









The project is co-funded by the European Union through Creative Europe -Culture Program.

In 2018, only 17 were selected for funding.

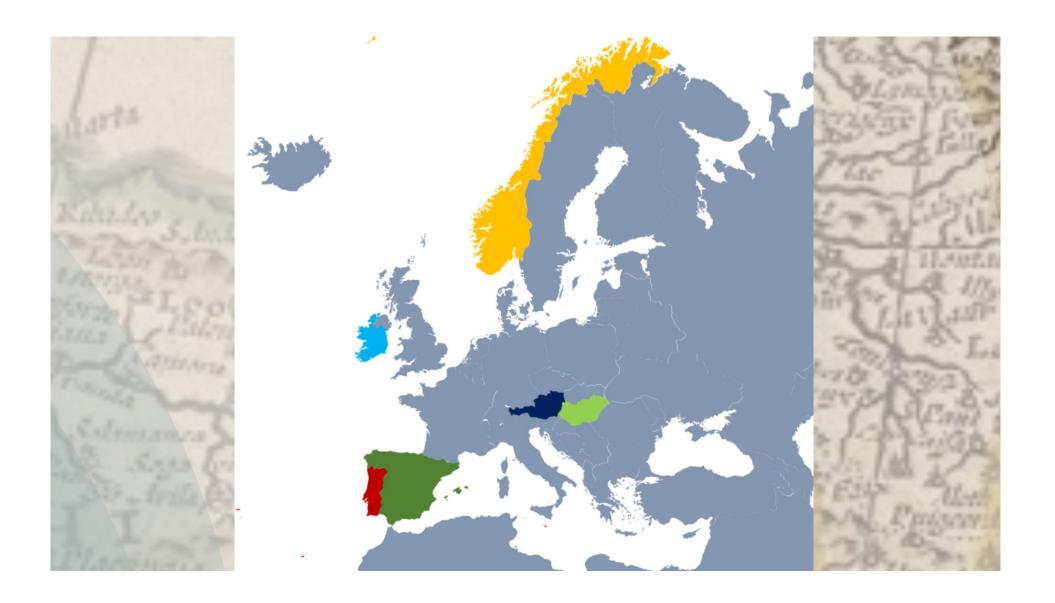
N°	Project Number	Country	Organisation name	Application Title	Maximum Grant Awarded
1	597259	IT	LA BARACCA SOCIETA COOPERATIVA SOCIALE ONLUS	MAPPING - A Map on the aesthetics of performing arts for early years	1.998.000,00 €
2	597291	UK	THE BRITISH COUNCIL	Europe Beyon Access	1.998.192,00 €
3	597298	CZ	INSTITUT UMENI - DIVADELNI USTAV	EMERGENCE From shared experience to new creativity: Living Heritage/Reframing Memory	712.264,45 €
4	597344	FR	LA BRIQUETERIE CENTRE DE DEVELOPPEMENT CHOREGRAPHIQUE DU VAL DE MARNE ASSOCIATION	Dancing Museums - The democracy of beings	561.246,00 €
5	597374	АТ	DANCEWEB - VEREIN ZUR FÖRDERUNG DES INTERNATIONALEN KULTURAUSTAUSCHES IM BEREICH DER DARSTELLENDEN KÜNSTE	Life Long Burning – Towards a sustainable Eco-System for Contemporary Dance in Europe	2.000.000,00 €
6	597380	ES	MINISTERIO DE EDUCACION, CULTURA Y DEPORTE	European Digital Treasures: Management of centennial archives in the 21st century	1.535.401,37 €

