



European
Commission

DRIVING A **GREEN,** **DIGITAL & INNOVATIVE** EUROPEAN CULTURAL HERITAGE

Projects from the 2021 & 2022 calls for proposals
of Cluster 2 “**Culture, Creativity & Inclusive Society**”

Destination: **INNOVATIVE RESEARCH** on **EUROPEAN CULTURAL
HERITAGE** and the **CULTURAL** and **CREATIVE INDUSTRIES**

HORIZON EUROPE



Research and
Innovation

Driving a green, digital & innovative European cultural heritage

European Commission
Directorate-General for Research and Innovation
Directorate D — People
Unit D3— Fair Societies & Cultural Heritage

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INTRODUCTION

Europe's rich cultural heritage and cultural and creative industries (CCIs) play a significant role in shaping our present and building our future. However, they face numerous challenges that limit their scope and impact. Issues such as climate change, pollution, natural disasters, looting, and insufficient financing, hinder the protection, preservation, and promotion of European cultural heritage. Moreover, despite the high quality and quantity of cultural production, Europe's CCIs to a large extent still struggle to compete internationally.

Recognizing the importance of cultural heritage and CCIs, Horizon Europe has taken a proactive approach to address these challenges. Cluster 2, within the Work Programme 2021-2022, focused on «Innovative Research on European Cultural Heritage and Cultural and Creative Industries – Building Our Future From the Past.» Within the first two years, Cluster 2 allocated a budget of **150.5 million EUR** to research and innovation projects to tackle the identified issues.

Centred on three priority areas – **Green, Digital, and Innovative** – the booklet aims to present the diverse range of projects on cultural heritage and CCIs that have been supported by Cluster 2. These projects cover various areas, such as development of environmentally friendly technologies and methods for the management, restoration, and preservation of cultural heritage. They explore how to provide enriching digital experiences for citizens while creating new training opportunities to enhance digital knowledge and skills, particularly in less populated regions. They also devise ways to strengthen the innovation capacity of the CCIs and to leverage cultural heritage assets to drive innovation and competitiveness across multiple sectors of the economy.

These projects aspire to strengthen the protection, restoration, and promotion of cultural heritage, realize the full potential of arts and CCIs as drivers of sustainable innovation and transform the future of cultural heritage and CCIs, fostering social cohesion, inclusive growth, and a shared European identity.

By reading this booklet, you will gain insights into the projects' objectives, the challenges they aim to address, and their approach. The aim of this booklet is to let you explore the diverse array of EU-funded projects in the cultural heritage domain and inspire your own endeavors in cultural heritage research, policy-making, and the advancement of the cultural sector.

The content for this booklet has been sourced from Cordis, and has been carefully curated. As a result, certain words and sentences have been adjusted or combined to better suit the context and purpose of the booklet.

For more information about R&I on cultural heritage & the cultural and creative industries, you can visit Cordis or the [website](#). For any further information, please contact: RTD-D3@ec.europa.eu



GREEN CULTURAL HERITAGE

This chapter presents a range of **nine EU-funded projects** that address the challenges related to the sustainability and preservation of cultural heritage in the face of the climate crisis, unsustainable development, hazardous chemicals, and natural hazards. With a total investment of over **32 million EUR**, these projects focus on finding sustainable, green practices and technologies that are affordable, effective, and environmentally friendly. They seek to increase understanding of the impact of climate change on cultural heritage and awareness of heritage and European sense of belonging. They aim at empowering communities' co-creation capacity, and redefining the role of cultural heritage in urban regeneration.

The projects offer new solutions for green treatment methods and materials to preserve, conserve, and restore cultural heritage assets. Overall, this chapter provides a unique opportunity for cultural heritage policy makers and researchers to locate current research and explore innovative and inclusive approaches to cultural heritage conservation and management that can have a significant impact in the field.



1.1 PALIMPSEST

Creative drivers for sustainable living heritage landscapes

Challenge: PALIMPSEST focuses on the lost «sustainability wisdom» underlying the production of heritage landscapes by activating co-creation processes involving creative actors, technical stakeholders and civic society.

Objective: The objective of the project is to envision novel Landscape Scenarios aiming at producing dedicated Landscape Services, inspired by the generation of beneficial outcomes on ecosystem functions, which the creative contribution of CCIs will empower.

Approach: To achieve its goal PALIMPSEST will integrate the Landscape Services in environmental-sensitive solutions with sustainable finance infrastructures to support the sharing and circulating of positive externalities at different levels among the landscape service actors and communities. PALIMPSEST revolves around three pilots with strong cultural identities and relevant environmental problems: Lodz (PL), a UNESCO city of films fighting the highest air pollution levels in Europe; Milan fringes (IT), traditional agricultural landscapes struggling with unsustainable water use; Jerez de la Frontera (ES), an Andalusian wine landscape and vernacular site challenged by renewable energy production facilities.



Project n°: 101095160

Start Date: 1 March 2023



<https://cordis.europa.eu/project/id/101095160>



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1.2 RescueME

Equitable RESilience solutions to strengthen the link between Cultural landscapEs and coMMunitiEs

Challenge: Cultural heritage is an important aspect of our communities and economies contributing to well-being, social cohesion, identity, local economy, territorial attractiveness, and environmental sustainability, but the climate crisis and natural hazards endanger this heritage.

Objective: The project aims to take immediate action for demonstrating how an innovative data-driven, community-based, heritage-centric actionable landscape approach to resilience enhancement can protect our cultural heritage and landscapes while supporting the transition toward a green society and economy that sustains resilient, cohesive, nature-connected communities.

Approach: RescueME will create an actionable framework based on the Resilient Historical Landscape approach, able to assess risks and opportunities, co-develop strategies and innovative solutions to protect European cultural heritage and cultural landscapes from climate change, and disaster risk,. They will conduct case studies in five European coastal landscapes and use them as resilience laboratories to validate results. RescueME will also call for action to broaden the scope, mobilize resources, engage actors, and implement just solutions to protect European cultural heritage.



Project n°: 101094978

Start Date: 1 February 2023



<https://cordis.europa.eu/project/id/101094978>



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1.3 MOXY

Green atmospheric plasma-generated monoatomic oxygen technology for contactless atomic scale cleaning of works of art

Challenge: The climate crisis and unsustainable development threaten Europe's cultural heritage. Hazardous chemicals persist in heritage conservation despite the EU's Green Deal, requiring affordable and environmentally friendly alternatives. Carbon-based contaminants and unconventional materials pose challenges to conservators, while the existing cleaning methods damage sensitive materials. Moreover, Conservators now face the challenge of treating fragile and untreatable heritage that cannot be effectively cleaned.

Objective: The MOXY project aims to develop an unprecedented green cleaning technology. Specifically, the objective is to create a transformative green, non-contact technology based on atomic oxygen to selectively remove CBCs from surfaces that are otherwise untreatable. The goal is to redefine the paradigm in cleaning methodology towards an eco-conscious approach that is effective, affordable, and environmentally friendly.

Approach: To achieve its goals, MOXY will bring together expertise from plasma physics, conservation science, sustainability science, and conservators to conduct a novel investigation of the physical and chemical aspects of AO generation and flux to develop a proof-of-concept AO system, test the viability of AO technology for diverse CH materials, and roadmap AO innovation, to propel AO technology to the bench practice in CH conservation and beyond, with its full potential yet to be realized.



Project n°: 101061336

Start Date: 1 November 2022



<https://cordis.europa.eu/project/id/101061336>



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1.4 GOGREEN

Green Strategies to Conserve the Past and Preserve the Future of Cultural Heritage

Challenge: Existing tools and methods to conserve heritage are not always sustainable. In fact, heritage conservation preserves the tangible remains of society, but relies on toxic, unsustainable materials and on energy-consuming air conditioning of collections.

Objective: The project seeks to remedy this by promoting preventive and remedial conservation practices that are based on green principles and by developing new green treatment methods for remedial conservation. Ultimately, the project seeks to contribute to the European Green Deal's target of a climate-neutral EU by 2050.

Approach: GoGreen focuses on four areas to achieve its objective: (1) developing new damage functions for flexible environmental control, improving energy efficiency; (2) generating innovative nature-inspired, bio-based methods for remedial conservation, including green cleaning solutions for paintings and metals, and stabilization methods for metal and glass using biopassivation and silica-mimicking nanomaterials; (3) assessing the efficacy of new materials and methods through collaboration with experts and museums using advanced analytical techniques; (4) creating a digital web-app and decision model to support conservators in designing green conservation treatments. It will also provide education and training modules for conservation professionals, including emerging conservators and mid-career professionals, to prepare the next generation of conservators to embrace the GreenDeal.



Project n°: 101060768

Start Date: 1 October 2022



<https://cordis.europa.eu/project/id/101060768>



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1.5 GREENART

GREen ENdeavor in Art ResToration

Challenge: The degradation of European Cultural Heritage (CH) due to unfavorable environmental conditions and climate changes is a significant challenge that needs to be addressed with sustainable, durable, and cost-effective conservation methodologies.

Objective: The objective of the GREENART project is to propose new solutions based on green and sustainable materials and methods to preserve, conserve, and restore CH.

Approach: These solutions include protective coatings made from green materials that have self-healing and anti-corrosion properties; foams and packaging materials made from biodegradable polymers to control temperature and humidity; consolidants based on natural polymers to strengthen weak artifacts; gels and cleaning fluids inspired by the most advanced systems currently available to conservators, improving them according to green and circular economy; and other green tech solutions. The project considers training and dissemination activities to make stakeholders familiar with the new methods.



Project n°: 101060941

Start Date: 1 October 2022



<https://cordis.europa.eu/project/id/101060941>



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1.6 HERITACT

Heritage activation through engaging experiences towards sustainable development

Challenge: Climate change, natural or man-made disasters, and lack of financial resources are some of the main challenges threatening Europe's rich cultural heritage. The HERITACT project will preserve and promote Europe's cultural heritage while addressing the challenges.

Objective: The HERITACT project aims to empower communities and redefine the role of cultural heritage in urban regeneration by introducing innovative, inclusive design solutions and cultural-artistic practices. The project also aims to strengthen the cultural and creative industries through community awareness and policy making across European urban areas.

Approach: HERITACT will consider cultural transformations driving sustainability and explore new cooperation paths among relevant stakeholders interested in designing a new European way of life in line with the New European Bauhaus. It will identify and enhance community-oriented processes and will introduce innovative and inclusive architectural and design solutions and cultural-artistic practices. Interdisciplinary methodologies will provide stakeholders at 3 different cultural urban contexts across Europe with a decision-support system based on collaborative approaches for the reactivation of unused cultural heritage spaces, and/or for enhancing diverse communities' cultural identity and values.



Project n°: 101094998

Start Date: 1 March 2023



<https://cordis.europa.eu/project/id/101094998>



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1.7 TRIQUETRA

Toolbox for assessing and mitigating Climate Change risks and natural hazards threatening cultural heritage

Challenge: Preserving CH for future generations requires an understanding of the challenges. In this context, the EU-funded TRIQUETRA project will explore the effects of climate change and natural hazards on CH.

Objective: The main objective of the project is to create an evidence-based assessment platform that will allow precise risk stratification through risk identification, quantification and mitigation.

Approach: TRIQUETRA will employ a three-step approach to achieve its objective. The project's three-step approach involves identifying risks, quantifying them, and implementing mitigation measures based on the identified risks and available options. Its objective is to provide a decision support tool for risk assessment, quantification, and mitigation, promoting more efficient risk management and minimizing potential risks.



Project n°: 101094818

Start Date: 1 January 2023



<https://cordis.europa.eu/project/id/101094818>



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1.8 THETIDA

Technologies and methods for improved resilience and sustainable preservation of underwater and coastal cultural heritage to cope with climate change, natural hazards and environmental pollution

Challenge: Europe's coastal and underwater cultural heritage is under threat. Climate change and natural hazards pose major problems.

