA - International Digital Epigraphy Association, and Enterprise Fellow at Coventry University.

Laura Guindal

Head of Library Projects Area
Ministry of Culture and Sports Spain

Head of Library Projects Area at the Spanish Ministry of Culture and Sports, she is the principal manager of Hispana. She is also in charge of two of the biggest virtual heritage libraries of the country and contributes to the development of policies related to digitization and preservation.

Speakers
(alphabetical order)

Marinos Ioannides

Responsible for the e-Preservation
Cyprus University of Technology

Dr. Marinos Ioannides is since the 1st of January 2013 the director of the Digital Heritage Research lab at the Cyprus University of Technology in Limassol. He continued at the University of Stuttgart, Germany for his PhD (Dr.-Ing) on the development of a 3D reconstruction engine of digitized objects, where he participated in several EU and national DFG research projects. Marinos Ioannides was involved as PI in several European projects in digital cultural heritage. For his pioneering work he has been awarded a range of awards as the IBM award (1993), the EU KIT award (1994), the Spanish Tartessos prize (2010) and in 2018 the UNESCO Chair on Digital Cultural Heritage and the EU Chair on Digital Cultural Heritage with 2.5M Euro financial support. As of 2020, he is the coordinator of the EU Study VIGIE2020/654 on quality in 3D digitisation of tangible cultural heritage.

Boudewijn Koopmans

Project manager Amsterdam Time Machine
University of Amsterdam

Boudewijn Koopmans has been project manager of the Amsterdam Time Machine (ATM) since mid-2022. The Amsterdam Time Machine (ATM) is a research project that is coordinated by CREATE: a research programme and lab of the University of Amsterdam, dedicated to digital humanities. As a project manager, Koopmans is involved in forging partnerships in the field of research, the technical infrastructure of the ATM, and (3D) multimedia applications. He is working on the generation of additional funding that will help bringing the Time Machine's dream closer. Koopmans was educated at the Amsterdam Academy of Banking and Finance and in 2014 he obtained a Master's degree in Art and Culture Studies at the Open University. His career started in telecom & multimedia and in 2008 he moved to the museum sector, where he worked successively at the Cobra Museum, the Royal Picture Gallery Mauritshuis and the National Maritime Museum, responsible for fundraising and relationship management.

Speakers
(alphabetical order)

Sophia Laurin

Director-General
Swedish Ministry of Culture

Head of the division for culture and cultural environment.
Responsible for issues within the broad cultural area: arts, museums, architecture and cultural heritage.

Joakim Malmström

Director General
Swedish National Heritage Board.

Malmström gained a doctorate in History from Uppsala University in 2006. He has acquired solid experience from leading positions within the Civil Service and from working within the fields of museums, cultural heritage and research. Joakim Malmström has held a number of elected positions within the fields of academia and arts and culture. Recently, he has served as chairman of the Council for the Swedish Central Museums.

Speakers
(alphabetical order)

Marco Medici

Assistant Professor
University of Ferrara

Marco is Assistant Professor at the University of Ferrara, Department of Architecture. He is a member of the university's research centre for the Development of Integrated Automatic Procedures for the Restoration of Monuments (DIAPReM) TekneHub where he has been involved in several research and training projects.

Marco has advanced skills in the digitization of the built environment and BIM modelling applied to Cultural Heritage. His research interests include web-based technologies, virtual environments and algorithm-aided design for architectural modelling. Marco is part of the coordination team of the INCEPTION project.

Katerina Moutogianni

Policy Officer for Digital Cultural Heritage
European Commission, DG CONNECT

Katerina Moutogianni is working as policy officer for digital cultural heritage at the European Commission's Directorate General for Communications Networks, Content and Technology (DG CNECT), dealing with the digital transformation in the cultural heritage sector and the common European data space for cultural heritage. She has been involved in the Europeana initiative in different roles since its start in 2008, as well as in policies and projects for digitisation and online access to cultural heritage material, both at the European Commission and at the Greek Ministry of Culture.

Katerina holds a degree in Computer Science from University of Athens, Greece and an MSc in Human Computer Interaction from University of London, UK.

Speakers
(alphabetical order)

Franco Niccolucci

Director, VAST-LAB
PIN srl

Franco Niccolucci is the director of VAST-LAB research laboratory at PIN in Prato, Italy. A former professor at the University of Florence until 2008, he has directed the Science and Technology in Archaeology Research Center at the Cyprus Institute, Nicosia, until 2013. Prof Niccolucci has coordinated several EU-funded projects on the applications of Information Technology to Archaeology, and is currently the coordinator of ARIADNEplus, a research infrastructure on archaeological data. His main research interests concern knowledge organization of archaeological documentation and the communication of cultural heritage. He is currently the Editor-in-Chief of JOCCH, the ACM Journal of Computing and Cultural Heritage. He has authored about 100 papers and book chapters.

