Europeana Creative explores new ways to engage with Europe’s digital cultural heritage for business, education and entertainment. It seeks creative entrepreneurs to push Europe’s rich cultural heritage into the new media era. Europeana Creative develops innovative applications that are focused on education, tourism, social networks and design. In open innovation challenge events, developers, creative entrepreneurs and cultural heritage experts meet to identify, incubate and spin off viable projects.

Europeana Creative
• CIP ICT PSP Best Practice Network
• Duration: February 2013 – July 2015
• Coordinated by the Austrian National Library

Europeana
• Access to over 30 million digitised objects
• Data from more than 2,300 institutions, covering all European countries and 32 languages
• Europeana makes Europe’s culture available for everyone
• Europeana connects Europe
• Europeana supports economic growth

Europeana Creative Partners
Bringing together libraries, museums and archives, living labs, creative hubs and creative industries, technical, multimedia and business experts:

• Aalto University, School of Arts, Design and Architecture, Finland
• Agence luxembourgeoise d’action culturelle, Luxembourg
• AIT Austrian Institute of Technology, Austria
• Austrian National Library, Austria
• British Library, United Kingdom
• Culture24, United Kingdom
• EUROCLIO – European Association of History Educators, The Netherlands
• Europeana Foundation, The Netherlands
• European Business & Innovation Centre Network, Belgium
• European Creative Business Network, The Netherlands
• European Network of Living Labs, Belgium
• European Schoolnet, Belgium
• Exozet Games, Germany
• Kennisland, The Netherlands
• MFG Medien- und Filmgesellschaft Baden-Württemberg, Innovation Agency for ICT and Media Baden-Württemberg, Germany
• Museum für Naturkunde – Leibniz-Institut für Evolutions- und Biodiversitätsforschung, Germany
• National Museum, Czech Republic
• National Technical University of Athens, Greece
• Netherlands Institute for Sound and Vision, The Netherlands
• Ontotext, Bulgaria
• Platóniq Sistema Cultural, Spain
• Semantiqa, Slovenia
• Spild af Tid, Denmark
• We Are What We Do Community Interest Company, United Kingdom
• Webtic, The Netherlands
• youARhere, France
Our open innovation challenge events offer technical and business support for developers and creative entrepreneurs to build their own innovative products using Europeana content. Anyone who develops games or mobile/web-based apps can submit an idea and showcase a prototype. Winners receive an incubation support pack. Visit www.europeanacreative.eu to be updated on our calls for ideas and events.

Europeana Creative offers online and offline environments for experimenting with digital content and tools. The Europeana Labs online platform (labs.europeana.eu) brings together access to re-usable images, videos, audio and text files with technical expertise, tools, services and business knowledge. There are also co-creation spaces, or physical “hubs”, which, along with labs.europeana.eu, are playgrounds for using and experimenting with digital cultural heritage.

Europeana partners are planning, designing, prototyping and building apps and games – to inspire others to do the same and take this creative process to the next level.

Europeana Creative develops a technical infrastructure, services and tools to support the use of cultural resources in three areas:

- Central architecture and back-end services (semantic web platform, content-retrieval system)
- Tools and services (pattern detection, geographic mapping and user-generated content services)
- Access APIs (extended Europeana search API)

Europeana Creative encourages organisations to open up their collections.

5 THEMES:
- HISTORY EDUCATION
- NATURAL HISTORY EDUCATION
- TOURISM
- SOCIAL NETWORKS
- DESIGN

OPEN INNOVATION CHALLENGES

DIGITAL CONTENT & EXTENDED EUROPEANA LICENSING FRAMEWORK
The Extended Europeana Licensing Framework (Content Re-use Framework) will enable galleries, libraries, archives and museums to give access to their digital content for specific re-use scenarios and to define conditions for re-use. Europeana Creative encourages organisations to open up their collections.

TECHNICAL INFRASTRUCTURE AND SERVICES