Objective: The objectives of the project are to develop policy tools for climate neutrality and economic resilience in coastal areas. It will design a preventive conservation strategy for underwater and coastal sites, while it will also identify additional threats and promote adaptation, reconstruction and other post-disruption strategies.

Approach: THETIDA will achieve its objective by developing, testing, and validating an integrated multiple heritage risk assessment and protection system with evidence-based monitoring frameworks, innovative tools and instruments, and through participatory processes such as Citizens' Science and Living Labs. An interdisciplinary team of researchers, experts, and practitioners will collaborate to develop this system, linking social innovations with cutting-edge technologies (ICT and IoT harmonised tools). By taking a holistic approach that includes risk management, protection and preparedness, the project seeks to prevent damages to CH sites, identify and ward off additional threats, and promote policy tools for climate neutrality and economic resilience in coastal areas.



Project n°: 101095253

Start Date: 1 May 2023



<https://cordis.europa.eu/project/id/101095253>



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1.9 Colour4CRAFTS

Colour for Combining, Re-engineering, Applying, Futuring, Transforming, Stretching

Challenge: There is a need for increasing sustainability in craft scale colouration and more broadly in industrial scale textile production. Through futures research methodologies the project provides futures visions and the path to the most desirable colouration and textile production practices in Europe.

Objective: This research proposal supports and fosters European cultural heritage and the European cultural and creative industries, and it initiates new high quality biocolourant and colouration businesses in Europe. Research aims to foster craft skills in textile colouration, and transform the traditional processes into sustainable cutting-edge processes, which support futures' green deal objectives; through research provide new profound knowledge of traditional craft colouration practices in Europe and especially in the North Eastern Baltic area, and by combining this knowledge with novel technologies create innovative colourants and colouration practices

Approach: Colour4CRAFTS proposal combines a multidisciplinary team of experts from research institutes and R&D companies to carry out studies of bio-based textile colouration in traditional historic perspective and in combination with cutting-edge technologies of colourants biosynthesis and waterless applications techniques. Research combines methodologies of history, artefact research and cultural studies, art and craft research, natural sciences and futures studies. This creates a manifold basis to understand colouration practices in history and craft context profoundly and create innovative state-of-the-art solutions for the futures' bio-based practices. Multidisciplinary methodologies enable the development of new research methodological openings. Education and communication have important roles as they create and enable interventions for traditions transformation into futures green industries.



Project n°: 101094809

Start Date: 1 July 2023



<https://cordis.europa.eu/project/id/101094809>



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UNIVERSITY OF LEEDS (UNIVLEEDS) | **UK**

DIGITAL CULTURAL HERITAGE

As the world evolves, the preservation, protection and internationalization of cultural heritage face new challenges that require innovative digital solutions. This chapter presents **fourteen different projects** of some **46.5 million EUR** that explore how the convergence of technology, innovation, and research can aid in the protection of cultural heritage, the preservation of traditional craftsmanship, resilience of the cultural and creative industries (CCIs), transparency in the music ecosystem, accessibility to cultural experiences, and modernization of the performing arts sector. The projects address a wide range of areas, from the development of digital tools to counteract illegal activities while preserving artefacts to creating immersive video games that promote empathy and understanding of museums engaged in memorialization and transitional justice. This chapter offer policymakers and researchers in the field an insight into the challenges faced by the sector and the innovative solutions being developed to address them. By staying up-to-date on the latest technological advancements and research in the field, policy makers and researchers can help inform policy decisions and support the development of more effective digitized and sustainable solutions for the protection and preservation of cultural heritage.



2.1 AURORA

Artwork Unique RecognitiOn and tRacking through chemicAl encoded data, miniaturized devices and blockchain alliance

Challenge: Cultural heritage artefacts are constantly threatened by anthropogenic actions. Looting, smuggling, and illicit trade of cultural goods pose major risks. One of the major consequences of these illegal activities is the dissociation, meaning the loss of information associated with an object, such as provenance, identification, or location information, without which the object loses significance. Thus, art property marking and tracking are crucial to ensure the object identification, collection management and protection, while maintaining their state of conservation. Several actions have been adopted during the years to strengthen the protection of cultural property and cultural heritage, but they often lack effectiveness.

Objective: The objective of the project is to demonstrate how chemical marking, miniaturized devices, art deep-scan technique, and cloud- and blockchain-based platforms can be combined to create a cost-effective and non-invasive countermeasure against illegal activities while preserving artefacts. Specifically, it will develop and test a cultural heritage authenticity and tracking digital tool in real setting applications.

Approach: Aurora will create a digital tool that verifies artwork authenticity and provenance using advanced technologies such as chemical marking, miniaturized devices, art deep-scan technique, cloud, and blockchain-based platforms. It will showcase real applications, foster technological democratization, and raise awareness for cultural heritage preservation.



Project n°: 101094245

Start Date: 1 January 2023



<https://cordis.europa.eu/project/id/101094245>



Consortium:

AVVALE S.P.A. | **IT**
 BEWARRANT | **BE**
 (THIRD-PARTY) WARRANT HUB SPA | **IT**
 CONSORZIO INTERUNIVERSITARIO PERLO SVILUPPO DEI SISTEMI A GRANDE INTERFASE | **IT**
 UNIVERSITY COLLEGE CORK - NATIONAL UNIVERSITY OF IRELAND, CORK | **IE**

OTID SRL | **IT**
 MIRABILE ANTONIO | **FR**
 MAGYAR NEMZETI MUZEUM | **HU**
 UDRUZENJA BALKANSKA MREZA MUZEJA | **BIH**
 LVIV POLYTECHNIC NATIONAL UNIVERSITY | **UA**



2.2 CRAEFT

Craft understanding, education, training and preservation for posterity and prosperity

Challenge: Traditional craftsmanship involves skills and knowledge that risk being lost. Encouraging artisans to continue to exercise and pass their skills and knowledge to others is more important than ever. However, a lack of high-quality training, accreditation, qualifications and standards of practice poses a challenge. There is inefficient knowledge transfer and little economic incentive for artisans to pursue their craft.

Objective: The project's objective is to deepen our understanding of craft-making activities that involve care, judgement, and dexterity, and to promote the sustainable use of crafts as a source of income and cultural heritage. The project aims to widen access to craft education and training, economize learning, increase exercisability, and reduce remoteness constraints. It also seeks to support digital conservation, reenactable preservation, and the recovery of lost techniques through experimental archaeology and digital fabrication opportunities.

Approach: CRAEFT will use advanced digitisation, cognitive science, and immersive technologies to provide intuitive digital aids, craft-specific simulators, and workflow simulations for craft practitioners. The project will integrate tacit knowledge into computer-aided craft-specific design tools, will aim to enable certification and attachment of digital content to individual works of craft, and to facilitate community building supported by a Community Portal. The approach will be piloted in eight representative craft instances with cross-cutting objectives of Craft Education & Training, Design, Valorisation, and Community services across the range of materials.



Project n°: 101094349

Start Date: 1 March 2023



<https://cordis.europa.eu/project/id/101094349>



Consortium:

IDRYMA TECHNOLOGIAS KAI EREVNAS | **GR**

CONSIGLIO NAZIONALE DELLE RICERCHE | **IT**

ASSOCIATION POUR LA RECHERCHE ET LE DEVELOPPEMENT DES METHODES ET PROCESSUS INDUSTRIELS | **FR**

KHORA APS | **DK**

CONSERVATOIRE NATIONAL DES ARTS ET METIERS | **FR**

PIRAEUS BANK GROUP CULTURAL FOUNDATION | **GR**

CENTRE EUROPEEN DE RECHERCHES ET FORMATION DES ARTS DU VERRE ASSOCIATION | **FR**

MAD'IN EUROPE | **BE**

ASOCIACION EMPRESARIAL DE INVESTIGACION CENTRO TECNOLÓGICO DEL MUEBLE Y LA MADERA DE LA REGION DE MURCIA | **ES**

PARTNERS:

EIDGENOESSISCHE TECHNISCHE HOCHSCHULE ZUERICH | **CH**

2.3 PERCEIVE

New tech to preserve cultural heritage colours

Challenge: Textiles can start fading in just 10 years. Only small traces of the original polychromy on ancient Greek and Roman statues are visible today. Attempts to reconstruct their original appearance are a priority for the preservation of coloured cultural heritage collections.

Objective: PERCEIVE aims at improving the perception, preservation, curation, exhibition, understanding and access of colored Cultural Heritage collections. The project is working to develop a reliable method for studying, reconstructing, rendering, exhibiting and reappropriating these collections.

Approach: The project aims at advancing the digital capability of scientists and cultural institutions, through a service based AI architecture and tool-kit; and by developing a new design theory for on site and remote VR/AR/MR experiences, based on “Care” “Accessibility” and “Authenticity” concepts, with and for the creative industries. The project’s expected outcomes include services and tools including: a PERCEIVE Tool Kit connected to an on line easy-to-use Service, PERCEIVE Experience Prototypes for the visitors, PERCEIVE Design Tool Kit for designers and educators.



Project n°: 101061157

Start Date: 1 February 2023



<https://cordis.europa.eu/project/id/101061157>



Consortium:

CONSIGLIO NAZIONALE DELLE RICERCHE | **IT**

IDRYMA TECHNOLOGIAS KAI EREVNAS | **GR**

ANAMNESIA | **FR**

(Third party) IMKI | **FR**

NORGES TEKNISK-NATURVITENSKAPELIGE UNIVERSITET NTNU/ **NO**

FRAUNHOFER GESELLSCHAFT ZUR FORDERUNG DER ANGEWANDTEN FORSCHUNG EV | **DE**

MINISTERO DELLA CULTURA | **IT**

OSLO KOMMUNE | **NO**

PARTNERS:

THE ART INSTITUTE OF CHICAGO | **US**

Hoverlay, Inc. | **US**

FACHHOCHSCHULE ZENTRALSCHWEIZ - HOCHSCHULE LUZERN | **CH**

VICTORIA AND ALBERT MUSEUM | **UK**

2.4 CULTURATI

Customized games and routes for cultural heritage and arts

Challenge: Cultural and creative industries (CCIs) were terribly hit by the COVID-19 outbreak, affecting millions of people employed in the sector. In addition, all CCIs need systems or management tools to make them more resilient. These are the main challenges that will be addressed by the CULTURATI project.

Objective: The principal objective of the CULTURATI project is to design, develop, evaluate and validate mainstream technologies for an ecosystem utilizing the Internet of Things, cloud and mobile technologies, sensors (people counters), and Artificial Intelligence.

Approach: CULTURATI will build visitor and capacity management tools by using digital solutions and cutting-edge technologies, such as IoT, cloud, mobile, sensors, and AI. It will use a user-centered design methodology that will situate user needs at the center by actively involving them in five pilot sites across Europe to validate CULTURATI, as well as increase engagement with broader audiences that involves users in the development process. A consortium of interdisciplinary experts will collaborate to develop the solution, validate it through pilot sites, and communicate its benefits to a broad audience.



Project n°: 101094428

Start Date: 1 February 2023



<https://cordis.europa.eu/project/id/101094428>



Consortium:

BILKENT UNIVERSITESI VAKIF | **TR**

HAAGA-HELIA AMMATTIKORKEAKOULU OY | **FI**

(THIRD-PARTY) RAUMAN KAUPUNKI | **FI**

RAHMI M KOC MUZECILIK VE KULTUR VAKFI RAHMI M KOC MUZESI IKTISADI ISLETMESI | **TR**

OKTEM SERDAR VURAL | **TR**

UNIVERSITA DEGLI STUDI DI FOGGIA | **IT**

IOTIQ GMBH | **DE**

NIMBEO ESTRATEGIA E INNOVACION SL | **ES**

UNIVERSIDAD CARLOS III DE MADRID | **ES**

ANKARA VALILIGI | **TR**

MERIDAUNIA SOC. CONS. ARL | **IT**

PARTNERS: TOUCH TD LTD | **UK**

OXFORD BROOKES UNIVERSITY | **UK**

BLENHHEIM PALACE HERITAGE FOUNDATION | **UK**

2.5 MUSIC360

A 360 degrees perspective on the value of music

Challenge: Stakeholders have insufficient insight into the use of background music. Venues lack information about the value of music, Collective Management Organizations (CMOs) lack information for accurate royalty distribution, creators lack information about the usage of their music and policy makers are in the dark about the social and economic value of music.