Alberto Sánchez Vizcaino

Professor in Prehistory
Historical Heritage Department of the University of Jaén

Alberto Sánchez is deputy director of University Research Institute for Iberian Archaeology (UJA-IUIAI) and member of the Research Group of the Archaeological Heritage of Jaén (HUM 357). He has worked in several European projects, been principal researcher of 5DCulture and Europeana Archaeology projects and member of projects related to the construction of European identity (AREA I to AREA IV, CEMEC), about the application of ICT to archaeological heritage (EPOCH), and for providing digitised archaeological assets (2D, 3D) to Europeana (CARARE, 3D-ICONS, Europeana Archaeology). Nationwide, he was principal researcher of the projects ARQUÍBEROS, ARQUÍBERLAB, and CÁSTULO. He coordinates the IUIAI Archaeometry Laboratory specialised in physical-chemical analysis applied to Archaeological Heritage and several Erasmus agreements with Universities of Cagliari, Sassari, Lisbon and Tubingen.

Speakers
(alphabetical order)

Urška Starc-Peceny

Tourism 4.0 Lead
Arctur

Urška Starc-Peceny has an international education from Slovenia, Italy and Austria. Her PhD thesis in Business Communication with specialisation in the New Media and Technologies, "Netlife", has paved the way in a 2001 research on collaboration design in a reality where AI and big data play an essential role. As Chief Innovation Officer at Arctur Ltd., she leads the Tourism 4.0 department focused on spreading the technologies from Industry 4.0 into tourism to create a more sustainable future. She is a university lecturer in smart-related topics and a lead for NASA Space Apps Challenge in Austria.

Eva Stengård

Special Advisor
Ministry of Culture, Government Offices of Sweden

A biologist by training I took up the position as curator at the Swedish Museum of Natural History in 1989 and spent my days compiling thesauri for the use in environmental data systems. The controlled vocabularies were not so popular in the collection systems. Then in 1991 the museum needed to connect to "The Internet". Not long after that the department installed a web server and I became the museum's first webmaster, coding web pages with a text editor. When we started publishing the museum's collections online, our scientists saved tons of time when they got loan requests for specified objects instead of a set of search criteria. Currently I'm a special advisor at the Ministry of Culture and among other responsibilities, I work around digital heritage policies. I represent Sweden in the European Commission's expert group CEDCHE. During 2023 I will serve on the Europeana Advisory Board as a representative of CEDCHE and the member states.

Speakers
(alphabetical order)

Matevž Straus

Heritage+ Lead
Arctur

Matevž Straus is a Heritage+ Lead at a High Performance Computing company Arctur from Slovenia and holds a M.Sc. degree from Urban Studies (Vrije Universiteit Brussel, Université libre de Bruxelles, University of Copenhagen, Universidad Autónoma de Madrid, Universidad Complutense de Madrid), M.A. degree from Market Communication (University of Ljubljana) and a B.A. degree from Analytical Sociology (University of Ljubljana). Matevž has been working at the crossroad of heritage and innovation for the past 5 years, has led several award-winning projects on innovating heritage. Matevž is also a co-founder of ID20 Institute for heritage innovation and leads Idrija 2020 Association

Rehana Schwinninger-Ladak

Head of the Unit 'Interactive Technologies, Digital for Culture and Education'
European Commission

Rehana Schwinninger-Ladak is the Head of the Unit "Interactive technologies, Digital for Culture and Education " since January 2018. The Unit 's mission is three folds:
- To support the digital transformation of cultural and education institutions by promoting the digitisation, preservation and reuse of cultural heritage assets and the further development of Europeana as Europe's platform for digital cultural heritage and as the core of the common European Data space for cultural heritage
- To support the modernisation of education and training systems in an age of rapid technological changes and
- To foster a wider use of extended reality technologies in industrial and societal domains.

Speakers
(alphabetical order)

Harry Verwayen

General Director
Europeana Foundation

Harry is responsible for making sure that we meet our objectives as an organisation, and do that well. What he likes to do more than anything else though is to design and implement new business models that will change our way of thinking about heritage as an enabler of societal and economic growth. Quite taken lately by the developments of the sharing economy. A visual thinker, he needs a white board as much as a strong coffee. Mediocre football player, reasonable cook, aspiring photographer.

Jolan Wuyts

Collections Editor
Europeana Foundation

Jolan currently works in the Europeana Collections team to improve collections visibility, innovate editorial and thematic collection production, and support campaigns and external projects. Jolan co-chairs the Diversity and Inclusion cross-team. He is a project manager for multiple Generic Service and H2020 projects.
Jolan holds Master's degrees in Digital Humanities from KU Leuven and History from Ghent University. He is interested in digital library science, information databases, and knowledge communication and dissemination in a historical perspective. He also enjoys Calvin & Hobbes, Magic: the Gathering, and Critical Role.

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