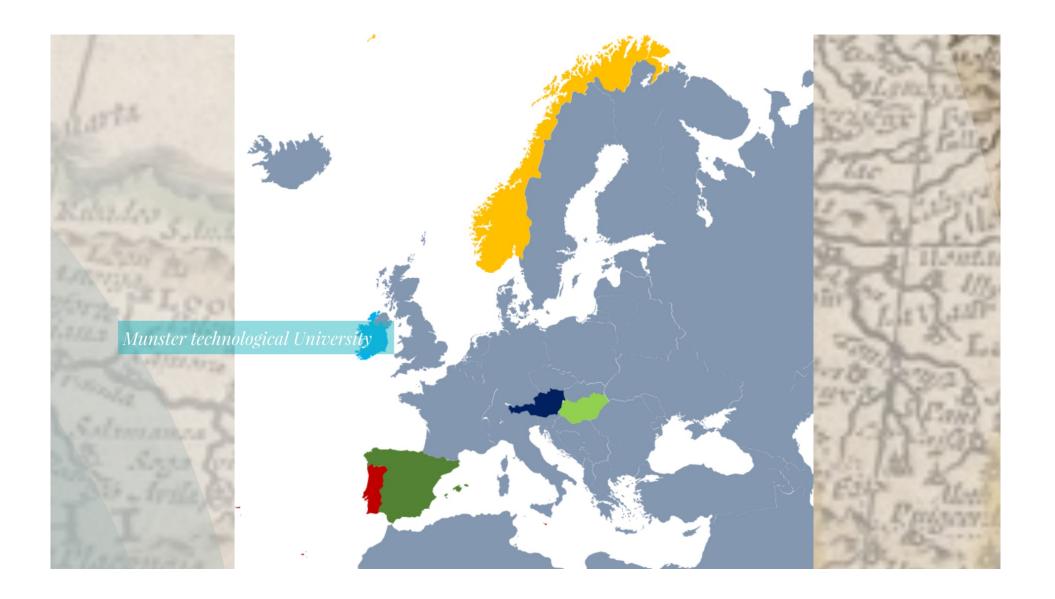


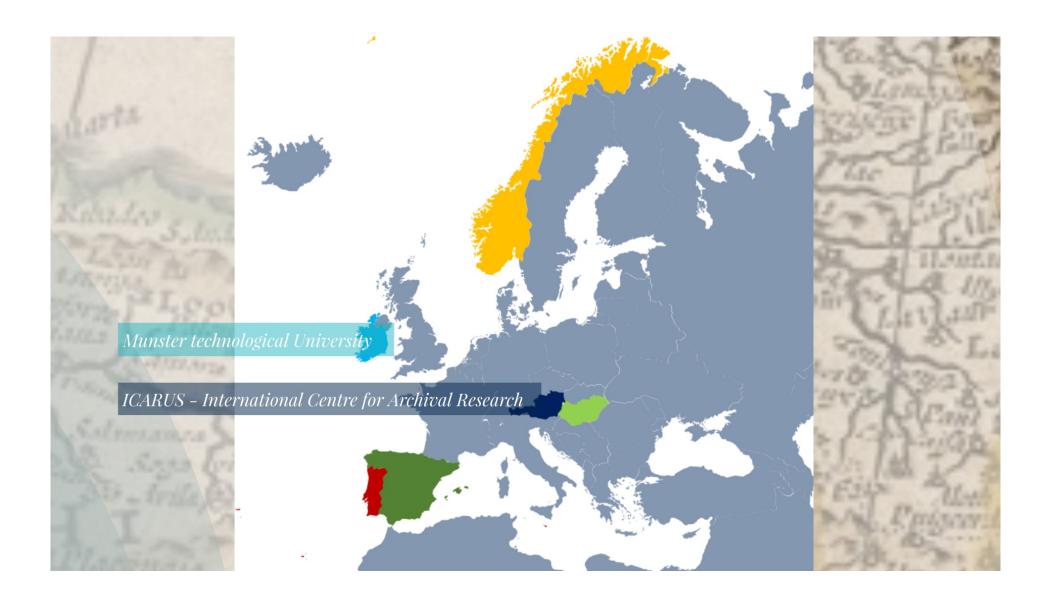


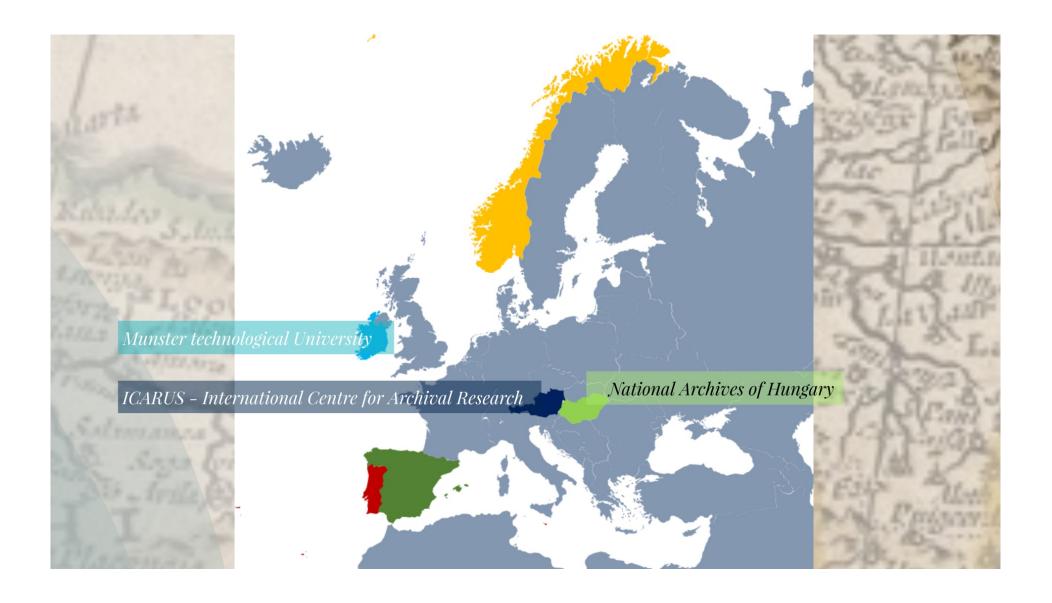


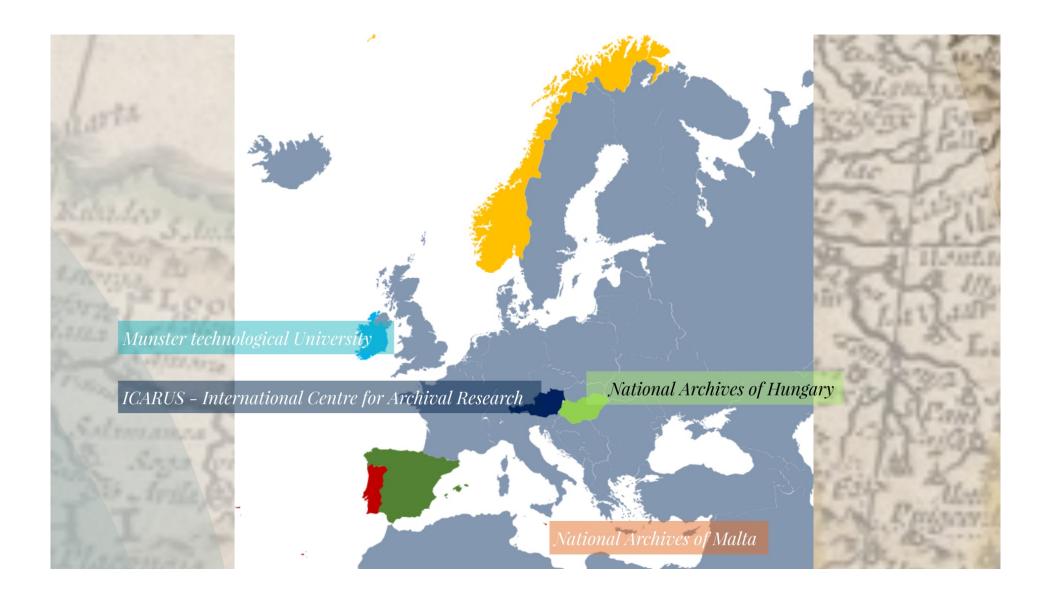


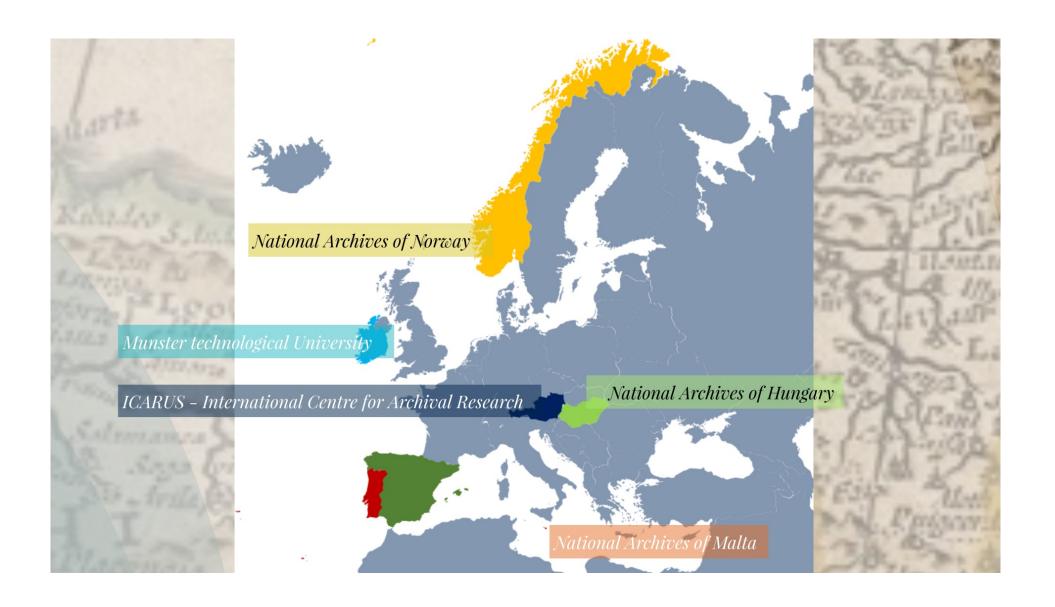


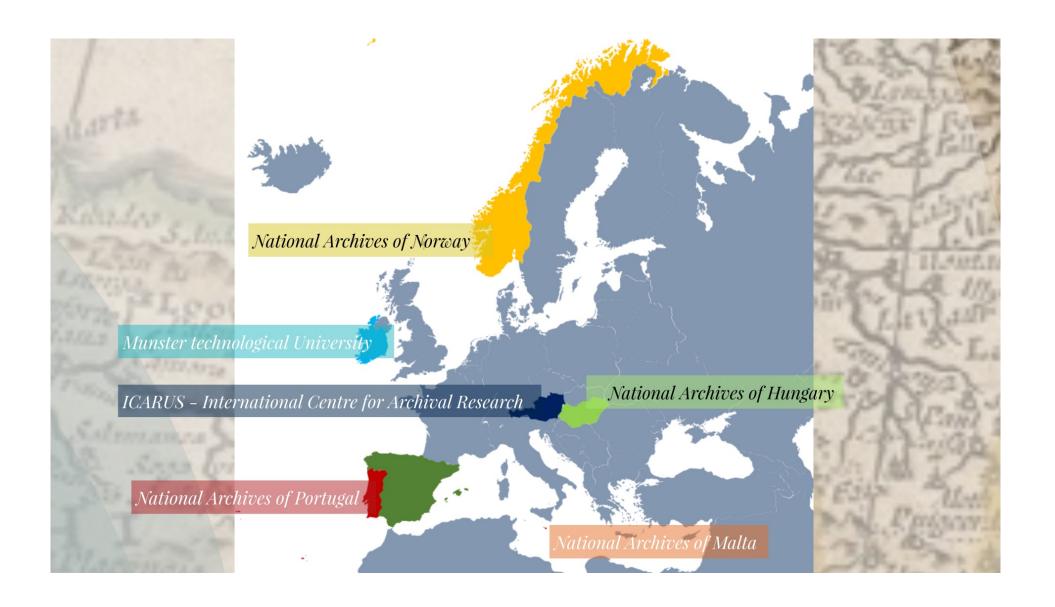


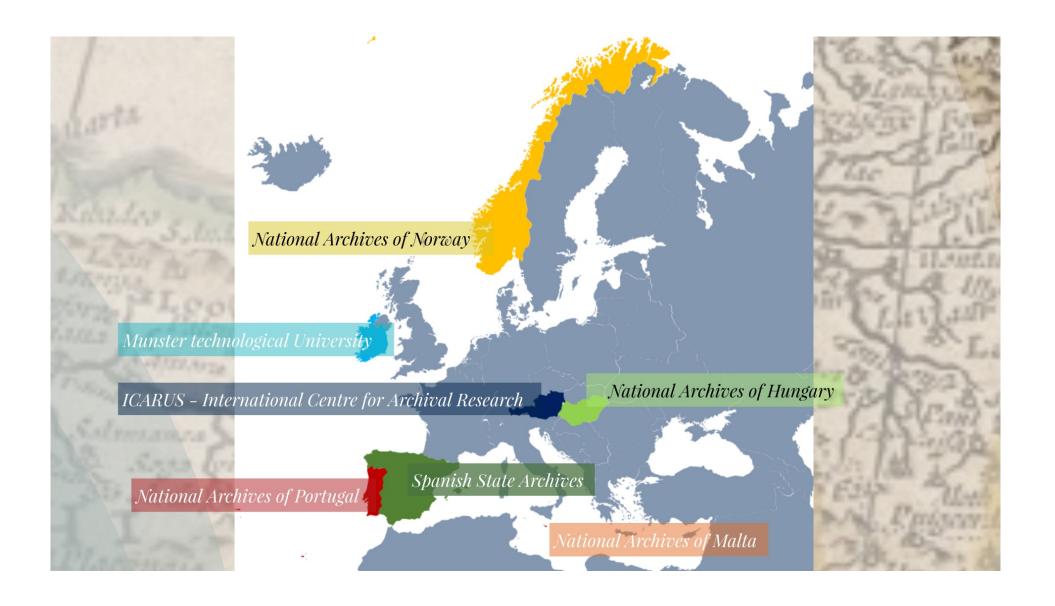


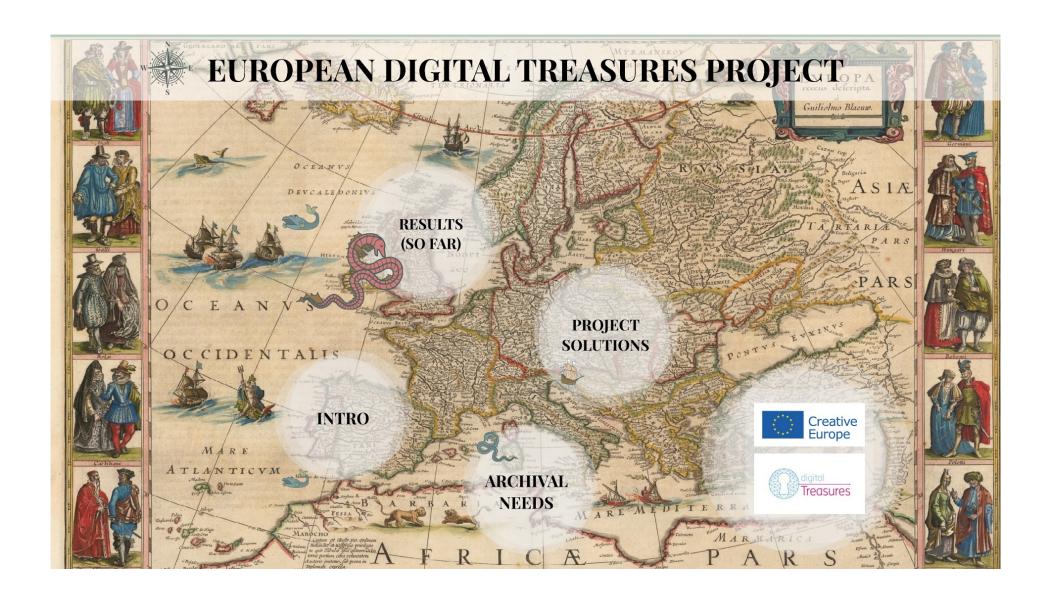






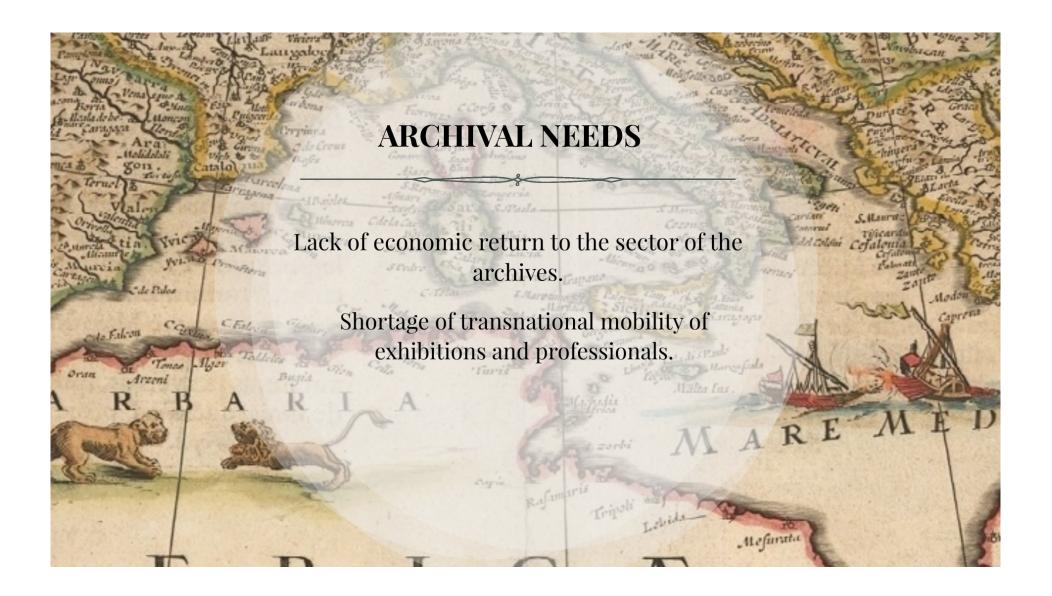


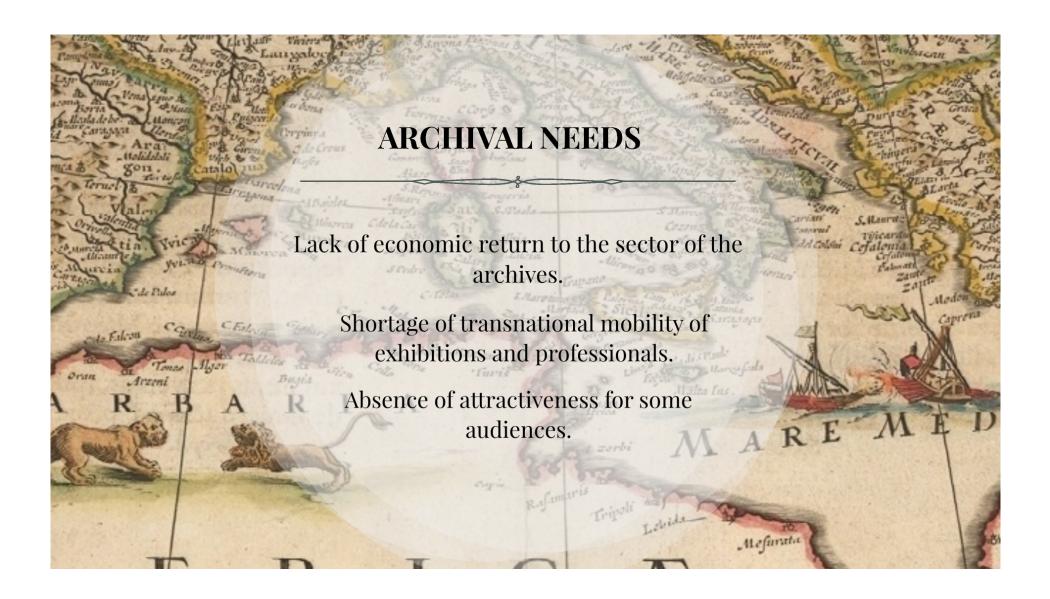


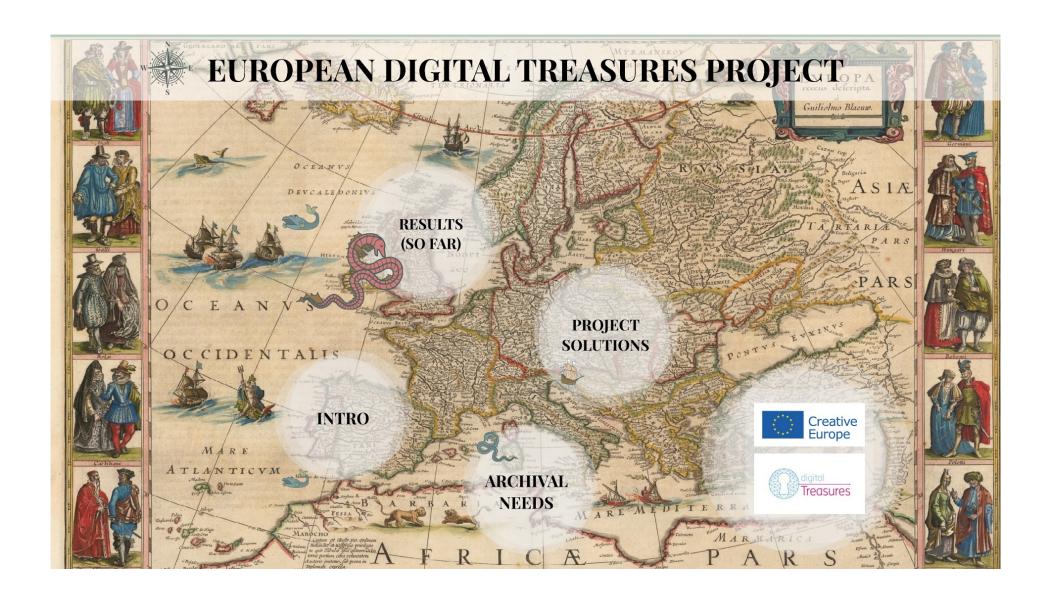










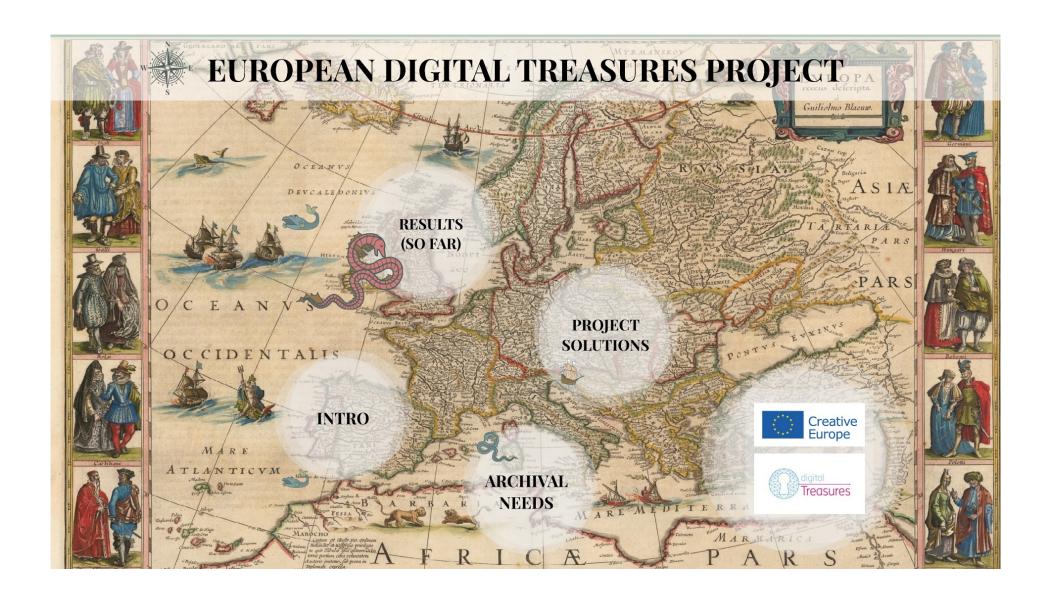


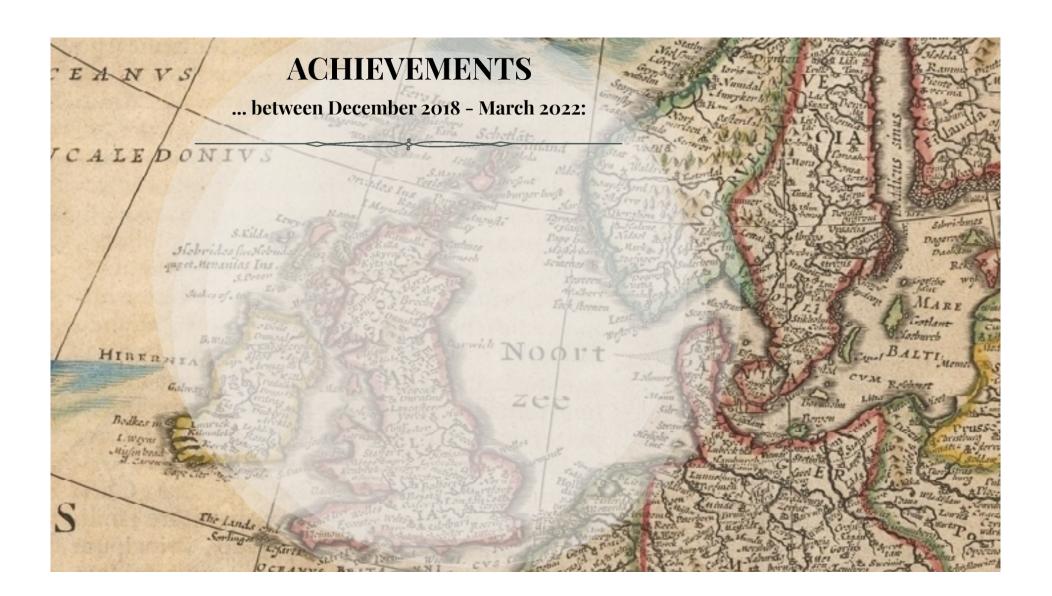


