



Europeana Foundation Governing Board Meeting

30 March 2016
10h00 – 17h00 CET
Paris, BnF
Quai François-Mauriac
75706 Paris Cedex 13

Overview of Europeana Foundation Projects

Action proposed: For information and discussion

I. Europeana Cloud

1. Project Purpose:

Europeana Cloud is working 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 runs from February 2013 until April 2016. Initially the project should have ended on 31st of January 2016, but we requested for a three-month, no-cost extension. The Commission approved the extension and now the project will end 30th April 2016. The extra three months will enable the completion of the Europeana technical infrastructure (WP2).

3. Current status:

- The European Commission approved the YR2 Financial Report for period 01.02.2014 – 31.01.2015 and released the payment according to the report.
- Europeana is organizing a roundtable discussion as the Europeana Cloud Final Event which will take place on 6th of April in the Hague. The invited experts will discuss the future of publicly sponsored cloud initiatives in Europe and create a set of recommendations.

4. Achievements:

- The project will be delivered to the letter of the DoW.
- The Europeana Cloud infrastructure will be hosted at the Poznan SuperComputing Center (PSNC). It has been tested successfully during the project.





- Europeana, TEL and PSNC will move their data into Europeana Cloud. PSNC will start using the infrastructure. EF-TEL will first further build aggregation tools as part of the new aggregation infrastructure under development in DSI-2 and DSI-3.
- The Cloud infrastructure will provide an IIIF image service for high resolution images.
- Several use cases are executed with various partners, demonstrating the ability of Europeana Cloud to address different external needs. Partners included the EU funded projects Europeana Food and Drink and Europeana Newspapers.
- Over 2.4m metadata records have been ingested from over 15 project partners, while 5m digital objects will be placed in Europeana Cloud by the end of the project.

5. Issues of concern:

- The Europeana Cloud infrastructure has the potential of providing a suite of services to the full cultural heritage sector across Europe for storing and distributing digital objects more efficiently, for delivering higher quality data and for sharing the costs of it. Europeana-TEL need more time than anticipated to start using the services themselves and then inviting other (domain and national) aggregators to join. This project carries some risk as expectations of the reviewers are high and even though we will deliver to the letter of the project we will not meet their hopes.

6. Future actions:

- In the remaining months of the project, Europeana will work closely with PSNC to complete the technical infrastructure and the Europeana Cloud Business Plan. It will prepare the Final Report and review meeting with the European Commission.

II. 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:

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 Europeana 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 of concern:

EF is concerned about the long term sustainability of the Europeana Music site as an output of the project and is working with the Project consortium to develop solutions

7. Future actions:

Development focus will primarily be on:

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

III. 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 struggling to achieve the requirements agreed to in the DoW. The project has been reviewed by the European Commission on 7th of December 2015 and it is mandatory to fulfill the recommendations received.

5. Achievements:

The commercial applications have been successfully launched. Some Food & Drink content is hosted on Europeana Cloud

6. Issues of concern:

Difficulty in reaching the estimated results and indicators set in the DoW.

7. Future actions:



- The project management will try to get
- the project back on track and meet the DoW requirements.
- Focus on the commercial value of the applications created, finalise the content base, and test the repeatability models of the applications by using the templates produced to encourage further collaboration between cultural heritage institutions and creative industries, and promote the wider re-use of digital heritage content available through Europeana.

IV. 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/>).

V. Sub-contracts

V.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



V.II. Eagle - Europeana network of Ancient Greek and Latin Epigraphy (www.eagle-network.eu)

1. Project Purpose:

EAGLE will make available the vast majority of the surviving inscriptions of the Greco-Roman world, complete with essential information about each of them.

2. Europeana's Role:

Ingestion and dissemination.

3. Contract duration: 01.04.2013 – 31.03.2016

V.III. EUscreenXL (www.euscreen.eu/)

1. Project Purpose:

EUscreenXL is a three-year project that aggregates a comprehensive body of professional audio-visual content and makes it accessible through Europeana and the EUscreenXL portal. EUscreenXL represents a considerable segment of Europe's creative industries and has a particular strong link to the public service broadcasting community.

2. Europeana's Role:

Ingestion and dissemination and IPR in the audio-visual domain for WP5.

3. Contract duration: 01.08.2013 – 29.02.2016

V.IV. Lo Cloud (www.locloud.eu/)

1. Project Purpose:

LoCloud aims to build on the achievements of CARARE in establishing a repository-based aggregator for Archaeological and Architectural heritage and of Europeana Local in its work with local institutions and their regional and national aggregators.

2. Europeana's Role:

Developing technology.

3. Contract duration: 01.03.2013 – 29.02.2016

V.V. MEsCH - Material Encounters with digital Cultural Heritage (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

V.VI. EEXCESS (www.eexcess.eu)

1. Project Purpose:

The vision of EEXCESS is to push high-quality content from the so-called long tail to platforms and devices which are used every day. Instead of navigating a multitude of libraries, repositories and databases, users will find relevant and specialised information in their habitual environment.

2. Europeana's Role:

Ingestion and dissemination.

3.Contract duration: 01.12.2015 – 30.04.2016

Circulation:

Europeana Foundation Governing Board Members & Observers

Classification:

Public