



## Europeanana Foundation Governing Board Meeting

23 June 2016  
16h30 – 18h00 CEST  
Teleconference

### Overview of Europeanana Foundation Projects

*Action proposed: For information and Q&A*

#### I. Europeanana DSI

**1. Project Purpose:**

The core objectives of Europeanana DSI are to innovate the aggregation infrastructure, boost the distribution infrastructure and work towards long-term financial stability through business model innovation.

**2. Starting date & project duration:**

The project started on 1st of April 2015 and has a duration of 15 months. The project has been extended from a duration of 14 months to 15 months, the project now runs until 30th of June.

**3. Current status:**

- The Final Project Report is currently being prepared. It will be delivered to the Commission around 30 June. The final review meeting with the Commission and external reviewers is scheduled for 15th of July.

**4. Achievements:**

From the beginning of the DSI project and until now, Europeanana has:

- Designed a new portal (Europeanana Collections), with special interest collections;
- Integrated the outcomes of the Europeanana Creative project into the core service;
- Collaborated with the Apple Distinguished Educator (ADE) programme to develop an iTunes U course and a multi-touch book on the First World War;
- Worked with policy-makers to set up ideas for connecting Europeanana to smart cities and to review earlier recommendations on Research;
- Worked on the interoperability of cultural heritage objects with different languages, different data formats, domains and rights statements;
- The Europeanana Network Association was set up to provide a legal structure for governance of Europeanana;
- Europeanana DSI has contributed to making available materials (e.g. white papers, data models, policies, reference implementations, etc.) that could significantly contribute to policy-making at national and mainly at European level (e.g. Europeanana Licencing





Framework). In this sense, the project produces results that have a significant impact on European digital cultural heritage policies.

- Implemented the Statistics Dashboard, which will provide partners with information regarding the traffic to their data on the Europeana sites;
- Continued the work on developing and maintaining EDM, Europeana's data model for allowing interoperable data exchange in the cultural heritage sector;
- Regarding Europeana Labs, the first Europeana innovation challenge was launched, encouraging applicants to submit designs for products and services by re-using Europe's digital cultural heritage, with 7 subcontracted re-use projects;
- The launch of Europeana 280 campaign, to coincide with the Netherlands' Presidency Council Conclusions;
- Published the Europeana Publishing Framework which underlines the value of quality data and presents four tiers of participation in Europeana to data partners;
- Developed and launched the new Virtual exhibitions platform with its first exhibition: Faces of Europe;
- The implementation of a user validation campaign where we interviewed hundreds of users;
- Organised three EU Presidency events in Latvia, Luxembourg and the Netherlands.

**5. Issues for concern:**

- There are no issues for concern at the moment.

**6. Future actions:**

- Prepare for the Project Review Meeting with the Commission and external reviewers which is scheduled for 15th of July.
- Prepare the financial statements; these will be delivered to the Commission after the Project ends. Based on these and Member State certification, the Commission will transfer the outstanding 20% of the grant.

## II. Europeana Cloud

**1. Project Purpose:**

Europeana Cloud works towards a cloud-based infrastructure that will:

- Allow content providers and aggregators to efficiently store, share and provide access to digital cultural heritage;
- Give researchers new services and tools, with which they can access, work on and share the content stored in the Cloud.
- Enable everyone to feedback enriched data back into the Cloud, for use of institutions and researchers alike;
- Source, prepare and add new data to the Cloud infrastructure (2.4m new metadata and 5m digital objects).

**2. Project duration:**

The project ran from February 2013 until April 2016.

**3. Current status:**

- The project ended on 30<sup>th</sup> of April and the Final Project Report was sent to the Commission. The Project Review Meeting with the Commission and external reviewers is scheduled for 9<sup>th</sup> of June.



#### 4. **Achievements:**

The project has delivered its outcomes, according to the DoW:

- A storage service for metadata and digital media capable of scaling up to store massive amounts of data and to/from which data can be written and retrieved over an API, including fundamental internal services to operate this storage service, such as authentication, authorisation, identifier generation, data lookup, notifications, and logging. The data from the three partner aggregators in the project, Poznan Supercomputing and Networking Center (PSNC), The European Library (TEL) and Europeana have been added to this Cloud storage.
- Data processing services to demonstrate the capability of generic data processing. The IIF Image Sharing Service is the most prominent new service, which transforms image files into JPEG2000 and makes them available over [IIF](#) in 'zoomable' form. Others include the Metadata Transformation, Europeana Data Model (EDM) Search and Image Transformation Service (primarily in support of the IIF Image Service).
- Europeana Research: a new service giving individual researchers and research infrastructures, such as CLARIN and DARIAH, access to cultural heritage material. Tools show the research possibilities of data. The user's requirements for the service arise from extensive and widely-levelled empirical examination of research practices in the digital humanities. Europeana Research places Europeana in a better position to deliver a service that is truly of use to digital humanities scholars and other researchers interested in cultural heritage data.
- In addition, the framework conditions for the above services have been designed and documented. They include the legal framework for the [access and reuse of the material](#) (D5.3), the [governance model](#) and legal entity concept (D5.4), the [partner roadmap](#) (D5.5), and a [business model](#) (D5.6) for the further development of Europeana's services. A [handbook](#) (D5.2) is also available for the core users of the infrastructure, explaining the practical use of the features and functionalities of the new cloud-based system through a comprehensive description of both the standard REST-API for developers and the data model. The framework components will allow for continuation and further development of the services, in accordance with changing needs.