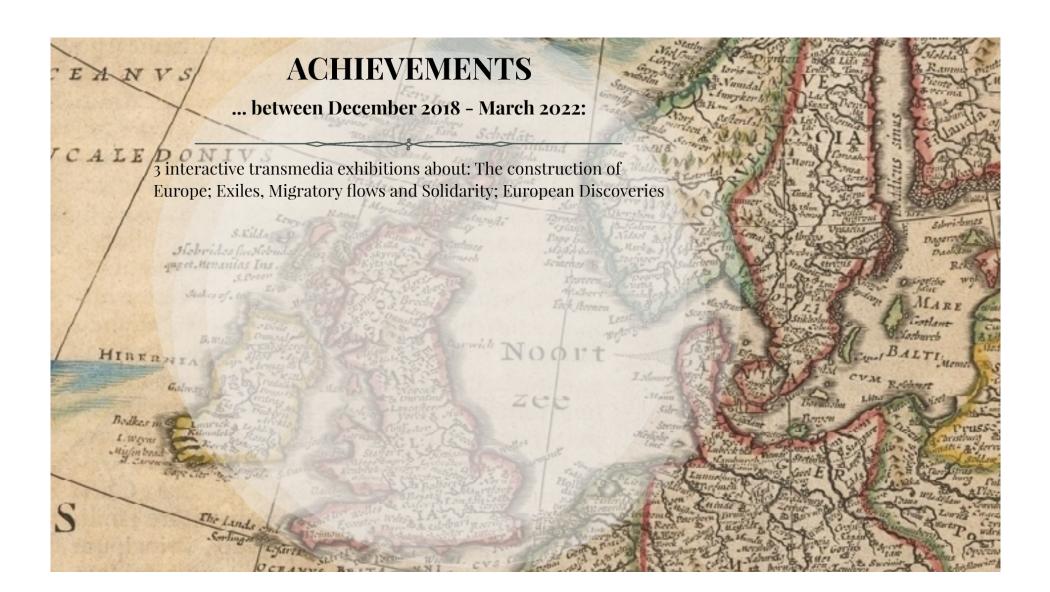




































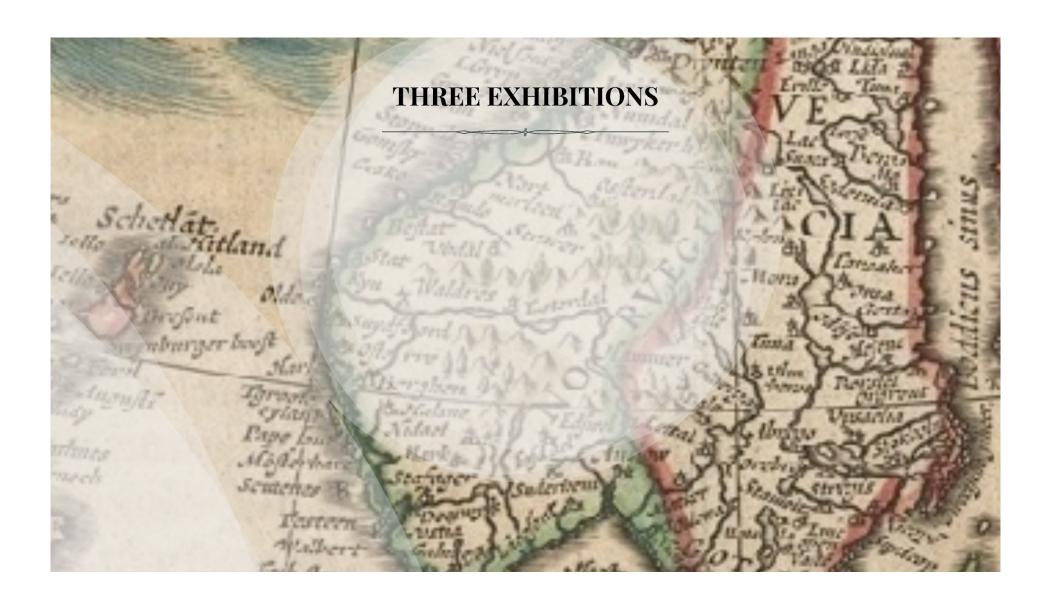


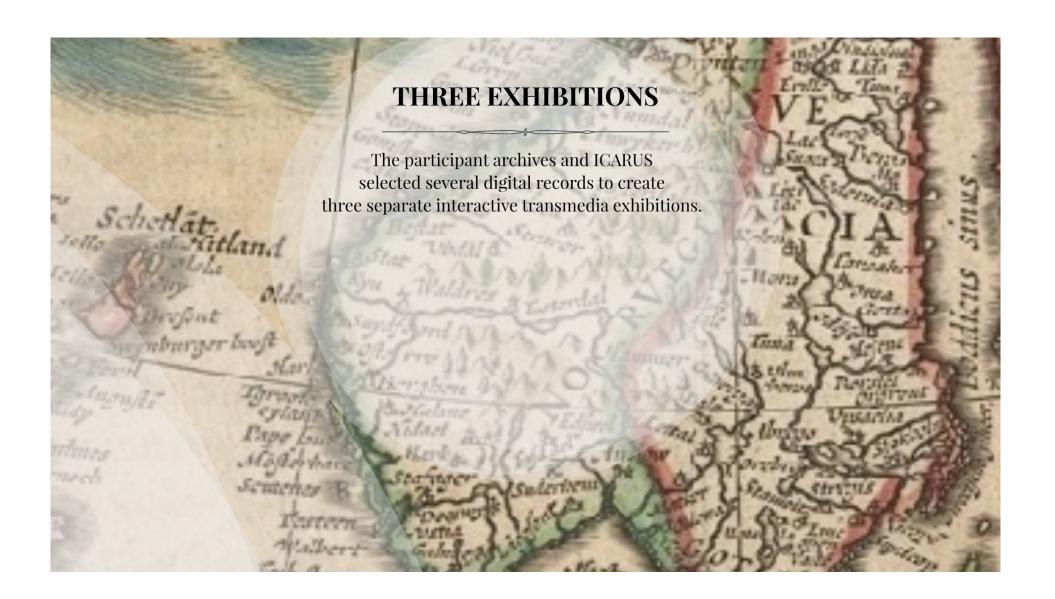


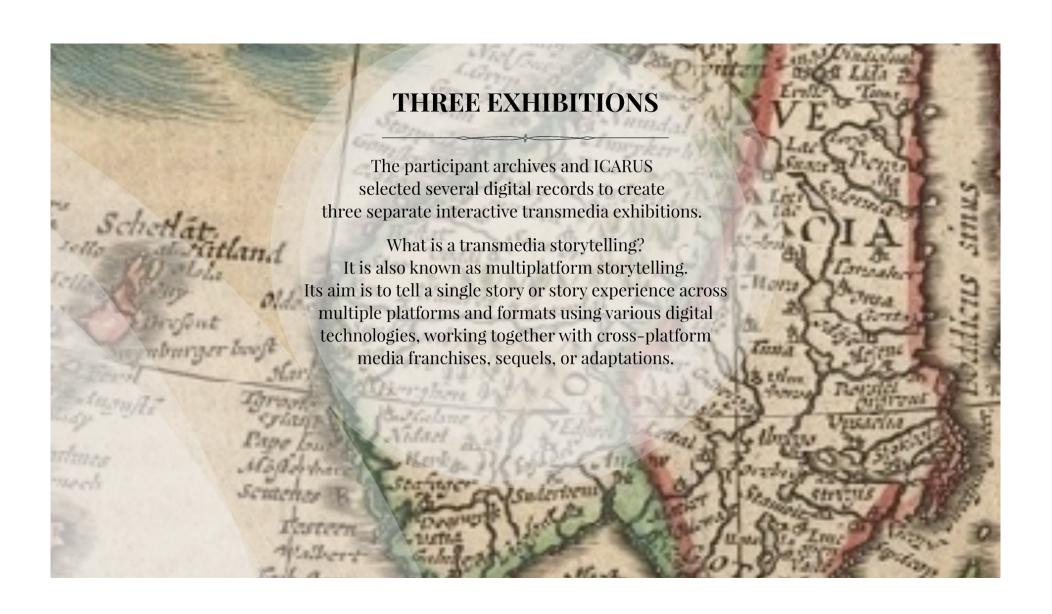


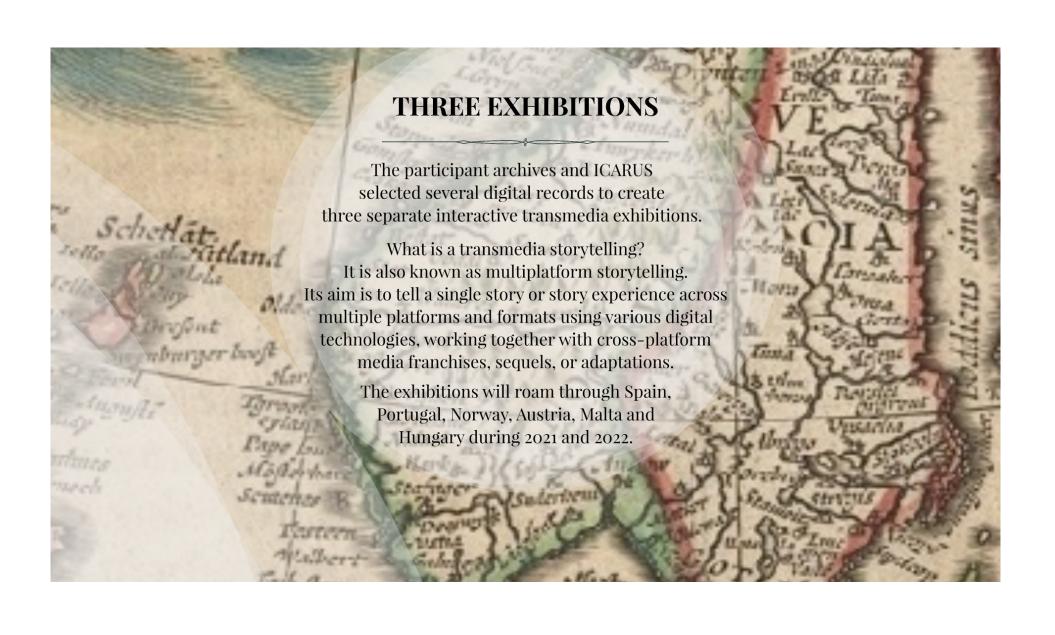
ACHIEVEMENTS ONLINE TRANSMEDIA ... between December 2018 - March 2022: COURSE **EXHIBITIONS** WP₃ WP₂ 3 interactive transmedia exhibitions about: The construction of Europe; Exiles, Migratory flows and Solidarity; European Discoveries ARTISTIC Young Digital Treasures, contest and Summer Camp RESIDENCES Crowdsourcing WP1 Treasures in Archives, short films based on archival documents WP₃ Archives and videogames virtual encounter **Archives** and Artistic Residence & exchanges for graphic and industrial designers **Videogames** HIBERR Treasures in WP1 Archival literacy online course archives WP4 Crowdsourcing activity (Silver generation) Pan-European Diagnosis and International Benchmark of Good Practices on new Business Models Diagnosis & Young Digital Benchmark **Treasures** Workshop: Innovation on new digital exponential technologies WP₁ WP3

