

Project title:

CHANCE

Cultural Heritage Access through Networked ServiCes for Edutainment market

Budget:

3,72 MEuro

EU Program:

TEN-TELECOM TI-2.2

Implementing Organizations:

Ingegneria Informatica S.P.A., Scuola Normale Superiore di Pisa, Istituto Centrale per il Catalogo e la documentazione, Producteurs, Netimage, Fundació Catalana Per A La Recerca, Direcció General De Patrimoni Cultural-Generalitat De Catalunya, Eutelis Consult, Staatliche Museen Zu Berlin, Greek Museum of Cycladic Art, Atkosoft S.A.

Project Duration:

18 months

Time of Implementation:

2001-2002

Subject:

CHANCE (Cultural Heritage Access through Networked serviCes for Edutainment market) aims at validating a European-wide service for on-line access to cultural data repositories.

The proposed service intends to offer a uniform content base to multimedia applications and tools to be used primarily in the educational, edutainment, and tourist market segments, although all potential users of digital cultural contents, such as publishers and professionals, will benefit from the CHANCE service.

The service is intended to be offered by European Public Authorities, who are entrusted with the management of Cultural Heritage, and private institutions. CHANCE will identify, validate and propose an exploitation strategy based on a number of business models, which will take into consideration the legal requirements of different countries, and which will consider the co-operation between Public Authorities and private companies. This basic consideration motivates the mixed nature of the CHANCE consortium. As such, the results of CHANCE will provide the input for deployment across (at least) 5 Member States.

The proposed, innovative service provides the CHANCE primary target users (i.e. education, edutainment and tourism market segments), with special tools to customise the information.

As an example, a specific tool will permit teachers to find useful materials on-line and to organise them in a slide-like presentation for classroom preparation. The innovation relies also on the tools for dynamically establishing the consensus, among the network of cultural experts, on the content normalisation and validation rules (Cataloguing Directive Management).

To this purpose, CHANCE will focus on building a service based on: (a) a uniform data structure and (b) the highest level of normalisation of the information. These two assumptions are of paramount importance for the development of vertical applications, such as user tools for customising the retrieved information, on top of the cultural repositories. IPR management will be also considered. CHANCE will strive to establish a strong European leadership in a strategic sector. The European cultural heritage has the potentiality to feed a horizontal market, with leveraging effects on vertical sectors, such as tourism, multimedia publishing, education and entertainment.

Know-how to be gained: Multimedia tools, Standardization, XML, TCP/IP, HTML, JAVA, C++, JPEG, Relational technologies, Standard GIS data management, Content normalization (Cataloguing Directive Management) and validation, Customization (data dictionaries, information feeding, localization of service functions), Query-style & hyperlink-style databases, Client-server architectures, etc.