Objective: The objective of this project is to create a digital platform that collects data about the value of music played in venues for different stakeholders.

Approach: MUSIC360 will develop a Platform that will collect data at a fine-grained level using fingerprinting technology, and combine this with data held by CMOs to make this transparently available to stakeholders in the EU music ecosystem, including creators, venues and policy makers. The project will develop a theory of music value based on real-world experiments with the CMOs and their customers. It will design a distributed architecture for secure collecting and sharing of data together with the fingerprinting company and design a business model and governance structure for further development and use of the Dashboard after the project completes.



Project n°: 101094872

Start Date: 1 March 2023



<https://cordis.europa.eu/project/id/101094872>



Consortium:

STICHTING VU | **NL**

THE VALUE ENGINEERS B.V. | **NL**

STICHTING TER EXPLOITATIE VAN NABURIGE RECHTEN (SENA) | **NL**

VERENIGING BUMA | **NL**

UNIVERSITAT POLITÈCNICA DE VALENCIA | **ES**

BMAT LICENSING SL | **ES**

GDA - COOPERATIVA DE GESTAO DOS DIREITOS DOS ARTISTAS INTERPRETES OU EXECUTANTES CRL | **PT**

GT Musiikkiluvut Oy | **FI**

IRISH MUSIC RIGHTS ORGANISATION COMPANY LIMITED BY GUARANTEE | **IE**

ASSOCIATION OF EUROPEAN PERFORMER ORGANISATION

ASBL A.E.P.O. | **BE**

2.6 FAIR MUSE

Promoting Fairness of the music ecosystem in a platform-dominated and post-pandemic Europe

Challenge: During the social distancing and lockdowns imposed by the Covid-19 pandemic response, online platforms dominated the music ecosystem, posing a challenge to transparency and stakeholders' rights. The challenge addressed by the FAIR MUSE project is to develop a Music Copyright Infrastructure to enhance transparency and fairness in the European music ecosystem.

Objective: Focusing on the domination of online platforms and their algorithms, the project will aim to promote fairness for music creators and stakeholders from an interdisciplinary perspective for a more transparent, competitive and sustainable music ecosystem in Europe.

Approach: The project will investigate the legal responses proposed in the EU, the changes brought about by these platforms, and the impact of their algorithms on music consumption. Fair MusE will provide an innovative, strong and future-proof set of co-created responses and solutions: the 'Music Copyright Infrastructure', a data-sharing model agreement enhancing transparency; a 'Music Data Dashboard' of statistical indicators on the economic and societal value of the European music sector; the 'Fairness Score', a tool to assess music services and social media in terms of fairness' multiple facets; and a 'White Paper' embodying policy recommendations to enhance competitiveness, sustainability, transparency and fairness of the EU music ecosystem.



Project n°: 101095088

Start Date: 1 March 2023



<https://cordis.europa.eu/project/id/101095088>



Consortium:

UNIVERSIDADE CATOLICA PORTUGUESA | **PT**

VRIJE UNIVERSITEIT BRUSSEL | **BE**

AALBORG UNIVERSITET | **DK**

UNIVERSITE DE LILLE | **FR**

UNIVERSITE DE LIEGE | **BE**

Elliniko Idryma Evropaikis kai Exoterikis Politikis (HELLENIC FOUNDATION FOR EUROPEAN AND FOREIGN POLICY) | **GR**

TARTU ULIKOOL | **EE**

CEU GMBH | **AT**

SOCIETA ITALIANA DEGLI AUTORI ED EDITORI | **IT**

FONDAZIONE ICONS | **IT**

PARTNERS:

VERIFI MEDIA LIMITED | **UK**

2.7 OPENMUSE

Open music Europe - an open, scalable data-to-policy pipeline for European music ecosystems

Challenge: OpenMusE recognizes that placing European music ecosystems on a more competitive, fair, and sustainable footing requires evidence-based policymaking, business planning, and accuracy, actions for which data still missing.

Objective: The objective of the project is to establish the Open Music Observatory, an open-source platform that integrates various data sources to provide comprehensive intelligence on the music industry. The project aims to map the policy and data landscape, enabling stakeholders and policymakers to make data-driven decisions. It also seeks to support micro, small, and medium-sized enterprises in accessing open data and generating corporate social responsibility and sustainability reports.

Approach: The OpenMusE project will take an evidence-based and data-driven approach to improve European music ecosystems. It will map the policy and data landscape, bridge gaps, and empower stakeholders with data-driven actions. The project will also follow principles of open policy analysis, open science, and open-source software development. It will develop an Open Music Observatory (OMO), which will be highly automated, providing “living policy documents” that refresh when the backend datasets are updated. These datasets include official statistics on music goods and services, data on musical participation via pan-European surveys, rights-holder data voluntarily shared by industry partners, and streaming service data sampled using novel algorithms developed by the consortium. The project will also create accessible tools for music SMEs, allowing them to access open data, model volume and value, develop better business models, and generate CSR and sustainability reports.



Project n°: 101095295

Start Date: 1 January 2023



<https://cordis.europa.eu/project/id/101095295>



Consortium:

SINUS MARKT- UND SOZIALFORSCHUNG GMBH | **DE**

TURUN YLIOPISTO | **FI**

UNIVERSITEIT VAN AMSTERDAM | **NL**

SCUOLA SUPERIORE DI STUDI UNIVERSITARI E DI PERFEZIONAMENTO S ANNA | **IT**

EKONOMICKA UNIVERZITA V BRATISLAVE | **SK**

REPRES B.V. | **NL**

SYNYO GmbH | **AT**

MUSIC INNOVATION HUB SPA IMPRESA SOCIALE | **IT**

Slovenský ochranný zväz autorský pre práva k hudobným dielam | **SK**

ALOADED AB | **SE**

Music Export Ukraine | **UA**

VIESOJI ISTAIGA MUZIKOS EKSPORTO FONDAS | **LT**

ARTISJUS MAGYAR SZERZOI JOGVEDO IRODA EGYESULET | **HU**

MUSICAUTOR SDRUZHENIE | **BG**

HEARDISI GMBH | **DE**

2.8 MEMENTOES

iMmersive gamEs for Museums as vehicles to Engage visiTOrs in Empathetic reSpOnses

Challenge: Harnessing technologies such as virtual and mixed reality to provide highly personal experiences that demonstrate empathy is becoming more widespread.

Objective: The objective of the MEMENTOES project is to create authentic storytelling experiences, where people, places and original items are used to maximum effect to fulfill the museum's responsibility to provide immersive, deeply personal experiences that aim to demonstrate empathy toward their communities.

Approach: MEMENTOES will create three immersive video games for real museums, using authentic storytelling to provide a tangible experience. The project will involve a multi-disciplinary team and leverage technology to create a universal experience that fosters historical empathy and learning outcomes. The games will be accessible worldwide and also contribute to the outcomes of projects under the call topic HORIZON-CL2-HERITAGE-2021-01-09.



Project n°: 101061496

Start Date: 1 October 2022



<https://cordis.europa.eu/project/id/101061496>



Consortium:

ETHNIKO KENTRO EREVNAS KAI TECHNOLOGIKIS ANAPTXYXIS | **GR**

IDRYMA TECHNOLOGIAS KAI EREVNAS | **GR**

CHARLES GAMES S.R.O. | **CZ**

CAUSA CREATIONS INTERACTIVE MEDIA GMBH | **AT**

TRILATERAL RESEARCH LIMITED | **IE**

GULAG.CZ, ZS | **CZ**

LE BOIS DU CAZIER | **BE**

STICHTING THE WAR CHILDHOOD MUSEUM | **NL**

2.9 MEMORISE

Virtualization and Multimodal Exploration of Heritage on Nazi Persecution

Challenge: Heritage related to Nazi Persecution (HNP) appears in forms such as diaries, letters and testimonies that capture memories of eyewitnesses, or registers like death records, deportation statistics and historical photographs that provide important contextual information to these memories. These materials are numerous and require consolidation.

Objective: The objective of the EU-funded MEMORISE project is to create a comprehensive infrastructure to preserve and enhance HNP, supporting easy access, exploration, and engagement.

Approach: The MEMORISE project will create an infrastructure for processing and making accessible over 80,000 HNP (historical narratives and photographs) content items related to memorial sites and archives. It will develop digital tools including a web-based platform, reader, and learning interfaces to engage with the HNP data. The project will also utilize user behavior and preferences to personalize the content using an AI engine. AI-based services will be used to process Dutch, English, and German HNP materials. Additionally, the project will evaluate the benefits and limitations of the user interfaces for on-site and virtual visits, target digital native generations through social media, and develop a toolkit for accelerating the use of digital tools in cultural heritage and related industries.



Project n°: 101061016

Start Date: 1 October 2022



<https://cordis.europa.eu/project/id/101061016>



Consortium:

SYDDANSK UNIVERSITET | **DK**

STICHTING HERINNERINGSCENTRUM KAMP WESTERBORK | **NL**

FLUXGUIDE AUSSTELLUNGSSYSTEME GMBH | **AT**

SEMANTIC WEB COMPANY GMBH | **AT**

UNIVERZITA KARLOVA | **CZ**

THE HEBREW UNIVERSITY OF JERUSALEM | **IL**

EODYNE SYSTEMS SL | **ES**

HALL CHRISTOPHER JOHN | **DK**

KONINKLIJKE NEDERLANDSE AKADEMIE VAN WETENSCHAPPEN-KNAW | **NL**

STICHTING RADBOUD UNIVERSITEIT | **NL**

STIFTUNG NIEDERSACHSISCHE GEDENKSTATTEN | **DE**

2.10 REPERTORIUM

Researching and Encouraging the Promulgation of European Repertory through Technologies Operating on Records Interrelated Utilizing Machines

Challenge: Music, as one of the most preeminent European artforms that has impacted worldwide cultural heritage, has an intrinsic value enriching our lives. However, music manuscripts frequently remain private, unshown, or unexploited because they are only available as printed or handwritten in local archives.

Objective: The objective of this project is to create a technological platform for curating databases of medieval and classical European art-music works. It also focuses on developing advanced audio recording and instrument separation technologies using AI, targeting music education institutions, professionals, and the general public.

Approach: The REPERTORIUM project will leverage its expertise to create a technological platform that curates databases of European art-music works, linked to other relevant databases worldwide, using automated manuscript digitization and AI-based music information retrieval techniques. The consortium will also develop state-of-the-art audio recording and instrument separation technologies using AI-based, stochastic signal processing, and ambisonics spatial audio. These technologies will be targeted at music education institutions, professionals, and the public through streaming services to efficiently preserve and render accessible European musical heritage while providing cost-effective solutions for immersive streaming and virtual reality experiences.



Project n°: 101095065



<https://cordis.europa.eu/project/id/101095065>

Start Date: 1 January 2023



Consortium:

UNIVERSIDAD DE JAEN | **ES**

ODRATEK B.V. | **NL**

POLITECNICO DI MILANO | **IT**

TAMPEREEN KORKEAKOULUSAAATIO SR | **FI**

INSTITUTO COMPLUTENSE DE CIENCIAS MUSICALES | **ES**

VIST.CO KULTURMANAGEMENT GMBH | **DE**

ASOCIACION HISPANA PARA EL ESTUDIO DEL CANTO GREGORIANO
AHISEGREGRE | **ES**

UNIVERSIDAD DE ALICANTE | **ES**

KONCERTINE ISTAIGA LIETUVOS NACIONALINE FILHARMONIJA | **LT**

MUSICOLOGIE MEDIEVALE | **FR**

PARTNERS: SPORK DIGITAL LIMITED | **UK**

THE CHANCELLOR, MASTERS AND SCHOLARS OF THE UNIVERSITY
OF OXFORD | **UK**

2.11 PREMIERE

Performing arts in a new era: AI and XR tools for better understanding, preservation, enjoyment and accessibility

Challenge: Captivating audiences around the world, the performing arts are hailed as a platform for creativity and expression. Still, there is a need help modernize the performing arts sector and make it more accessible, diverse, and innovative.