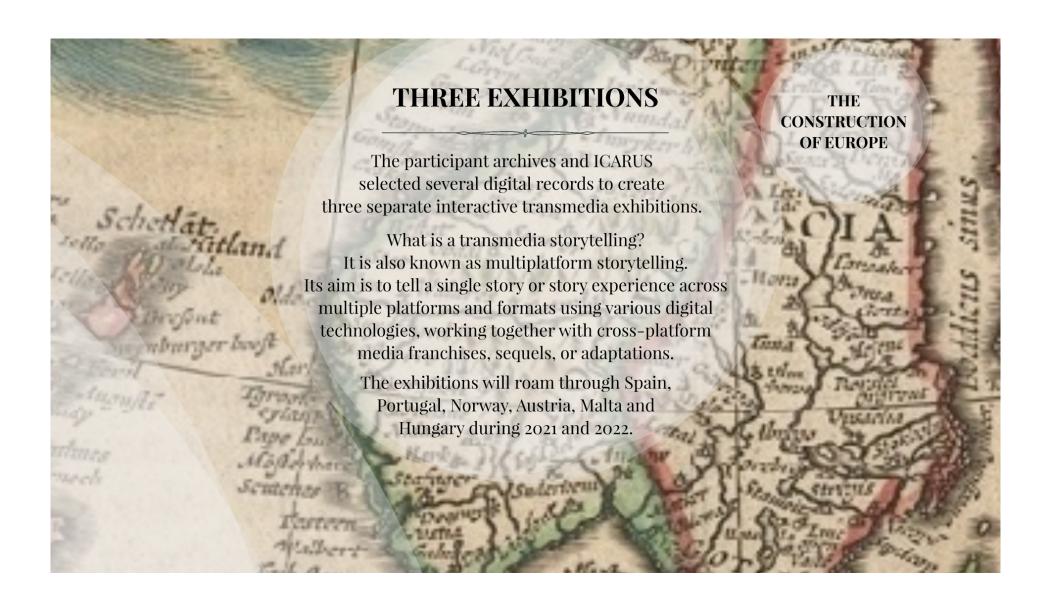
ACHIEVEMENTS Workshop: ONLINE TRANSMEDIA ... between December 2018 - March 2022: Innovation on new COURSE **EXHIBITIONS** digital exponential WP₃ WP₂ technologies 3 interactive transmedia exhibitions about: The construction of Europe; Exiles, Migratory flows and Solidarity; European Discoveries ARTISTIC Young Digital Treasures, contest and Summer Camp RESIDENCES Crowdsourcing WP1 Treasures in Archives, short films based on archival documents WP₃ Archives and videogames virtual encounter **Archives** and Artistic Residence & exchanges for graphic and industrial designers **Videogames** HIRERA Treasures in WP1 Archival literacy online course archives WP4 Crowdsourcing activity (Silver generation) Pan-European Diagnosis and International Benchmark of Good Practices on new Business Models Diagnosis & Young Digita Benchmark **Treasures** Workshop: Innovation on new digital exponential technologies WP₁ WP3

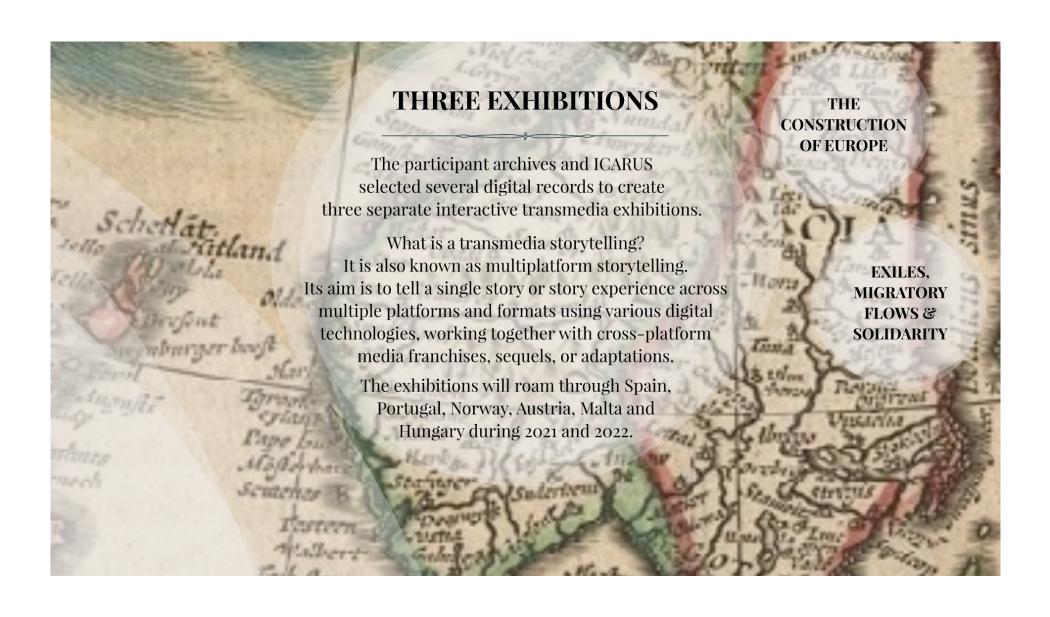


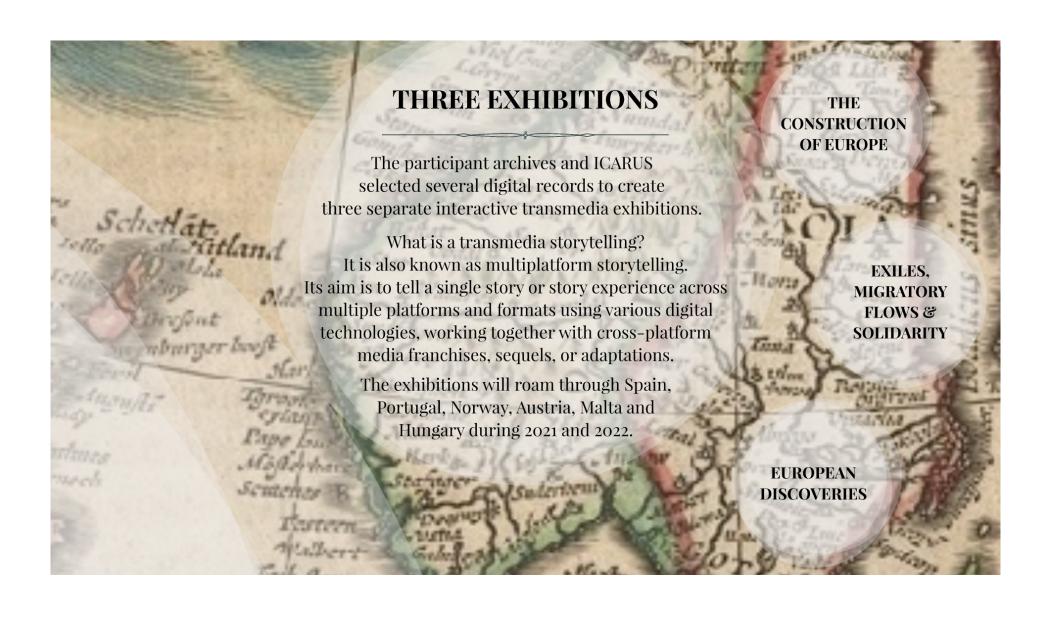


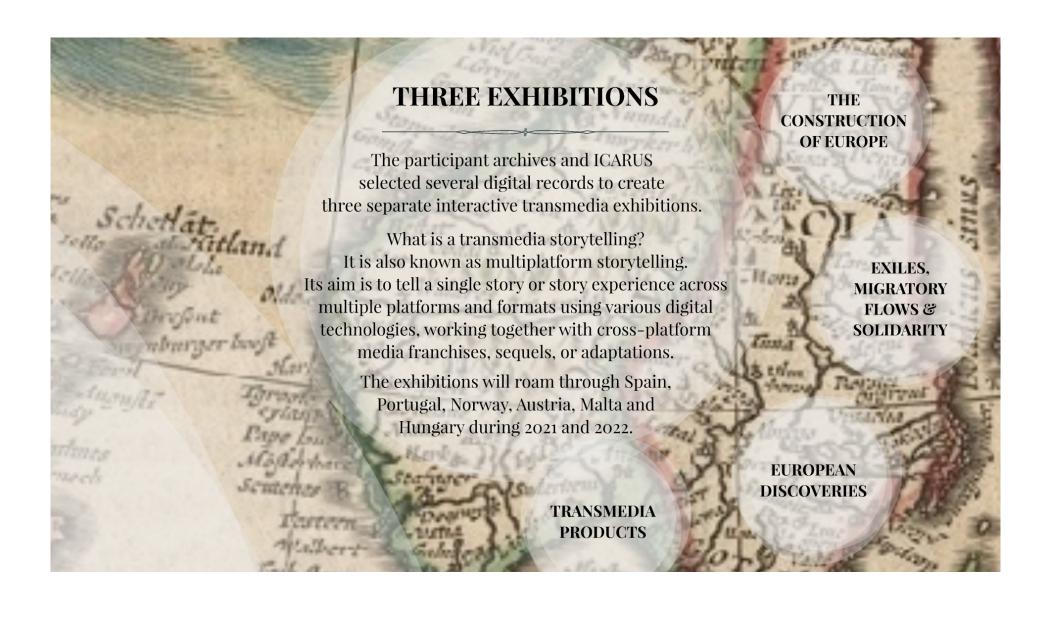














STORIES OF THE HISTORY

3 interactive transmedia exhibitions will be displayed from 2021 to 2022 in the framework of the project "European Digital Treasures: Management of







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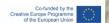
140 documents has been selected from 46 archival organizations from 12 countries

	organizations	nr. documents
HUNGARY	13	33
SPAIN	9	29
NORWAY	9	25
PORTUGAL	1	23
MALTA	6	18
CZECH REPUBLIC	1	5
AUSTRIA	1	1
ESTONIA	1	1
FINLAND	1	1
MONTENEGRO	1	1
ROMANIA	1	1
SERBIA	2	2
12 countries	46 archives	140 documents









THREE EXHIBITIONS

The participant archives and ICARUS selected several digital records to create three separate interactive transmedia exhibitions.

What is a transmedia storytelling? It is also known as multiplatform storytelling. Its aim is to tell a single story or story experience across multiple platforms and formats using various digital technologies, working together with cross-platform media franchises, sequels, or adaptations.

> The exhibitions will roam through Spain, Portugal, Norway, Austria, Malta and Hungary during 2021 and 2022.

