



The EU Framework Programme for Research and Innovation

**HORIZON 2020**

**SC6**  
**CULT-COOP-2019**



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Research and  
Innovation

# SC6 CULT-COOP-2019

## What have done until now?



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# Year 1 3D tools

# 2014



**Year 2**

**INNOVATION  
ECOSYSTEMS OF  
DIGITAL CULTURAL  
ASSETS**

**2015**

# Year 3 Virtual Museum

## 2016

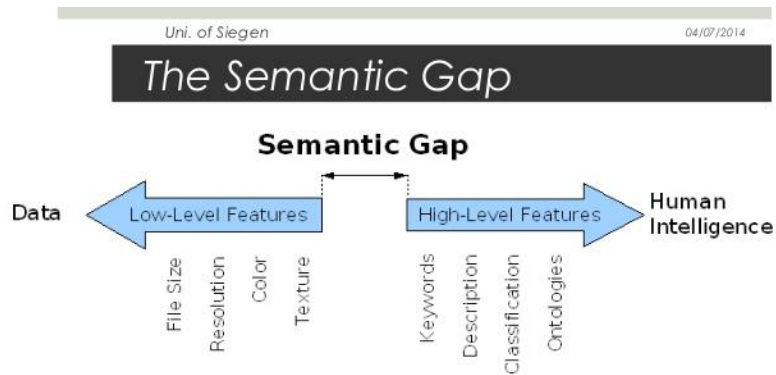




European  
Commission

# Year 4 Semantic Gap

## 2017



## What is Digital Curation?



# Year 5

# Curation of digital assets

# 2018

# Results so far

YEARS	Nb of proposals		Selected	
2014	90	a)	4	10 M€
	4	b)	0	
2015	132		3	10 M€
2016	90	a)	4	10 M€
	10	b)	1	1 M€
2017	34		3	10 M€
2018	?????????			



**2019**

**DT-TRANSFORMATIONS-11-2019**

**Collaborative approaches to cultural  
heritage for social cohesion**



## Specific Challenge

**While a key mission of the cultural heritage sector is to provide inclusive access, some socio-cultural groups are still not sufficiently integrated in cultural heritage experiences. The challenge is to improve the design of cultural experiences by enhancing participatory and collaborative approaches and by fostering mutual cultural understanding and resilient strategies.**

# Scope

**Include the possible excluded....**

**Participation!**

**Inclusive!**



# Scope

**Proposals should develop strategies for fostering collaborative and participative approaches to cultural encounters via communication channels such as social media platforms, participatory approaches, art and co-designed activities.**

## Scope

**Proposals should consider both tangible and intangible heritage, researching new applications and tools that allow for a more inclusive approach such as digital tagging of objects or co-authoring of societal and place-based memories.**

# Scope

**The active involvement and engagement with, different groups or communities such as migrants and other communities at risk of exclusion should be promoted. Proposals should design options for these social groups to review or shape both contemporary and historical content, contribute new material or customise and personalise cultural heritage and digital humanities content in a meaningful and effective way.**

## Scope

**Collaborative tools and applications should help the cultural tourism sectors and cultural heritage institutions, NGOs, community organisations etc. in Europe and beyond to enhance the analysis and understanding of cultures and communities.**



**The Commission considers that proposals requesting a contribution from the EU of between EUR 3 and 4 million would allow this specific challenge to be addressed appropriately. Nonetheless, this does not preclude submission and selection of proposals requesting other amounts.**



## Expected Impact

**The action will contribute to fostering cultural diversity and social cohesion and to the recognition of multiple identities and voices. It will also have a positive impact on cultural institutions by attracting contributions from and boosting involvement of new audiences. In addition, the action will provide disciplines such as computing, design and the social science and humanities with new research tools.**