Objective: The PREMIERE project aims to modernize the performing arts, with a focus on dance and theater, by utilizing advanced digital technologies to support the entire lifecycle of performances. The project aims to broaden accessibility to audiences that cannot attend live performances due to physical distance, health reasons, or economic reasons, enhance the understanding of present and past performances by audiences with diverse cultural, social, historical, and educational backgrounds, enrich the creative process, and increase the visibility of performances.

Approach: The project will develop a comprehensive ecosystem of digital applications powered by AI, XR, and 3D technologies. The approach includes broadening accessibility, enhancing understanding, enriching the creative process, and increasing the visibility of performances. The ecosystem will cater to diverse user communities involved in the lifecycle of performing arts, including performers, producers, curators, spectators, and scholars.



Project n°: 101061303

Start Date: 1 October 2022



<https://cordis.europa.eu/project/id/101061303>



Consortium:

ATHINA-EREVNITIKO KENTRO KAINOTOMIAS STIS TECHNOLOGIES
TIS PLIROFORIAS, TON EPIKOINONION KAI TIS GNOSIS | **GR**

STICHTING AMSTERDAMSE HOGESCHOOL VOOR DE KUNSTEN | **NL**

FORUM DANCA - ASSOCIACAO CULTURAL | **PT**

TEMPESTA MEDIA SL | **ES**

CYENS CENTRE OF EXCELLENCE | **CY**

KALLITECHNIKI ETAIREIA ARGO | **GR**

MEDIDATA.NET - SISTEMAS DE INFORMACAO PARA
AUTARQUIAS SA | **PT**

UNIVERSITE JEAN MONNET SAINT-ETIENNE | **FR**

FITEI FESTIVAL INTERNACIONAL TEATRO EXPRESAO
IBERICA CRL | **PT**

INSTITUTO STOCOS | **ES**

ASSOCIACAO DOS AMIGOS DO COLISEU DO PORTO | **PT**

STICHTING INTERNATIONAL CHOREOGRAPHIC ARTS CENTRE | **NL**

2.12 SCENE

Searchable multi-dimensional data lakes supporting cognitive film production & distribution for the promotion of the European cultural heritage

Challenge: SCENE aims to enhance the accessibility and global competitiveness of European films, addressing the challenges in the industry.

Objective: The objective of the SCENE project is to establish a modern and globally competitive European filmmaking industry. The project focuses on two main pillars: semantically cognitive AI technologies and tangible and intangible European cultural assets, while adhering to European values and policies.

Approach: To achieve this objective, the SCENE project will leverage semantically cognitive AI technologies to enrich existing data lakes with high-quality, 3D digital models of European cultural sites. These models will be editable and accessible, allowing filmmakers to plan and execute film shoots with greater accuracy and efficiency. The integration of multi-dimensional knowledge graphs carrying location- and cultural-aware information will further enhance the accessibility of these models, enabling filmmakers to understand the cultural significance of the site and plan their shoots accordingly.



Project n°: 101095303

Start Date: 1 February 2023



<https://cordis.europa.eu/project/id/101095303>



Consortium:

ETHNIKO KENTRO EREVNAS KAI TECHNOLOGIKIS ANAPTYXIS | **GR**

HIT HYPERTECH INNOVATIONS LTD | **CY**

FONDAZIONE LINKS - LEADING INNOVATION & KNOWLEDGE FOR SOCIETY | **IT**

DIGITALTWIN TECHNOLOGY GMBH | **DE**

MOG TECHNOLOGIES SA | **PT**

FRAUNHOFER GESELLSCHAFT ZUR FORDERUNG DER ANGEWANDTEN FORSCHUNG EV | **DE**

UNIVERSITAT POLITECNICA DE VALENCIA | **ES**

ARISTOTELIO PANEPISTIMIO THESSALONIKIS | **GR**

WHITE RESEARCH SRL | **BE**

FUNDACION EPICA LA FURA DELS BAUS | **ES**

ETAIREIA ANAPTYXIS KAI TOURISTIKIS PROVOLIS ATHINON - ANAPTYXIAKI ANONYMOS ETAIREIA ORGANISMOU TOPIKIS AFTODIOIKISIS | **GR**

GREEN OLIVE FILMS (CYPRUS) LIMITED | **CY**

CENTRO DI RICERCHE EUROPEO DI TECNOLOGIE DESIGN E MATERIALI | **IT**

2.13 SHIFT

Metamorphosis of cultural Heritage Into augmented hypermedia assets For enhanced accessibility and inclusion

Challenge: The SHIFT project will support the adoption of digital transformation strategies and the uptake of tools within the cultural and creative industries (CCIs), where progress has been lagging.

Objective: The objective of the SHIFT project is to help cultural heritage institutions embrace the latest innovations in artificial intelligence, machine learning, and digital content transformation methodologies to stimulate growth and offer new experiences to all citizens, including those with disabilities.

Approach: SHIFT develop a set of technological tools for cultural heritage institutions, which will incorporate AI, machine learning, and other innovations to stimulate growth and embrace new experiences, including for people with disabilities. Stakeholders and cultural heritage networks will provide input, and the project will prioritize inclusivity and evaluation of its principles. Leading industrial and academic institutions, along with SMEs, will collaborate to release 12 technology solutions in areas such as computer vision, audio, haptics, semantics, and linguistics.



Project n°: 101060660

Start Date: 1 October 2022



<https://cordis.europa.eu/project/id/101060660>



Consortium:

SOFTWARE IMAGINATION & VISION SRL | **RO**

IDRYMA TECHNOLOGIAS KAI EREVNAS | **GR**

MASSIVE DYNAMIC SWEDEN AB | **SE**

AUDEERING GMBH | **DE**

UNIVERSITAET AUGSBURG | **DE**

MAGYAR NEMZETI MUZEUM | **HU**

ASOCIATIA NATIONALA A BIBLIOTECARILOR SI
BIBLIOTECILOR PUBLICE DIN ROMANIA | **RO**

STIFTUNG PREUSSISCHER KULTURBESITZ | **DE**

UDRUZENJA BALKANSKA MREZA MUZEJA | **BIH**

INITIATIVE FOR HERITAGE CONSERVATION | **GR**

ETICAS RESEARCH AND CONSULTING SL | **ES**

DEUTSCHER BLINDEN- UND SEHBEHINDERTENVERBAND EV | **DE**

PARTNERS:

QUEEN MARY UNIVERSITY OF LONDON | **UK**

2.14 MUSEIT

Multi-sensory, User-centred, Shared cultural Experiences through Interactive Technologies

Challenge: Advancements in technology have transformed the interactive experience of cultural heritage and its preservation. However, not everyone has access to such experiences, nor the opportunity to participate in the cultural and creative industries.

Objective: The objective of the project is to facilitate and widen access to cultural assets in an inclusive way. It also aims to promote inclusion, participation, accessibility and equal opportunities for all.

Approach: MUSEIT will achieve this objective by a) co-designing and developing multisensory representations and rendering of cultural assets, b) developing services for inclusive remote co-creation of multi-modal born-digital cultural assets, and c) developing formal specifications and strategies for inclusive archival preservation of cultural heritage.



Project n°: 101061441

Start Date: 1 October 2022



<https://cordis.europa.eu/project/id/101061441>



Consortium:

HOEGSKOLAN | BORAS | **SE**

CATALINK LIMITED | **CY**

ETHNIKO KENTRO EREVNAS KAI TECHNOLOGIKIS ANAPTYXIS | **GR**

EXUS SOFTWARE MONOPROSOPHI ETAIRIA PERIORISMENIS

EVTHINIS | **GR**

SHAREMUSIC & PERFORMING ARTS | **SE**

MINISTERO DELLA CULTURA | **IT**

KONINKLIJKE NEDERLANDSE AKADEMIE VAN WETENSCHAPPEN - KNAW | **NL**

MICHAEL CULTURE | **BE**

ACTRONIKA | **FR**

PARTNERS:

BOARD OF TRUSTEES OF THE LELAND STANFORD JUNIOR UNIVERSITY | **US**

KING'S COLLEGE LONDON | **UK**

INNOVATIVE CULTURAL HERITAGE

This chapter presents **twenty two projects** of **72 million EUR** that tackle diverse challenges related to how cultural heritage and the cultural and creative industries can be mobilized to create more societal value. The projects confront a wide range of pressing issues, including illicit trafficking of cultural heritage, safeguarding of cultural goods and artefacts, revitalization of the silk art legacy, specific needs of cultural and creative industries in non-urban areas, the enhancement of competitiveness within the European film industry, empowerment of small markets and the transformation of public libraries in the digital age. The projects propose a great variety of approaches that embrace interdisciplinary research, foster collaboration and networking, nurture innovation, and harness cutting-edge technologies such as blockchain and Non-fungible tokens (NFTs). The outcomes emerging from these projects hold immense potential to inform policy development, foster the competitiveness of cultural and creative industries and champion cultural diversity. By delving into the depths of these pioneering initiatives, policy makers and researchers will gain new insights, discover transformative strategies, and contribute to the progress of these critical domains.



3.1 ANCHISE

Applying New solutions for Cultural Heritage protection by Innovative, Scientific, social and economic Engagement

Challenge: The illicit trafficking of cultural heritage poses a significant threat to European societies, and the existing methods to protect cultural heritage against looting are not sufficient.

Objective: The ANCHISE project aims to offer an operational set of tools applicable to European contexts and replicable in other situations abroad, to protect cultural heritage against looting and illicit trafficking.

Approach: The project will achieve this objective by creating a hub of social science, politics, and economics, a large-scale evaluation of technologies and needs, a toolkit of innovative solutions, pilot experimentation areas, and a unique and wide network of practitioners. It combine the methodology of networking that has proved its efficiency in the H2020 NETCHER project with the innovative results of new technologies developments. The project will bring coordinated solutions to the key existing needs in the domain of Cultural heritage protection: 1) Understand, 2) Prevent, 3) Act, and 4) Repair.



Project n°: 101094824

Start Date: 1 February 2023



<https://cordis.europa.eu/project/id/101094824>



Consortium:

ECOLE FRANCAISE D'ATHENES | **GR**

INOV INSTITUTO DE ENGENHARIA DE SISTEMAS
E COMPUTADORES INOVACAO | **PT**

ICONEM | **FR**

PARCS | **FR**

EREVINITIKO PANEPISTIMIAKO INSTITOUTO SYSTIMATON
EPIKOINONION KAI YPOLGISTON-EMP | **GR**

FRAUNHOFER GESELLSCHAFT ZUR FORDERUNG
DER ANGEWANDTEN FORSCHUNG EV | **DE**

ECOLE NATIONALE SUPERIEURE DE LA POLICE | **FR**

EUROPEAN UNIVERSITY INSTITUTE | **IT**

MICHAEL CULTURE | **BE**

UNIVERSITE LUMIERE LYON 2 | **FR**

(THIRD-PARTY) CENTRE NATIONAL DE LA RECHERCHE
SCIENTIFIQUE CNRS | **FR**

THE CYPRUS INSTITUTE | **CY**

CONSEIL INTERNATIONAL MUSEES | **FR**

UNIVERSITE DE POITIERS | **FR**

TECHNOLOGIKO PANEPISTIMIO KYPROU | **CY**

3.2 ENIGMA

Endorsing safeguarding, protection, and provenance management of cultural heritage

Challenge: The challenge that ENIGMA seeks to address is the protection of cultural goods (CGs) and artefacts from man-made threats, including theft, illegal trade, and destruction, as well as the safeguarding of endangered heritage sites.