> > **TRANSMEDIA PRODUCTS**

THE CONSTRUCTION **OF EUROPE**

> EXILES. **MIGRATORY** FLOWS & SOLIDARITY

EUROPEAN **DISCOVERIES**





STORIES OF THE HISTORY

3 interactive transmedia exhibitions will be displayed from 2021 to 2022 in the framework of the project "European Digital Treasures: Management o







, Exiles, Migratory flows U and Solidarity of 47 selected documents

47 selected documents
48 selected documents
49 selected documents
40 documents has been selected from 46
archival organizations from 12 countries

	organizations	nr. documents	
HUNGARY	13	33	1 1
SPAIN	9	29	
NORWAY	9	25	
PORTUGAL	1	23	1
MALTA	6	18	
CZECH REPUBLIC	1	5	
AUSTRIA	1	1	
ESTONIA	1	1	
FINLAND	1	1	
MONTENEGRO	1	1	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
ROMANIA	1	1	
SERBIA	2	2	
12 countries	46 archives	140 documents	
	- 10		





PIKTOCHART

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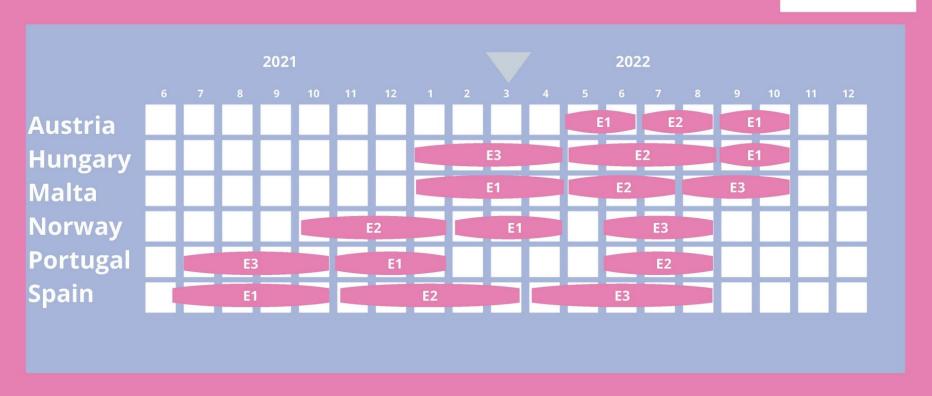


