Easy Modelling of Cultural Spaces

Proposal

ICT – European FP7 Cooperation Work: Information and Communication Technologies/
Challenge 4: Digital Libraries and Content

The idea of a virtual European library to make Europe's cultural and scientific resources accessible for all has already been realised. The Europeana.eu portal, which went online in November 2008, already provides links to more than 6 million digital items: images, texts, audio and video content from Europe´s world famous museums, galleries, archives, libraries and audio-visual collections. This continuously growing digital database also has the potential to become a highly interesting resource for museum professionals working on exhibition design or projects of museum education/interpretation. A Precondition of this is to develop an additional application based on Europeana.eu which should facilitate users who lack special knowledge on software engineering or computer science to integrate the selected objects in a pre-designed virtual art space. In this new environment the cultural items would function as easily modifiable building elements in order to create new complex structures of art. For example, an exhibition designer would be able to select paintings, sculptures or audio-visual contents on Europeana.eu and transfer them in a self designed virtual gallery in which the artworks could be freely placed and removed in different variations in order to create an installation. The outcome of this new application supported by display functions in two, three (or more) dimensions would be used as an ideal preparation for complex exhibitions with a very short installation time and as an archiving solution for recent art shows. It can also create interactive virtual art spaces.

The research on this subject should begin with the establishment of a theoretical framework for integration, easy handling and modification of digital items in a new virtual space. LIDO, the already existing metadata standard of Europeana.eu could serve as the fundamental resource for the compatibility of very different kinds of cultural contents.

Second, a practical tool should be developed which allows museum professionals to test the new application in different virtual spaces based on the architecture of real or self-designed museums.

Currently, the following Hungarian institutions are involved in this project: *Budapest University of Technolgy and Economics, Public Administrations Center of Information Technology (BME IK), Grafisoft Ltd., Museum of Fine Arts, Budapest and The Museum of Literature Petőfi.* We are looking for additional partners, museums as well as technical developers from the European Union.

If you are interested, please contact:

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