Objective: ENIGMA aims to help the involved stakeholders better respond to this complex, and multi-dimensional problem, and leverage active collaboration by fostering and enabling interlinking of databases, and evidence-based deployment of preventative measures.

Approach: The project shall achieve excellence in the protection of CGs and artefacts from man-made threats by contributing to identification, traceability, and provenance research of CGs as well as by safeguarding and monitoring of endangered heritage sites. It will also collaborate with stakeholders to enhance their role in the preservation and improvement of databases, as well as the introduction of preventive measures.



Project n°: 101094237

Start Date: 1 January 2023



<https://cordis.europa.eu/project/id/101094237>



Consortium:

ARISTOTELIO PANEPISTIMIO THESSALONIKIS | **GR**
 ETAIREIA MELETON YPIRESION KAI LOGISMIKOU GEOCHORIKIS
 PLIROFORIAS I.K.E. | **GR**
 ERATOSTHENES CENTRE OF EXCELLENCE | **CY**
 CELLOCK LTD | **CY**
 TURUN YLIOPISTO | **FI**
 KONINKLIJKE MUSEA VOOR KUNST EN GESCHIEDENIS | **BE**
 KENTRO MELETON ASFALLEIAS | **GR**

HELLENIC POLICE | **GR**
 HERITAGE MALTA | **MT**
 NOESIS TECHNOLOGIES IKE | **GR**
 ANYSOLUTION SL | **ES**
PARTNERS :
 MIRALAB SARL | **CH**

3.3 ARACNE

Advocating the role of silk art and cultural heritage at national and European scale

Challenge: The challenge addressed by the ARACNE project is to protect the cultural heritage linked to the European traditional silk art legacy.

Objective: The primary objective of the project is to create a resilient and innovative silk ecosystem that promotes the traditions, architecture, tangible and intangible heritages of concerned European countries. It aims to shape a silk-linked European cultural identity and create a European Silk Route intended as a cultural itinerary across Europe. The project aims to improve skills and competitiveness of silk-related European Cultural and Creative Industries, fostering the transition to more sustainable business models and promoting economic and social growth.

Approach: The project will achieve its objective by reconstructing a resilient and innovative silk ecosystem, establishing a well-connected network, fostering collaboration and knowledge exchange, promoting more sustainable business models, and leveraging digital applications and cutting-edge technologies to revitalize silk-related industries and preserve European cultural heritage.



Project n°: 101095188

Start Date: 1 March 2023



<https://cordis.europa.eu/project/id/101095188>



Consortium:

CONSIGLIO PER LA RICERCA IN AGRICOLTURA E L'ANALISI DELL'ECONOMIA AGRARIA | **IT**

INIZIATIVA CUBE SRL | **IT**

LEPL STATE SILK MUSEUM | **GE**

NAUCHEN TSENTAR PO BUBARSTVO VRATSA | **BG**

PIRAEUS BANK GROUP CULTURAL FOUNDATION | **GR**

UNIVERZA V MARIBORU | **SI**

ETHNIKO KAI KAPODISTRIAKO PANEPISTIMIO ATHINON | **GR**

INSTITUTO MURCIANO DE INVESTIGACION Y DESARROLLO AGRARIO Y MEDIOAMBIENTAL (IMIDA) | **ES**

D'ORICA SRL SOCIETA' BENEFIT | **IT**

CHEMINS DE LA SOIE - DES CEVENNES AUX ALPUJARRAS | **FR**

SERICYNE | **FR**

PARTNERS : UNIVERSITA DEGLI STUDI DI PADOVA | **IT**

COUNCIL OF EUROPE - CONSEIL DE L'EUROPE | **FR**

MOUSEIO TECHNIS METAXIOU | **GR**

3.4 ARTCAST4D

Unleashing creativity!

Challenge: The Artcast4D project will address the limited availability and accessibility of immersive technology for arts and cultural institutions, which require specific development that are beyond the capacity of most institutions. Additionally, the project aims to address the affordability of immersive propositions.

Objective: The project will develop a technological framework and tools that will enable the design and development of cost-effective, non-invasive, immersive, and interactive user experiences in cultural and creative industries (CCIs). The project's innovation lies in its ability to create immersive environments in open spaces and provide open-source availability and extensibility. Artcast4D will promote the implementation of the technology outside cultural institutions and will bring together creative actors and industrial partners with the civil society. The project's outcomes will help to derive policy guidelines on how to strengthen the competitiveness and innovation potential of CCIs at both national and EU-levels.

Approach: To achieve this, the project will use academic and industrial approaches, theoretical and experimental research, open-source software and hardware development, as well as challenging case studies and onsite beta testing implementations.



Project n°: 101061163

Start Date: 1 September 2022



<https://cordis.europa.eu/project/id/101061163>



Consortium:

POLITECNICO DI MILANO | **IT**
 (THIRD-PARTY) FONDAZIONE POLITECNICO DI MILANO | **IT**
 EXUS SOFTWARE MONOPROSOPI ETARIA PERIORISMENIS
 EVTHINIS | **GR**
 MD LITE | **FR**
 THE BATTLEGROUND | **BE**
 UNIVERSITE PARIS-SACLAY | **FR**
 (THIRD-PARTY) CENTRE NATIONAL DE LA RECHERCHE
 SCIENTIFIQUE CNRS | **FR**

ETHNIKO KENTRO EREVNAS KAI TECHNOLOGIKIS ANAPTYXIS | **GR**
 CULTURALINK SL | **ES**
 SOCIETE D'ECONOMIE MIXTE ISSY - MEDIA (SEM ISSY MEDIA) | **FR**
PARTNERS :
 Genossenschaft IFAA | **CH**
 HOUNSLOW ARTS TRUST LIMITED | **UK**

3.5 IN SITU

Place-based innovation of cultural and creative industries in non-urban areas

Challenge: The IN SITU project addresses the gaps in research and policy towards the needs, characteristics, and potentials of cultural and creative industries (CCIs) based in non-urban areas of the European Union (EU). Despite the growing visibility and significance of CCIs in non-urban areas over the past decade, they remain vulnerable due to the limited focus on their specific requirements.

Objective: The project aims to advance understanding of the forms, processes, and governance of innovation involving cultural and creative industries (CCIs) located in non-urban areas of Europe and to advance the ability of non-urban CCIs to act as drivers of innovation, competitiveness, and sustainability for the locales in which they are located.

Approach: IN SITU brings together approaches including economic investigation, innovation processes, place-based planning, and creative entrepreneurship, to investigate the situation of CCIs in non-urban areas. The project couples this with a capacity-building programme to enable CCIs to address some of the key issues of their communities/region. The core defining aspect of IN SITU is the interlinking of research and practice through place-based IN SITU Labs, hubs for projects in 6 non-urban regions across Europe, located in Portugal, Ireland, Iceland, Finland, Latvia, and Croatia. It will involve both Europe-wide research and place-based experimentation, while assessing and advancing the multi-level innovation and culture policy and planning frameworks.



Project n°: 101061747

Start Date: 1 July 2022



<https://cordis.europa.eu/project/id/101061747>



Consortium:

CENTRO DE ESTUDOS SOCIAIS | **PT**

NATIONAL UNIVERSITY OF IRELAND GALWAY | **IE**

EUROPEES NETWERK CULTURELE CENTRA IVZW | **BE**

UNIVERSITEIT UTRECHT | **NL**

INSTITUT NATIONAL DE RECHERCHE POUR L'AGRICULTURE, L'ALIMENTATION ET L'ENVIRONNEMENT | **FR**

M.I.K. S.COOP | **ES**

ZAKLADA KULTURA NOVA | **HR**

University of the Azores | **PT**

TURUN YLIOPISTO | **FI**

LATVIJAS KULTURAS AKADEMIJA | **LV**

HASKOLINN A BIFROST SES | **IS**

NATZIONALNA AKADEMIYA ZA TEATRALNO I FILMOVO IZKUSTVO "KRUSTYO SARAFOV" (NATFIZ) | **BG**

STIFTUNG UNIVERSITAT HILDESHEIM | **DE**

3.6 EKIP

European Cultural and Creative Sectors and Industries Policy Platform

Challenge: Open innovation and ecosystem thinking have been key principles in managing complex innovation processes for the past two decades. However, open innovation principles are still rarely applied as normal practice, as existing support structures and innovation ecosystems are not designed for them. There is a lack of guiding policies to support creative and society-centered innovation, requiring more effective policies to align with open innovation principles. This approach should become the norm for both the Cultural and Creative Industries (CCI) and other innovation ecosystems. Third-party support in the form of innovation intermediaries is necessary to facilitate this shift.

Objective: The Project will support the development of policies that make the use of open innovation processes into the new standard. This will ensure that supportive ecosystems develop a capacity to handle complex multi-stakeholder innovation processes needed to realize more innovative CCIs in Europe and the behavioral change they drive towards a more green, inclusive and digital Europe.

Approach: The project will assess future R&I needs, map CCIs' needs in technology, investment, skills, and regulations, and propose policy recommendations. It will bring together diverse organizations, universities, and policy consultants to create a meta-network, provide practical guidelines, and support the development of CCI-centered ecosystems.



Project n°: 101112111

Start Date: 1 June 2023



<https://cordis.europa.eu/project/id/101112111>



Consortium:

LUNDS UNIVERSITET | **SE**

FONDEN CREATIVE BUSINESS CUP | **DK**

STICHTING NEDERLANDS INSTITUUT VOOR BEELD EN GELUID | **NL**

THE UNIVERSITY OF EDINBURGH | **UK**

HUMAK UNIVERSITY OF APPLIED SCIENCES | **FI**

TECHNISCHE UNIVERSITEIT DELFT | **NL**

CREATIVITY LAB OU | **EE**

MSCOMM ANONYMI ETAIREIA DIAFIMISTIKON EMPORIKON

YPIRESION | **EL**

POLITECNICO DI MILANO | **IT**

TECHNOPOLIS CONSULTING GROUP BELGIUM | **BE**

ICOOLHUNT SPA | **IT**

IDEA STRATEGISCHE ECONOMISCHE CONSULTING | **BE**

GEMEENTE ROTTERDAM | **NL**

METROPOLITNY INSTITUT BRATISLAVY | **SK**

CREATIVE INDUSTRY KOSICE, NO | **SK**

CITE DU DESIGN-ECOLE SUPERIEURE D'ART

ET DE DESIGN | **FR**

NEW MOMENT D.O.O. | **SI**

3.7 CAPONEU

The Cartography of the Political Novel in Europe

Challenge: The political novel in Europe (PNE) is rising in literary circles and European societies as an extraordinary aesthetic and social phenomenon. Understanding the PNE's role in shaping and changing perspectives on the individual, state, economy, historical and cultural past is important. The project seeks to answer how the European heritage of the EPN can become active in strengthening the resilience of European societies to crises, given the destabilization of the European project in recent decades by crises such as economic and political crises, migrations, the COVID-19 pandemic, and climate change.

Objective: The objective of CAPONEU is to assess the political novel as an important element of the European cultural heritage and as a tool for community building and European advocacy.

Approach: The project brings together an interdisciplinary research team that seeks not only to unpack the rich literary heritage of the 20th century but also to make the PNE experiences relevant to our present. Through collaboration, the project will allow us to understand how perceptions formed by different beliefs, values, traditions, economy, history, culture, age and gender are reflected in the PNE as a specific literary genre, and how and why this genre re-emerges as a social factor today.