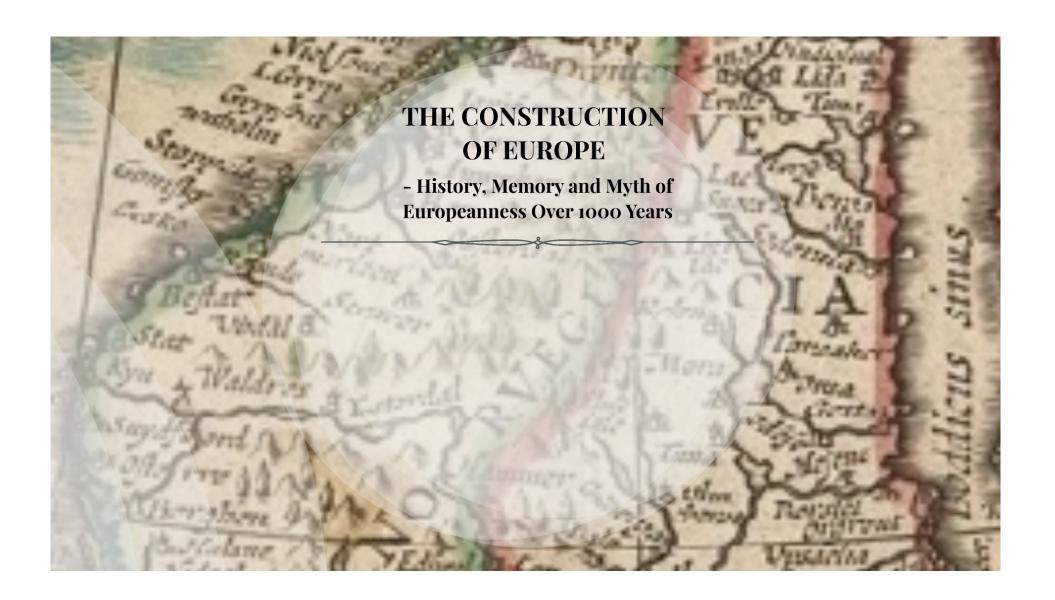


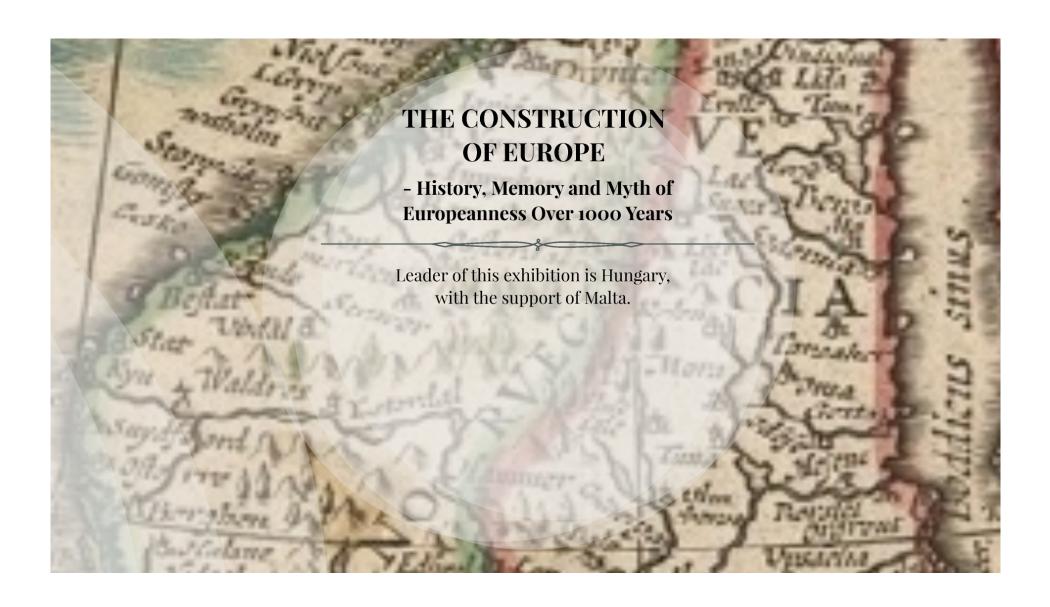


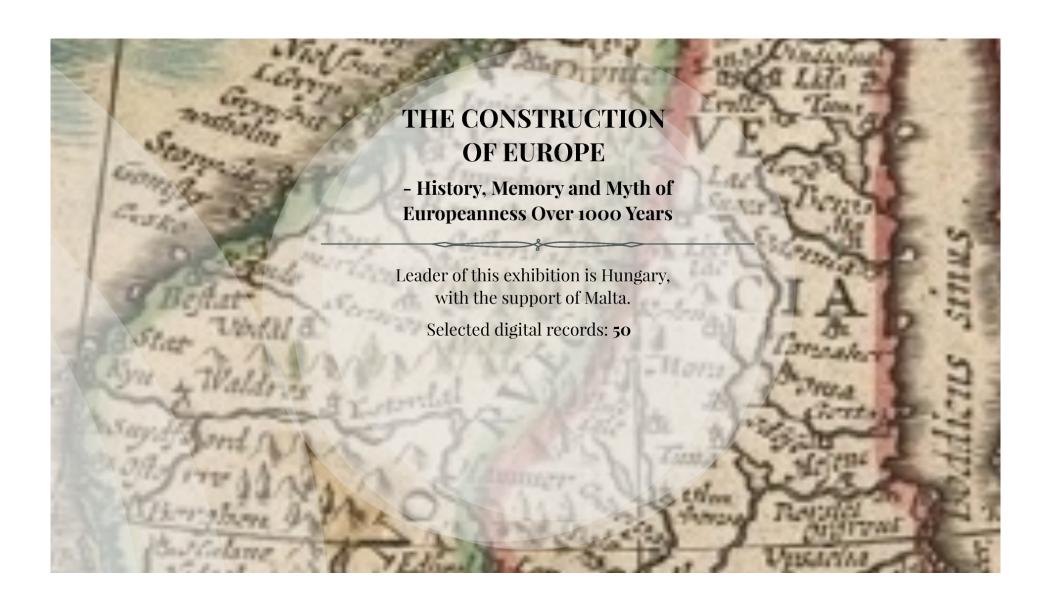
OPENING OF THE EXHIBITIONS

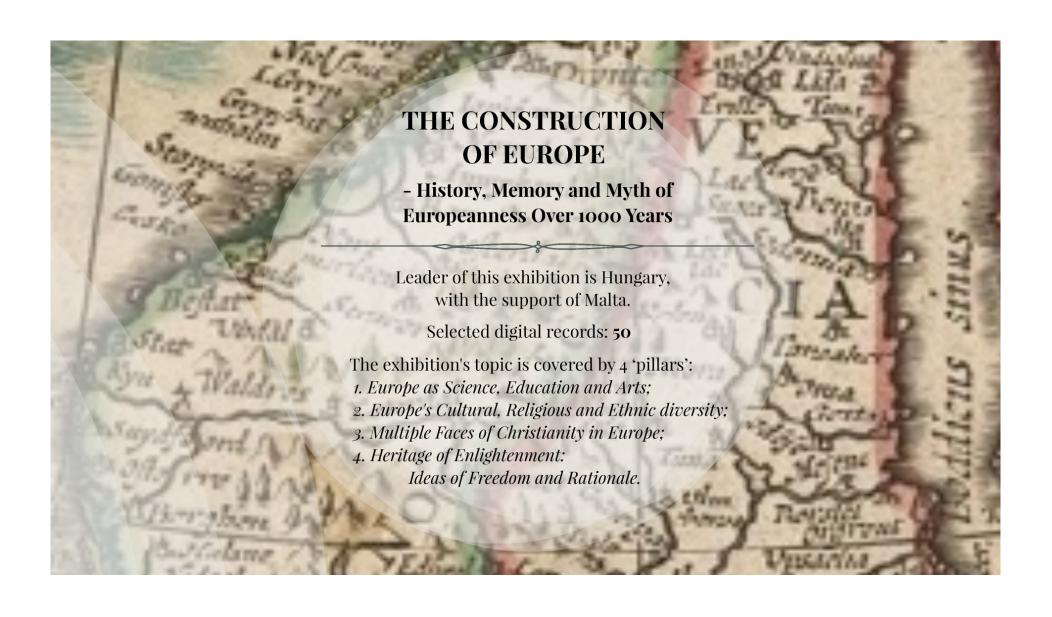
















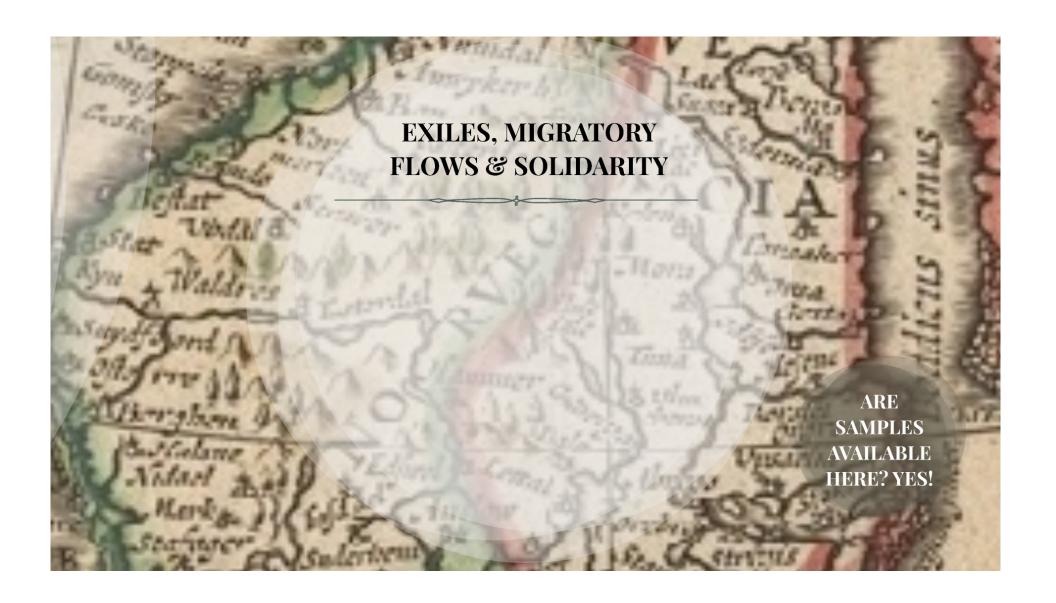


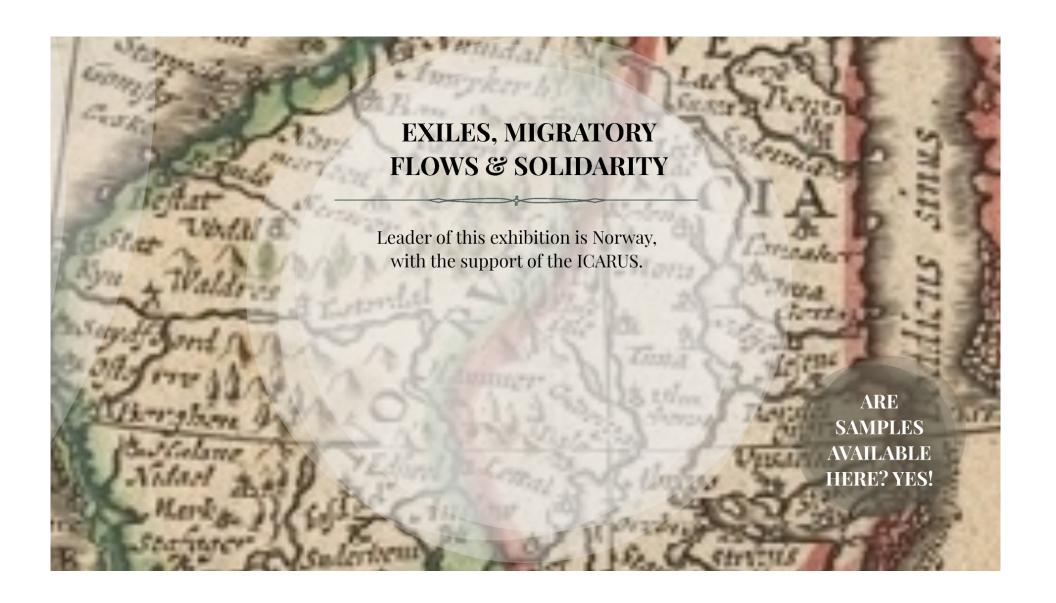


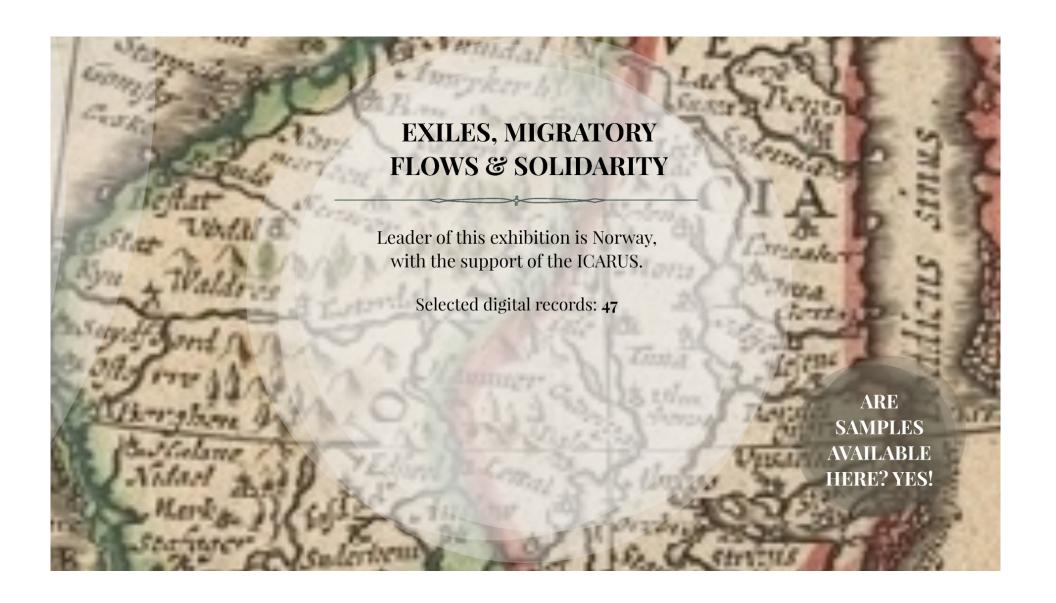