#### 5. **Issues for concern:**

- There are no issues of concern at the moment.

#### 6. **Future actions:**

- Preparation for the Project Review Meeting with the Commission and external reviewers scheduled for 9th of June. The project financial documents will be submitted in the coming period.

### III. Europeana Sounds

#### 1. **Project Purpose:**

The Europeana Sounds is Europeana's 'missing' fifth domain aggregator, joining APEx (Archives), EUscreen (television), the Europeana Film Gateway (film) and TEL (libraries). It will increase the opportunities for access to and creative re-use of Europeana's audio and audio-related content and will build a sustainable best practice network of stakeholders in the content value chain to aggregate, enrich and share a



critical mass of audio that meets the needs of public audiences, the creative industries (notably publishers) and researchers.

**2. Europeana's Role:**

Europeana leads the Work Package 4: Channels development (Europeana Music Channel), enhancing the existing Europeana portal by implementing a mechanism for providing channels that enable specific user communities to discover, share and annotate digital audio content and can be extended to address other communities of interest and other media (through a channels engine).

**3. Project duration:**

The project runs from February 2014 until January 2017.

**4. Current status:**

- The progress of the project has been ranked as “excellent” by the Commission during the Second Year Project Review Meeting.
- Europeana is on track with its responsibilities in the project.

**5. Achievements:**

The internal working prototype was developed into the first public test version of the Music Collections (Music Channel): <http://music.europeana.eu>. The Music Collections has been systematically tested by usability experts and by users. Usage statistics have been analysed in order to identify improvements. Results from the tests and analyses has been used to shape the priorities of the channels development.

**6. Issues for concern:**

A major concern for the project is the post-project sustainability. Europeana is working with the consortium to identify options.

**7. Future actions:**

Development focus will primarily be on:

- improving the Collections CMS to make it easier for partners to curate the Music Collections and also add additional content marketing and curation features.

## IV. Europeana Food & Drink

**1. Project Purpose:**

The project aims to promote the wider re-use of digital cultural resources by the Creative Industries to boost creativity and business development across Europe through the theme of food and drink under three themes:

- My Food and Drink Life – focusing on the personal and domestic aspects of food and drink;
- Food and Drink in the Community –focusing on the social and community aspects of food and drink;
- The Food and Drink Industry – focusing on the cultivation, manufacture, production and distribution of food and drink.

**2. Europeana's Role:**



Europeana plays the role of a Project Delivery Partner, helping to facilitate interactions with other 'Europeana Ecosystem' platforms and infrastructures, as well as ensuring that Food and Drink is able to maximise the reach and impact of the content base and applications.

**3. Project duration:**

The project runs from January 2014 until June 2016.

**4. Current status:**

The project is getting closer to its end and the project management team is preparing the final reporting.

**5. Achievements:**

The commercial applications have been successfully launched.

**6. Issues for concern:**

There are no known issues of concern at the moment.

**7. Future actions:**

- The project management team is preparing the final reporting.

## V. COMMIT

**1. Project Purpose:**

Develop solutions to enrich collections using Internet enabled reliable, scalable and cost effective collaborative content curation and to improve accessibility through advanced personalised content recommendation and search functionalities.

**2. Europeana's Role:**

Europeana participate in the project through the activities of the Scientific Coordinator, allowing participation in cutting-edge research and enabling input into promising technologies.

**3. Project duration:**

The project runs from January 2012 until June 2017.

**4. Current status:**

The project is nearing completion. Most of the research is being wrapped up, leading to valorization tasks.

**5. Achievements:**

The project achievements are interesting research on the exploitation of social data for exploiting cultural material.

Notable achievements for Europeana regard annotation of cultural material by experts ('nichesourcing'), such as the Accurator prototype (<http://accurator.nl/>).

## VI. Sub-contracts



#### VI.I. Europeana Space (<http://www.promoter.it/euspace>)

- 1. Project Purpose:**  
Europeana Space aims to increase and enhance the creative industries' use of Europeana by delivering a range of resources to support their engagement. The project will build three spaces - Technical, Content and Innovation: physical and virtual environments to enable the creative re-use of cultural content.
- 2. Europeana's Role:**  
Collaborating to ensure the best possible synergies between Europeana Space and Europeana Creative.
- 3. Contract duration:** 01.02.2014 – 29.07.2016

#### VI.II. MEsCH - Material Encounters with digital Cultural Heritage ([mesch-project.eu/](http://mesch-project.eu/))

- 1. Project Purpose:**  
MeSch has the goal of designing, developing and deploying tools for the creation of tangible interactive experiences that connect the physical experience of museums and exhibitions with relevant digital cross-media information in novel ways.
- 2. Europeana's Role:**  
Developing technology.
- 3. Contract duration:** 01.02.2013 – 18.04.2017

**Circulation:**

Europeana Foundation Governing Board Members & Observers

**Classification:**

Public