Project n°: 101094658

Start Date: 1 February 2023



<https://cordis.europa.eu/project/id/101094658>



Consortium:

SVEUČILISTE U ZAGREBU FILOZOFSKI FAKULTET | **HR**
 GEISTESWISSENSCHAFTLICHE ZENTREN BERLIN EV | **DE**
 UNIWERSYTET IM. ADAMA MICKIEWICZA W POZNANIU | **PL**
 EDEX - EDUCATIONAL EXCELLENCE CORPORATION LIMITED | **CY**
 SLOBODNA DOMENA ZADRUGA ZA OTVORENI KOD I DIZAJN | **HR**

PARTNERS :

THE CHANCELLOR MASTERS AND SCHOLARS
 OF THE UNIVERSITY OF CAMBRIDGE | **UK**
 UNIVERSITY OF BRIGHTON | **UK**
 AUTONOMY RESEARCH LIMITED | **UK**

3.8 NARDIV

United in Narrative Diversity? Cultural (Ex-)Change and Mutual Perceptions in Eastern and Western Europe at the threshold of the digital age

Challenge: Europe experiences a relaunch of cultural and national stereotypes triggered by the migration crisis, Covid-19, democratic backslides and war against Ukraine. Four decades after the fall of the war, Eastern and Western Europe seem increasingly alienated, each having different perceptions of Europe, the EU and its principles.

Objective: With a focus on the (clichéd binary) East-West confrontation, NARDIV aims to explore the future possibilities of building and managing transnational relationships in the fields of culture and heritage, one of the mainstays of customary cultural diplomacy.

Approach: NARDIV will utilize a multi-disciplinary and collaborative approach to critically analyze the existing challenges and develop practical strategies to foster transnational relationships, bridge cultural gaps, and promote a more inclusive understanding of Europe's diverse heritage. The project will focus on the six European countries of France, the Netherlands, Germany, Poland, Slovakia, and Romania as a basis for exploration through the prism of intercultural Exchange. It will critically examine mutual perceptions between Eastern and Western Europe and generate recommendations for new approaches and media strategies to address the challenges and promote effective cultural exchanges.



Project n°: 101095171

Start Date: 1 June 2023



<https://cordis.europa.eu/project/id/101095171>



Consortium:

UNIVERSITE D'AIX MARSEILLE | **FR**
 PROTISVALOR MEDITERRANEE SAS | **FR**

UNIwersytet WROCLAWSKI | **PL**
 HOCHSCHULE FÜR ANGEWANDTE WISSENSCHAFTEN
 HAMBURG | **DE**

UNIVERSITATEA DIN BUCURESTI | **RO**
 UNIwersytet SZCZECIŃSKI | **PL**
 Stichting Duitsland Instituut bij de Universiteit
 van Amsterdam | **NL**

Romanian Cultural Institute | **RO**
 GOETHE-INSTITUT EV | **DE**

Institut français de Roumanie | **RO**
 UNIVERSITEIT VAN AMSTERDAM | **NL**
 EUFRAK-EUROCONSULTS BERLIN GMBH | **DE**
 GLOBSEC | **SK**

PARTNERS :

STICHTING NEDERLANDS INSTITUUT VOOR INTERNATIONALE
 BETREKKINGEN CLINGENDAEL | **NL**

FUNDACJA EUROPEJSKA SIEC PAMIEC I SOLIDARNOSC | **PL**
 FUNDACJA KRZYŻOWA DLA POROZUMIENIA EUROPEJSKIEGO | **PL**
 OFFICE FRANCO-ALLEMAND POUR LA JEUNESSE (OFAJ) | **FR**

3.9 B-SHAPES

Borders shaping perceptions of European societies

Challenge: The 2020 pandemic resulted in border closures in an effort to stop the spread of the coronavirus. This border measure clouded the inclusive European perceptions of heritage and culture. Therefore, it is important to refocus on the central role of borders in the European integration project as well as their influence on people's perceptions of Europe's historical and cultural past, heritage and identity.

Objective: The main objective of B-SHAPES is to refocus on the role of borders in shaping perceptions of European societies in the 21st century, confronted with the challenge of re-borderings in Europe. B-SHAPES results will open for a reconfiguration of heritage policies, replacing national approaches with cross-border, European approaches to heritage, empowering citizens and economic sectors to contribute to the creation of a more inclusive vision of cultures and values.

Approach: B-SHAPES will achieve its objective by applying different participatory and ethnographic methods of Citizen Science, focusing especially on youth and minorities, to collect data in different European border regions to scrutinize this challenge with the aim to develop strategies and innovative policies using more inclusive approaches to cultivate joint natural, cultural, and historic heritage.



Project n°: 101095186

Start Date: 1 April 2023



<https://cordis.europa.eu/project/id/101095186>



Consortium:

SYDDANSK UNIVERSITET | **DK**
 EOTVOS LORAND TUDOMANYEGYETEM | **HU**
 ACCADEMIA EUROPEA DI BOLZANO | **IT**
 HOGSKOLAN I HALMSTAD | **SE**
 TECHNICKA UNIVERZITA V LIBERCI | **CZ**
 UNIVERSITE DE STRASBOURG | **FR**
 OULUN YLIOPISTO | **FI**
 UNIWERSYTET WROCLAWSKI | **PL**

KREATUS SPOLKA Z OGRANICZONA ODPOWIEDZIALNOSCIA | **PL**
 NATIONALEN I STORICHESKI MUZEY | **BG**
 FUNDACJA EUROPEJSKA SIEC PAMIEC I SOLIDARNOSC | **PL**
 ARBEITSGEMEINSCHAFT EUROPAISCHER GRENZREGIONEN | **DE**
 LUNGOMARE SOCIETÀ COOPERATIVA IMPRESA SOCIALE ETS | **IT**
PARTNERS:
 BRUNEL UNIVERSITY LONDON | **UK**

3.10 REBOOT

Reviving, boosting, optimising and transforming European film competitiveness

Challenge: The challenge addressed by REBOOT is to connect existing strengths of the European filmmaking industry, identify weaknesses, and plan for future competitiveness in the fields of policy, practice, and experience.

Objective: The project's objectives are, on the one hand, to explore the long-standing strengths and pervasive gaps in European competitiveness and policies for competitiveness. This includes ways of 'measuring' 'analysing' and 'evaluating' the impact of policies and strategic pathways. On the other hand, the project aspires to place attention to the active preparation for the future in the area of audiences by exploring audience preferences and their generation, as well as modes of film content production.

Approach: REBOOT's ambition is to provide a full set of knowledge of the European film industry, which maximises its existing strengths, combined with strategic and tactical dimensions of action for the optimisation of the potential held in European youth publics, understood both as emerging audiences and as citizens. Specifically, the ambition of the project combines several dimensions, which reinforce each other but are listed separately for analytical purposes (and in no particular order): a) increasing support for young people's engagement with European film; b) strengthening the place of the EU in the global audiovisual economy, particularly in light of the rise of video on demand (VOD); c) supporting cultural diversity in the EU film industry; d) addressing the need for a different understanding of competitiveness and relevant indicators in this context; and e) recognising and supporting the importance for the EU of film and, more broadly, of the cultural and creative sector as a geopolitical asset.



Project n°: 101094796

Start Date: 1 February 2023



<https://cordis.europa.eu/project/id/101094796>



Consortium:

UNIVERSITÄT WIEN | **AT**

UNIVERSITE DE LIEGE | **BE**

Elliniko Idryma Evropaiakis kai Exoterikis Politikis (HELLENIC FOUNDATION FOR EUROPEAN AND FOREIGN POLICY) | **GR**

UNIVERSIDAD COMPLUTENSE DE MADRID | **ES**

KADIR HAS UNIVERSITESI | **TR**

ERASMUS UNIVERSITEIT ROTTERDAM | **NL**

UNIVERSITEIT GENT | **BE**

UNIVERSIDAD CARLOS III DE MADRID | **ES**

SCUOLA SUPERIORE DI STUDI UNIVERSITARI E DI PERFEZIONAMENTO S ANNA | **IT**

UNIVERSITE COTE D'AZUR | **FR**

JYVASKYLAN YLIOPISTO | **FI**

UNIwersytet Warszawski | **PL**

3.11 CRESCINE

Increasing the international competitiveness of the film industry in small European markets

Challenge: The film and audiovisual sector is important to ensure Europe's cultural diversity. This is why supporting the development, distribution and promotion of European films, particularly in small EU countries, is essential. However, currently, most of Europe's innovative and creative independent production and distribution companies cannot compete on a global level.

Objective: The main objective of the CRESCINE project is to enhance the competitiveness and cultural diversity of the European film industry by understanding, engaging with, empowering, and ultimately transforming European small markets. The aim is to innovate at all levels of the value chain, from policies to ways of data management and analytics, production business models, and modes of distribution.

Approach: To achieve its objectives, CRESCINE will establish an innovative model of analysis and evidence collection across the value chain that is framed by cutting edge data analytical models, comparative benchmarks promulgated in light of best available evidence including unprecedented data sources. The findings will lead to work on innovative solutions and testing of new tools, policies, business models or financing schemes, and green strategies. These activities feed the overall impact of the project and its ability to produce new tools, recommendations, guidelines, and exploit results that nurture the transformation of the film industry in small European markets and beyond.



Project n°: 101094988

Start Date: 1 March 2023



<https://cordis.europa.eu/project/id/101094988>



Consortium:

COFAC COOPERATIVA DE FORMACAO E ANIMACAO CULTURAL CRL | **PT**

MITTETULUNDUSUHING STORYTEK INNOVATION LAB | **EE**
(THIRD-PARTY) MITTETULUNDUSUHING PIMEDATE OODE FILMFESTIVAL | **EE**

SOCIETE DE GESTION D'OPERATIONS COMMERCIALES POUR LE FESTIVAL INTERNATIONAL DU FILM | **FR**

TALLINN UNIVERSITY | **EE** CINETOSCOPIO LDA | **PT**
AARHUS UNIVERSITET | **DK** AARHUS KOMMUNE | **DK**

MUNSTER TECHNOLOGICAL UNIVERSITY | **IE**

DUN LAOGHAIRE INSTITUTE OF ART, DESIGN & TECHNOLOGY | **IE**

INSTITUT ZA RAZVOJ I MEDUNARODNE ODNOSI | **HR**

VRIJE UNIVERSITEIT BRUSSEL | **BE**

BALTIC FILM & CREATIVE TECH CLUSTER | **LT**

ZAISAN B.V. | **NL**

DAIN STUDIOS GMBH | **DE**

LUMIERE PUBLISHING BV | **NL**

EFA PRODUCTIONS GGMGBH | **DE**

(THIRD-PARTY) EUROPEAN FILM ACADEMY EV | **DE**

PARTNERS : Cine-Regio a.i.s.b.l. | **BE**

FONDEN CREATIVE BUSINESS CUP | **DK**

Screen Producers Ireland | **IE**

PROPELER FILM DRUSTVO S OGRANICENOMODGOVORNOSCU ZA PROIZVODNIJU I DISTRIBUCIJU FILMOVA | **HR**

UO ZAGREB FILM FESTIVAL | **HR**

EFAD - European Film Agency Directors (aisbl) | **BE**

Animation Ireland trading as The Association of Animation Producers in Ireland | **IE**

EUROPE ANALYTICA LIMITED | **UK**

ONLINE FILM FINANCING OLFFI | **FR**

International Cinema Technology Association | **US**

3.12 DAFNEplus

Decentralized platform for fair creative content distribution empowering creators and communities through new digital distribution models based on digital tokens

Challenge: The challenge that the project aims to address is the need for novel revenue and business models in the cultural and creative industries (CCI), improving the global reach of these industries and open up new distribution channels without the constraints imposed by intermediaries.

Objective: The project aims to establish novel distributed autonomous organisations and/or communities around NFT and digital tokens, with decentralized governance.

Approach: DAFNEplus will aim to revolutionize the cultural and creative industries by leveraging NFTs and blockchain technology. It seeks to create decentralized autonomous organizations/communities (DAO) around digital tokens and NFTs, allowing CCIs to participate in community governance. It will provide novel services and tools for intuitive and simple content creation by developing new applications. It will also aim at increasing the legal transparency around the creation, online distribution, and sharing of existing and novel forms of artistic content via blockchain technologies and involving smart contracts NFTs and other digital tokens. Towards this objective, DAFNE+ will map and analyse the relevant IP legal framework in the EU, and in particular the copyright regulatory framework.