## **Type of Action: Research and Innovation action**

# DT-TRANSFORMATIONS-12-2018-2020

## Curation of digital assets and advanced digitisation

**Innovation actions. 10M€**

**Publication date: 06/11/2018**

**Deadline: 14/03/2019**



# What should we do next?

# What is needed by the CH sectors?



# Preservation of CH.... How could we coordinate better our work?

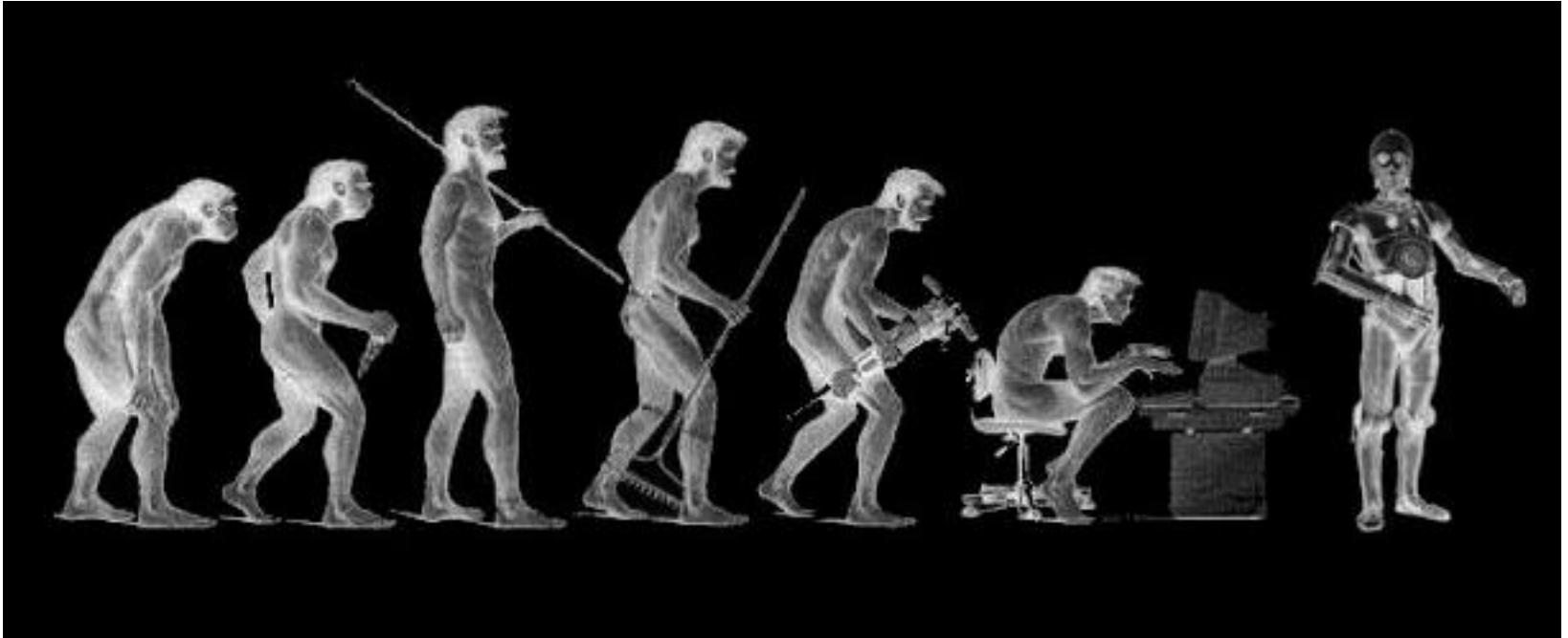




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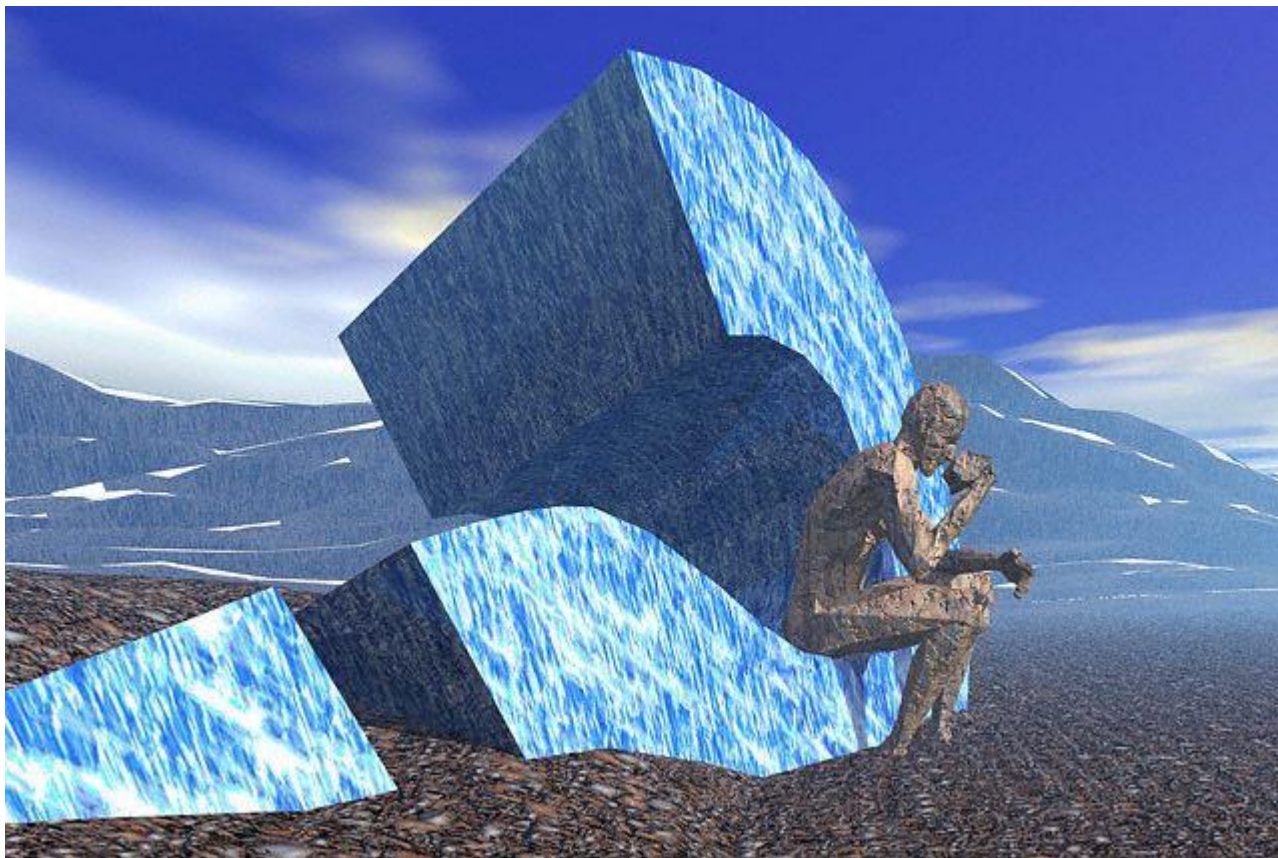
**Will the computer overpast our  
imagination about CH ? AI – AR - VR**



**And what about the users?**



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