Project n°: 101061548

Start Date: 1 July 2022



<https://cordis.europa.eu/project/id/101061548>



Consortium:

UNIVERSIDAD POLITECNICA DE MADRID | **ES**

ENGINEERING - INGEGNERIA INFORMATICA SPA | **IT**

NETCOMPANY-INTRASOFT SA | **LU**

SYNELIXIS LYSEIS PLIROFORIKIS AUTOMATISMOU & TILEPIKOINONION ANONIMI ETAIRIA | **GR**

ETHNIKO KENTRO EREVNAS KAI TECHNOLOGIKIS ANAPTYXIS | **GR**

KATHOLIEKE UNIVERSITEIT LEUVEN | **BE**

TALLINNA TEHNIKAÜLIKOOL | **EE**

INSTITUT DE RECHERCHE ET DE COORDINATION ACOUSTIQUE MUSIQUE - IRCAM | **FR**

INSTITUT D'ARQUITECTURA AVANÇADA DE CATALUNYA | **ES**

PARTNERS :

THE MANCHESTER METROPOLITAN UNIVERSITY | **UK**

3.13 LIBRARIN

Value co-creation and social innovation for a new generation of European libraries

Challenge: Public libraries remain major cultural institutions. However, they need to develop new functions and services and find better ways to engage with individuals, organisations and communities.

Objective: The project will explore value co-creation – a process through which libraries and the public become equal and active partners in creating value. It will focus on three co-creation areas, namely digital transformation, living labs, and social entrepreneurship, as well as public-private third-sector innovation networks.

Approach: The LibrarIN project will employ an integrated conceptual framework to understand value co-creation in public library service delivery. It will evaluate different approaches to knowledge transformation in libraries and develop new metrics for measuring transformation and new empirical case studies on existent and ongoing efforts to develop innovative public services in ways that enable the co-creation of value, including a novel European survey on innovation in public libraries. It will also provide policy and managerial recommendations, and policy and managerial tools, to implement new ideas and scaling up best-practice experiences that effectively use value-co-creation to unlock social assets. The policy tools also include indicators for monitoring and evaluating existing initiatives to support public libraries service transformation.



Project n°: 101061516

Start Date: 1 November 2022



<https://cordis.europa.eu/project/id/101061516>



Consortium:

ATHENS TECHNOLOGY CENTER ANONYMI VIOMICHANIKI EMPORIKI
KAI TECHNIKI ETAIREIA EFARMOGON YPSILIS TECHNOLOGIAS | GR

THE LISBON COUNCIL FOR ECONOMIC COMPETITIVENESS
ASBL | BE

STICHTING LIBER | NL

UNIVERSIDAD DE ALCALA | ES

ROSKILDE UNIVERSITET | DK

UNIVERSITE DE LILLE | FR

UNIVERSITAT KONSTANZ | DE

UNIVERSITEIT MAASTRICHT | NL

TEKNOLOGIAN TUTKIMUSKESKUS VTT OY | FI

AIT AUSTRIAN INSTITUTE OF TECHNOLOGY GMBH | AT

3.14 GLAMMONS

Working towards stronger, sustainable GLAMs

Challenge: COVID-19 forced the world to act quickly to face the extraordinary challenges brought on by the pandemic. Cultural institutions — galleries, libraries, archives and museums (GLAMs) — were not unscathed. In fact, GLAMs had already been struggling due to lack of funding, higher operational and maintenance costs and tourism-laden problems. The question has emerged: How can GLAMs organise and articulate cultural production and consumption? GLAMMONS will address these challenges and will focus on how to organize and articulate cultural production and consumption.

Objective: The project's objective is to provide answers to the above challenges, fill gaps and advance research and policy by employing the theory of the commons to provide solutions that safeguard the sustainability, access, and well-being of the sector, its workforce, and surrounding communities.

Approach: The GLAMMONS project will utilize a novel conceptual approach, by employing the theory of the commons to i) provide an in-depth analysis and evaluation of ongoing shifts (with a specific focus on both pandemic-driven transformations and digitalisation) in the field of GLAMs, ii) explore and assess practices (concerning management, finance and participation) that emerge around small scale, community-led GLAMs and the possibility of transferring relevant knowledge to more “established” and traditional ones to provide more sustainability to the sector. Rooted in a track record of internationally recognized research excellence and world-leading practice, GLAMMONS will deliver an ambitious work programme, mainly through a novel conceptual approach: the GLAMs of the commons.



Project n°: 101060774

Start Date: 1 October 2022



<https://cordis.europa.eu/project/id/101060774>



Consortium:

PANTEIO PANEPISTIMIO KOINONIKON KAIPOLITIKON EPISTIMO | GR

STICHTING CREARE Social | NL

INPOLIS UCE GMBH | DE

TECHNISCHE UNIVERSITÄT BERLIN | DE

ESC DIJON BOURGOGNE | FR

EUROPAIKO DIKTYO DIMIURGIKON KOMVON | GR

MAZOMOS Landscape and Heritage Consultants BV | BE

NOVA ISKRA KREATIVNI HAB | RS

3.15 LOGACULTURE

Locative games for cultural heritage

Challenge: Existing design approaches and infrastructures for locative heritage are bespoke and poorly integrated with existing visitor structures. There is also a lack of guidelines on what is ethically desirable in these digitally mediated spaces, and how designers might mitigate against unintended consequences or abuses. This is a barrier to the widespread adoption of locative heritage applications and means that more complex experiences are currently not sustainable in the wider sector.

Objective: LoGaCulture aims to change this by bringing together the leaders in digital locative games, in collaboration with some of Europe's most significant cultural institutions, to enable a new generation of locative cultural heritage games through proposals for design guidance, validated ethical frameworks, and an open, extensible, and reusable set of technologies.

Approach: Through a set of five interlinked case studies across four countries the project will: gather evidence from the heritage design space for interactivity, narratives, and play; look at how augmented reality and soundscapes can affect visitors' immersion; explore the place of locative heritage in the wider visitor journey through transmedia and social visiting; and explore how the barrier to authoring and deploying such systems might be lowered. The goal is to create a step change in knowledge in how to design, deploy, and maintain locative heritage games, and lay the groundwork for their mass adoption by cultural institutions by allowing them to treat locative experiences that offer new forms of access and engagement as an integrated part of their existing cultural heritage work.



Project n°: 101094036

Start Date: 1 April 2023



<https://cordis.europa.eu/project/id/101094036>



Consortium:

INSTITUTO SUPERIOR TECNICO | **PT**
ASSOCIACAO DO INSTITUTO SUPERIOR TECNICO PARA
A INVESTIGACAO E DESENVOLVIMENTO | **PT**

Hochschule RheinMain | **DE**

NATURFORSCHUNG | **DE**

SENCKENBERG GESELLSCHAFT FÜR Office of Public Works | **IE**

THE PROVOST, FELLOWS, FOUNDATION SCHOLARS & THE OTHER
MEMBERS OF BOARD, OF THE COLLEGE OF THE HOLY & UNDIVIDED
TRINITY OF QUEEN ELIZABETH NEAR DUBLIN | **IE**

CAMARA MUNICIPAL DO FUNCHAL | **PT**

ECCOM CENTRO EUROPEO PER L'ORGANIZZAZIONE E IL
MANAGEMENT CULTURALE -EUROPEAN CENTRE FOR CULTURAL
ORGANISATION AND MANAGEMENT ASSOCIAZIONE | **IT**

PARTNERS:

UNIVERSITY OF SOUTHAMPTON | **UK**

BOURNEMOUTH UNIVERSITY | **UK**

THE NATIONAL TRUST FOR PLACES OF HISTORIC INTEREST OR
NATURAL BEAUTY | **UK**

Office of Public Works | **IE**

3.16 EPIC-WE

Empowered participation through ideating cultural worlds and environments: youth imagining, creating and exchanging cultural values and heritage through game-making

Challenge: The EPIC-WE will equip youth with cultural-creative competencies to face societal challenges with imagination and creativity.

Objective: The objective of the EPIC-WE project is to introduce cultural game jams and culture- and value-sensitive game-making to empower youth as co-creators of European culture. Through game-making activities, the project aims to equip young people with cultural-creative imagination and competencies to face societal challenges with curiosity, creativity, agency, and imagination.

Approach: The EPIC-WE project will achieve its objectives through a transferable framework called the EPIC-WE helix ecosystem. The ecosystem comprises youth, cultural institutions, creative industries, and higher education institutions as co-creators of cultural game jams to create games through and for culture inspired by cultural heritage. The framework explores the potentials of this approach as a method for strengthening European values, belonging, and cultural participation. The project is carried out as an ambitious Design-Based Research and Innovation (DBR) action across three European sites. The validated DBR innovations will be presented as accessible resources that enable organisations across Europe to replicate the EPIC-WE ecosystem, formats, and methods. Through extensive research, capacity building and policy advocacy activities, EPIC-WE will ensure that the project's results reach a wide range of European CHI, CI and HEI actors, including the game industry, civil society organizations and youth.



Project n°: 101095058

Start Date: 1 March 2023



<https://cordis.europa.eu/project/id/101095058>



Consortium:

AARHUS UNIVERSITET | **DK**

STICHTING HOGESCHOOL VAN AMSTERDAM | **NL**

DROPSTUFF MEDIA BV | **NL**

CAMARA MUNICIPAL DE OBIDOS | **PT**

BATTLESHEEP, LDA | **PT**

MEET DIGITAL COMMUNICATION SRL IMPRESA SOCIALE | **IT**

FONDEN CREATIVE BUSINESS CUP | **DK**

AROS AARHUS KUNSTMUSEUM | **DK**

COFAC COOPERATIVA DE FORMACAO E ANIMACAO CULTURAL CRL | **PT**

KEA EUROPEAN AFFAIRS | **BE**

STICHTING NEDERLANDS INSTITUUT VOORBEELD EN GELUID | **NL**

AARHUS KOMMUNE | **DK**

3.17 GREAT

Games realising effective and affective transformation (societal and cultural domains)

Challenge: The GREAT project will address the actual and potential impact of games on European society which is still unexplored.

Objective: The Project will generate new knowledge of the actual and potential impact of games on European society and new understandings of the innovative uses of games to support the social engagement of citizens.

Approach: GREAT takes an integrated approach to investigate the impact of games on European society. Through collaborative design and citizen science methods, researchers with expertise in games, data analytics, and policy explore innovative uses of games to engage citizens and facilitate dialogue with policy stakeholders. The context for the research is the climate emergency, and it employs case studies, pilots, and quantitative/qualitative research activities. Games are placed in an authentic context, emphasizing real-world implications, and agile methods are used to adapt existing games for research purposes. The project aims to publish research findings, develop a method for obtaining data and insights for policy stakeholders, and provide technical resources for implementation.



Project n°: 101094766

Start Date: 1 February 2023



<https://cordis.europa.eu/project/id/101094766>



Consortium:

IDIPF LEIBNIZ-INSTITUT FÜR BILDUNGSFORSCHUNG UND
BILDUNGSINFORMATION | **DE**

SERIOUS GAMES INTERACTIVE APS | **DK**

ZENTRUM FÜR SOZIALE INNOVATION GMBH | **AT**

UNIVERSIDAD INTERNACIONAL DE LA RIOJA SA | **ES**

FREDERICK UNIVERSITY FU | **CY**

PARTNERS:

BEIJING NORMAL UNIVERSITY | **CN**

NOORDWES-UNIVERSITEIT | **ZA**

THE UNIVERSITY OF BOLTON | **UK**

Playmob Limited | **UK**

3.18 HEPHAESTUS

Heritage in Europe: new technologies in craft for preserving and innovating futures

Challenge: Old traditional crafts techniques are an important part of Europe's cultural heritage and arts. However, advancements in technology and changes in the manufacturing and crafts sectors have put traditional crafts techniques at risk. They are in danger of becoming extinct as fewer craftspeople possess the specialized skills.

Objective: HEPHAESTUS project will revive traditional crafts techniques that are at risk of disappearing, and entrepreneurially valorise the role of craft in future culture, economy and society.

Approach: HEPHAESTUS aims to map ancient techniques, digitalize craft heritage, and innovate craft processes by combining traditional crafts with cutting-edge technologies. The interdisciplinary consortium conducts research and innovation activities, utilizing ethnographic research, design thinking, and speculative design. The project focuses on social, cultural, environmental, and economic sustainability, while engaging the public through innovative forms of participation. Objectives include reviving traditional crafts with new technologies, developing a craft-technology methodology for sustainable innovation, exploring future visions for craft, creating lifelong learning opportunities, establishing a craft-driven living lab, and fostering sustainable craft-technology relationships among stakeholders.



Project n°: 101095123

Start Date: 1 April 2023



<https://cordis.europa.eu/project/id/101095123>



Consortium:

COPENHAGEN BUSINESS SCHOOL | **DK**

GOETEBORGS UNIVERSITET | **SE**

IT-UNIVERSITETET I KOBENHAVN | **DK**

UNIVERSITA DEGLI STUDI DI ROMA TOR VERGATA | **IT**

BORNHOLMS REGIONSKOMMUNE | **DK**

Fablab Venezia srl | **IT**

UNIVERSITA CA' FOSCARI VENEZIA | **IT**

COMUNE DI BASSANO DEL GRAPPA | **IT**

WIT BERRY | **LV**

PARTNERS:

FRODSKAPARSETUR FOROYA | **FO**

Associazione Artigiani Venezia | **IT**

Confartigianato Vicenza | **IT**

CONFEDERAZIONE NAZIONALE DELL'ARTIGIANATO E DELLA PICCOLA E MEDIA IMPRESA DEL VENETO | **IT**

3.19 TRACKS4CRAFTS

Transforming crafts knowledge for a sustainable, inclusive and economically viable heritage in Europe

Challenge: The main challenge addressed by the Tracks4Crafts project is the preservation and transmission of traditional crafts knowledge in the age of mass production. Currently, the tools, formats and instruments needed to foster the transmission and employment of traditional crafts knowledge are lagging behind.

Objective: The project objectives are to enhance and transform the transmission of traditional crafts knowledge TCK for a more effective economic as well as societal valuation of crafts.

Approach: The project aims to achieve its objectives through four tracks: (1) transforming learning processes in physical spaces where craftspeople collaborate, (2) developing new digital technologies for transmitting Traditional Craftsmanship Knowledge (TCK), (3) producing tools and instruments for capturing and optimizing the value of TCK, and (4) creating networks to foster and disseminate the societal and economic value of TCK. The project focuses on experimentation in eight craft ecosystems to address barriers related to TCK transmission and harness the potential of technology. An interdisciplinary and co-creative approach involving multiple stakeholders aims to ensure that solutions will bridge heritage perspectives and economic and societal needs, with an emphasis on shared and transferable outcomes.



Project n°: 101094507

Start Date: 1 March 2023



<https://cordis.europa.eu/project/id/101094507>



Consortium:

UNIVERSITEIT ANTWERPEN | **BE**

UNIVERSITE PARIS 1 PANTHEON-SORBONNE | **FR**

STICHTING WAAG SOCIETY | **NL**

ORTEGA NUERE MARIA CRISTINA | **ES**

WORLD CRAFTS COUNCIL EUROPE COMPANY LIMITED BY GUARANTEE | **IE**

CENTRO STUDI CULTURA SVILUPPO | **IT**

LATVIJAS KULTURAS AKADEMIJA | **LV**

POLITECNICO DI MILANO | **IT**

TEXTILMIÖSTÖÖ ISLANDS OG PEKKINGARSETUR A BLONDUOSI | **IS**

HET DOMEIN BOKRIJK VZW | **BE**

ASOCIATIA SEMNE CUSUTE | **RO**

MOUSEIO TECHNIS METAXIOU | **GR**

MX3D BV | **NL**

ARTEX S.CONS.R.L. | **IT**

PARTNERS :

ONL'FAIT | **CH**

3.20 RISE UP

Revitalizing Languages and Safeguarding Cultural Diversity

Challenge: Languages are interwoven with emotions and traditions, and it is important to preserve them, particularly those at risk of disappearing as speakers die out or shift to speaking other languages.

Objective: The RISE UP project aims to identify good practices and develop new methods to empower endangered language communities (learners, new speakers, people who have not had the chance to learn their heritage languages, supporters and actual speakers). The project will create a set of digital tools to support the communities.

Approach: To achieve its objectives, the project will interconnect all relevant knowledge actors, including citizens, civil society, and end-users, to collect and analyze background information, identify good practices, and develop new methods with the help and support of people concerned and interested in the topic. The project will explore and deal with the context, reasons, and policies for endangered languages within Europe, collect and create a set of tools to support local communities, interconnect relevant groups of stakeholders, and involve and attract young people and other stakeholders, e.g. by using digital tools.



Project n°: 101095048

Start Date: 1 February 2023



<https://cordis.europa.eu/project/id/101095048>



Consortium:

MINDS & SPARKS GMBH | AT

TARTU ULIKOOL | EE

UNIVERSITÄT WIEN | AT

LEMON GRASS COMMUNICATION SL | ES

NUROGAMES GMBH | DE

YOUTH OF EUROPEAN NATIONALITIES | NL

PARTNERS :

SCHOOL OF ORIENTAL AND AFRICAN STUDIES

ROYAL CHARTER | UK

ROEHAMPTON UNIVERSITY LBG | UK

3.21 RECHARGE

Resilient European Cultural Heritage As Resource for Growth and Engagement

Challenge: Emerging from the pandemic, the role played by many Cultural Heritage Institutions (CHIs) in keeping citizens engaged and mentally healthy through a variety of creative initiatives is widely acknowledged; however, this was also a time of financial loss. Turning that creativity into money that keeps the institution afloat is the challenge RECHARGE is set to answer.

Objective: The project will show how creativity can be monetized to keep the institution afloat.

Approach: RECHARGE will establish an iterative and participatory environment called Living Labs, as means to co-create and prototype participatory business models. The consortium will actively document and analyze this process, generating economic measures, indicators of sustainability and participation, museologic reprofiling, cultural and social valuation, and managerial development of participatory business models. The project will deliver a Playbook containing adaptable ingredients and recipes for creating participatory business models for their communities. An online Knowledge Base will support the uptake in the sector and among interested communities and an Academy will engage CHI networks and build capacity to make a real difference in the landscape of CHIs. With a multidisciplinary team from six EU countries, RECHARGE aims to enhance the resilience and preparedness of the cultural heritage sector for future challenges and transitions.



Project n°: 101061233

Start Date: 1 October 2022



<https://cordis.europa.eu/project/id/101061233>



Consortium:

ERASMUS UNIVERSITEIT ROTTERDAM | **NL**

FUNDACJA CENTRUM CYFROWE | **PL**

FUNDACION GOTE0 | **ES**

STICHTING NEDERLANDS INSTITUUT VOORBEELD EN GELUID | **NL**

EUROPEAN FASHION HERITAGE ASSOCIATION | **IT**

CREATIVITY LAB OÜ | **EE**

UNIVERSIDAD DE VALLADOLID | **ES**

SIHTASUTUS EESTI MEREMUUSEUM | **EE**

FONDAZIONE MUSEO DEL TESSUTO DI PRATO | **IT**

THE HUNT MUSEUM | **IE**

3.22 ARCHE

Alliance for Research on Cultural Heritage in Europe

Challenge: The EU-funded ARCHE project aims to address the challenges that cultural heritage research and innovation (R&I) faces due to changes in the political, technological, socio-economic, and environmental landscape.

Objective: The project's goal is to increase awareness of heritage and European sense of belonging by promoting intensive and wide-ranging collaboration between cultural heritage, the arts, and the Cultural and Creative Sectors (CCS). The project refers to the JPI CH Strategy that fosters the adaptation and protection of the CH from climate change effects.

Approach: ARCHE will establish the Alliance for Research on Cultural Heritage in Europe, a collaborative R&I network involving scientists, creators, professionals, and institutional bodies from Europe and associated countries. The project aims to develop a comprehensive framework, including a Strategic Research and Innovation Agenda (SRIA) for joint programming, a tailored governance structure, and a pilot operation to test the SRIA and governance structure. Additionally, the project will conduct a thorough evaluation of R&I gaps and needs for the next decade to inform the SRIA's development. ARCHE will be a strong basis for a European Partnership on CH, by pooling, developing and upscaling transnational collaboration on CH R&I and by involving all stakeholders and funding mechanisms related to CH R&I policy and action.



Project n°: 101060054

Start Date: 1 September 2022



<https://cordis.europa.eu/project/id/101060054>



Consortium:

FOUNDATION DES SCIENCES DU PATRIMOINE | **FR**

VLAAMSE OVERHEID - AGENTSCHAP ONROEREND ERFGOED | **BE**

USTAV TEORETICKE A APLIKOVANE MECHANIKY AVCR | **CZ**

UNIWERSYTET JAGIELLOŃSKI | **PL**

UNIVERZITA MATEJA BELA V BANSKEJ BYSTRICI | **SK**

UNIVERZA V LJUBLJANI | **SI**

UNIVERSITE PARIS I PANTHEON-SORBONNE | **FR**

TIME MACHINE ORGANISATION (TMO) - ORGANISATION FÜR INTERNATIONALE ZUSAMMENARBEIT IN TECHNOLOGIE UND WISSENSCHAFT UND KULTURELLEM ERBE | **AT**

THE CYPRUS INSTITUTE | **CY**

STIFTUNG PREUSSISCHER KULTURBESITZ | **DE**

RIKSANTIKVARIAMBETET | **SE**

NORGES FORSKNINGSRAD | **NO**

NEDERLANDSE ORGANISATIE VOOR WETENSCHAPPELIJK ONDERZOEK | **NL**

MINISTERO DELLA CULTURA | **IT**

Ministero dell'università e della ricerca | **IT**

MINISTERIE VAN ONDERWIJS, CULTUUR EN WETENSCHAP | **NL**

KEA EUROPEAN AFFAIRS | **BE**

JAVNI ZAVOD REPUBLIKE SLOVENIJE ZA VARSTVO KULTURNE DEDISCINE | **SI**

INTERNATIONAL CENTRE FOR THE STUDY OF THE PRESERVATION AND RESTORATION OF CULTURAL PROPERTY | **IT**

GENIKI GRAMMATIA EREVNAS KAI KAINOTOMIAS | **GR**

(THIRD-PARTY) - FUNDACION ESPANOLA PARA LA CIENCIA Y LA TECNOLOGIA, F.S.P., FECYT | **ES**

FUNDAÇÃO PARA A CIÊNCIA E A TECNOLOGIA | **PT**

(THIRD-PARTY) CONSIGLIO NAZIONALE DELLE RICERCHE | **IT**

AGENCIA ESTATAL DE INVESTIGACION | **ES**

AGENCIA ESTATAL CONSEJO SUPERIOR DE INVESTIGACIONES CIENTIFICAS | **ES**

AGENCE NATIONALE DE LA RECHERCHE | **FR**

PARTNERS: UNA EUROPA | **BE**

UNITED KINGDOM RESEARCH AND INNOVATION | **UK**

MINISTERUL CERCETARII INOVARII SI DIGITALIZARI | **RO**

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This booklet gathers short descriptions of the projects selected for funding under the Horizon Europe Cluster 2 calls under the Destination ‘Innovative Research on European Cultural Heritage and Cultural and Creative Industries – Building Our Future From the Past’.

Project information