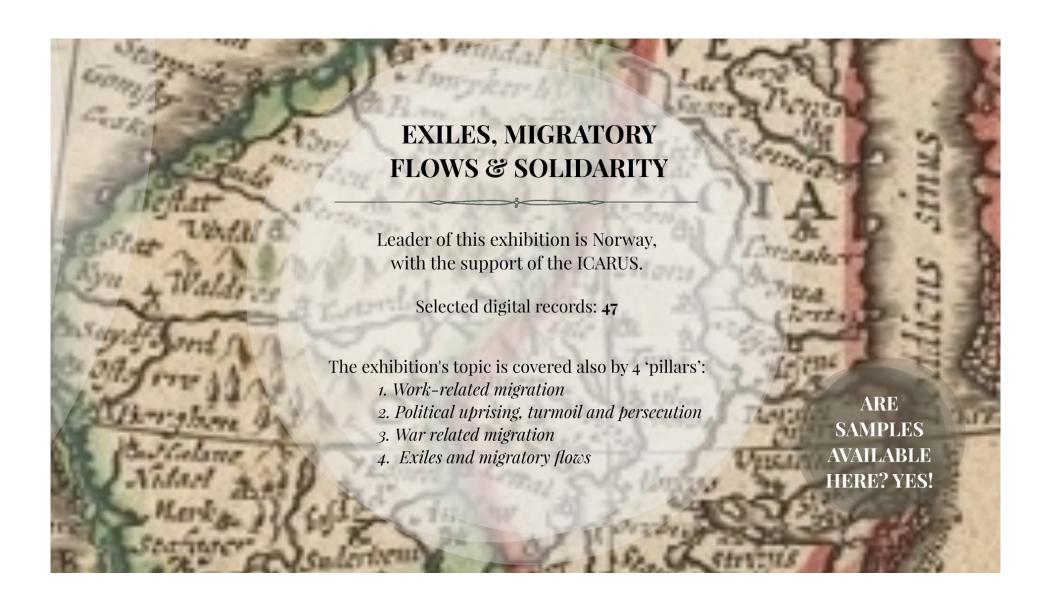




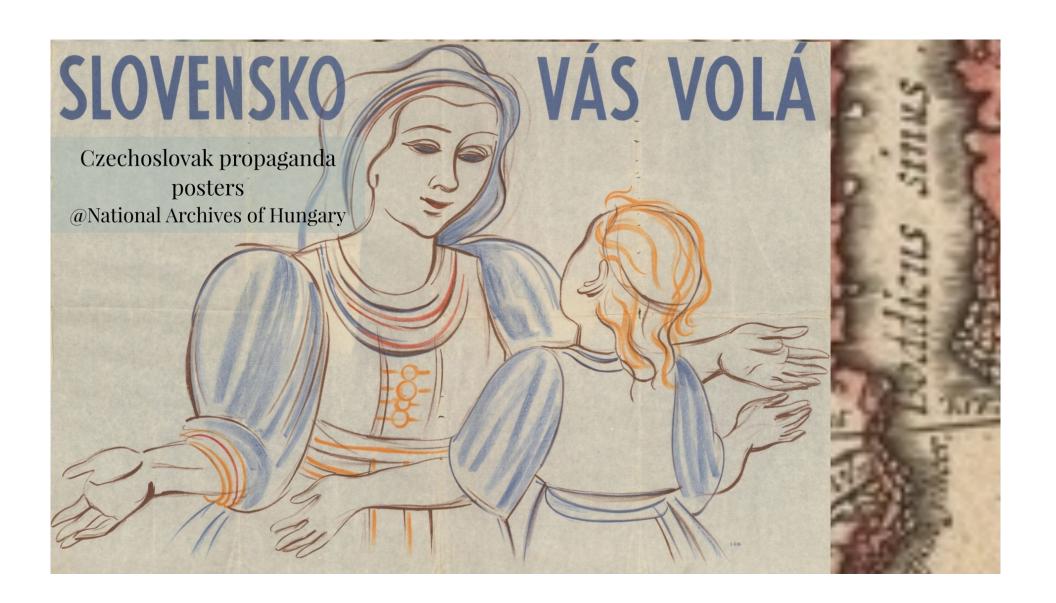












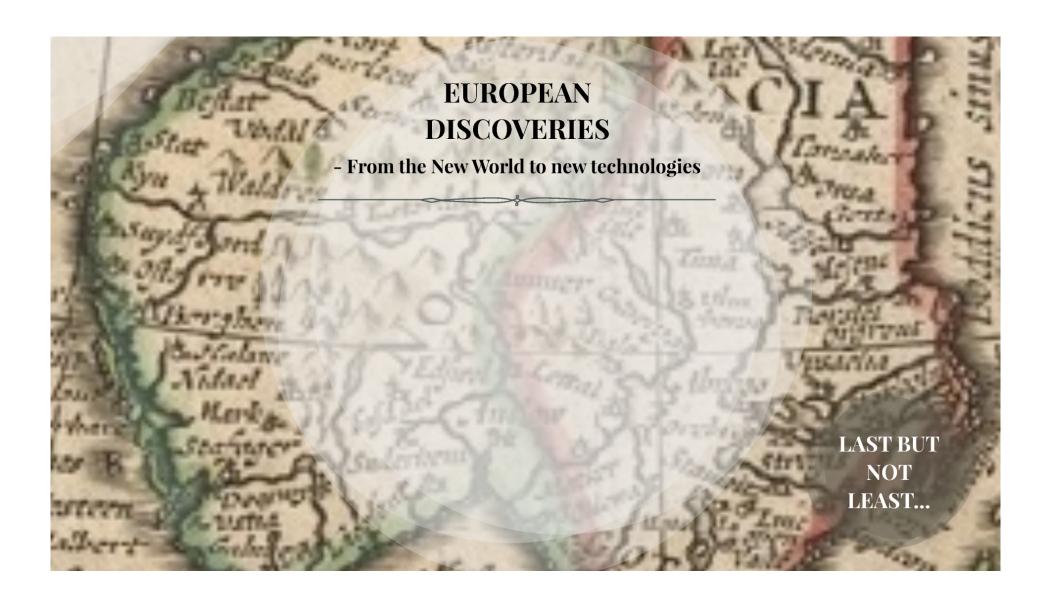


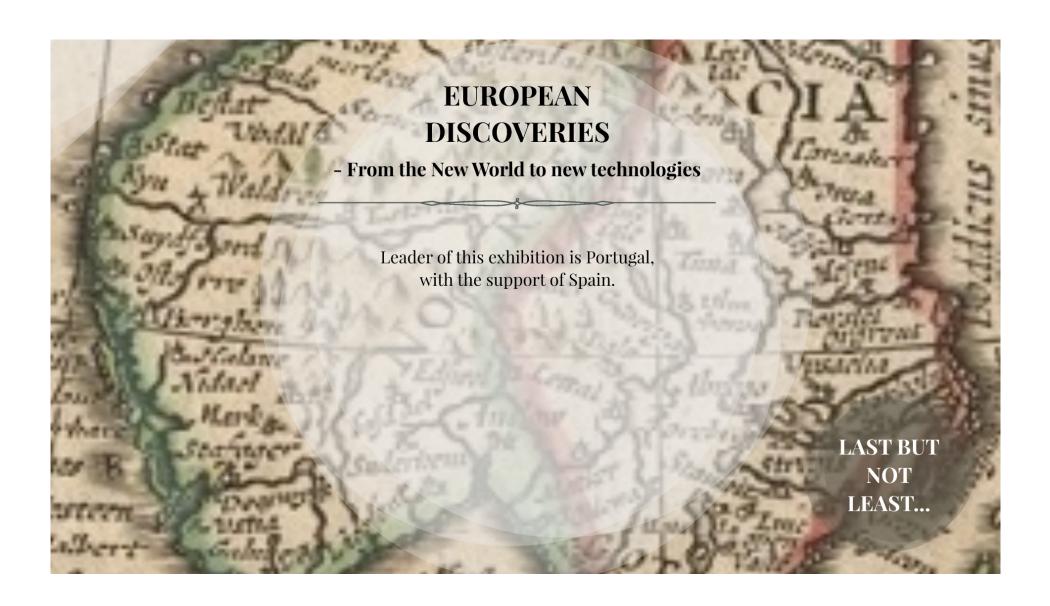


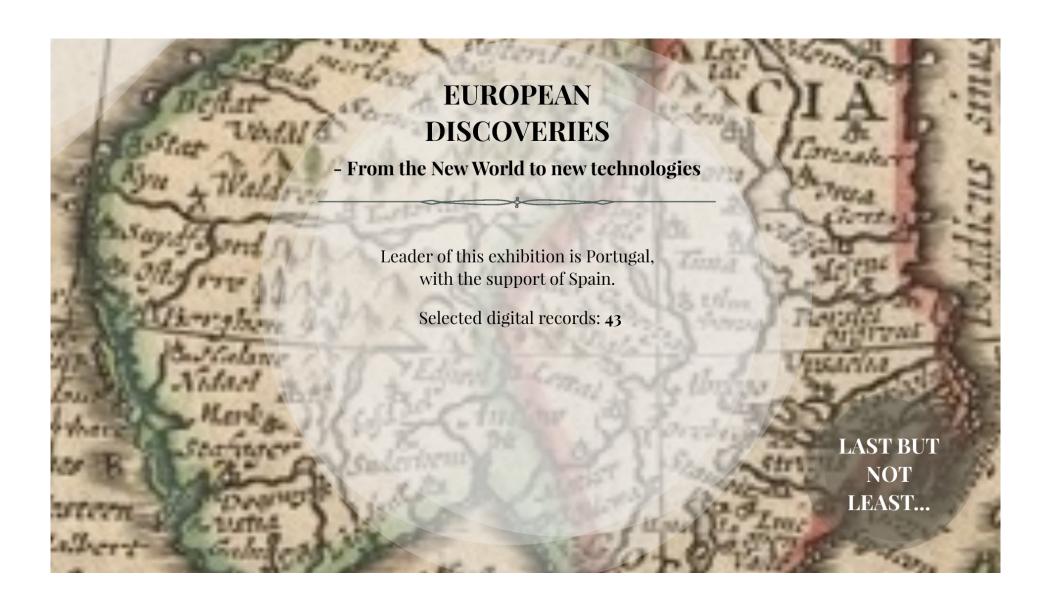


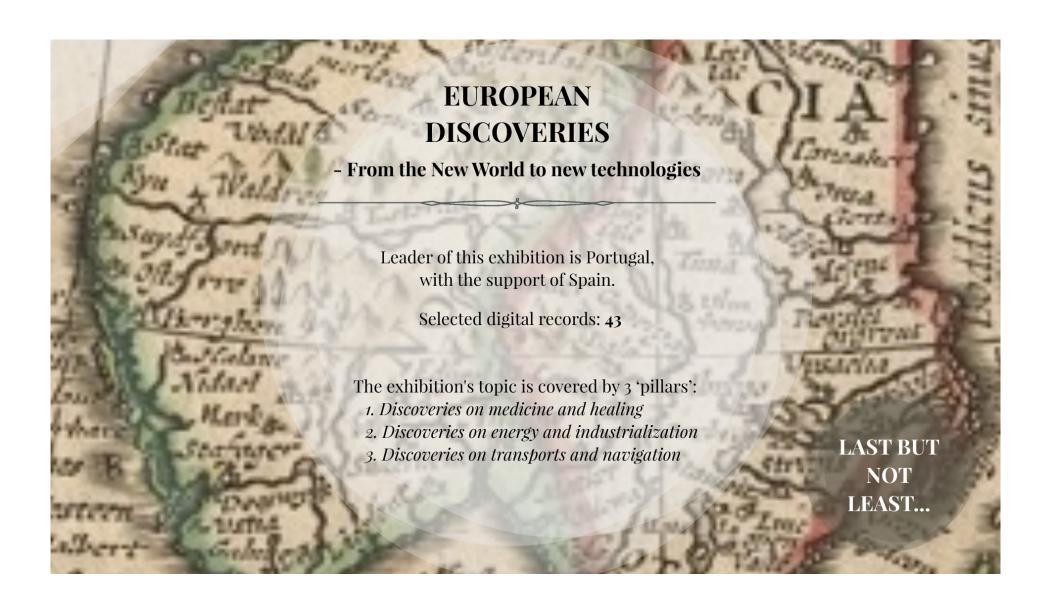












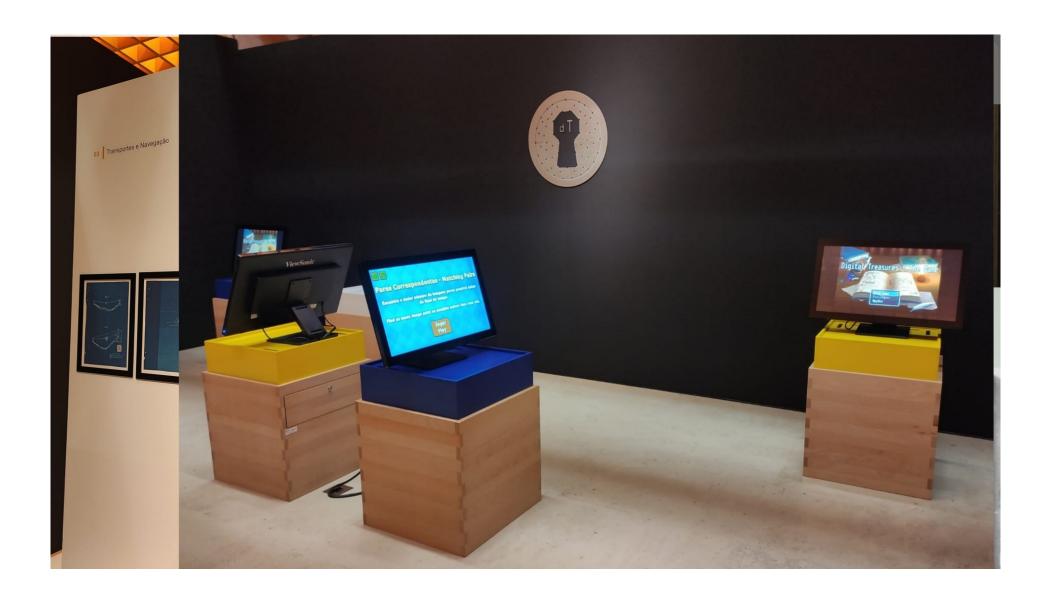




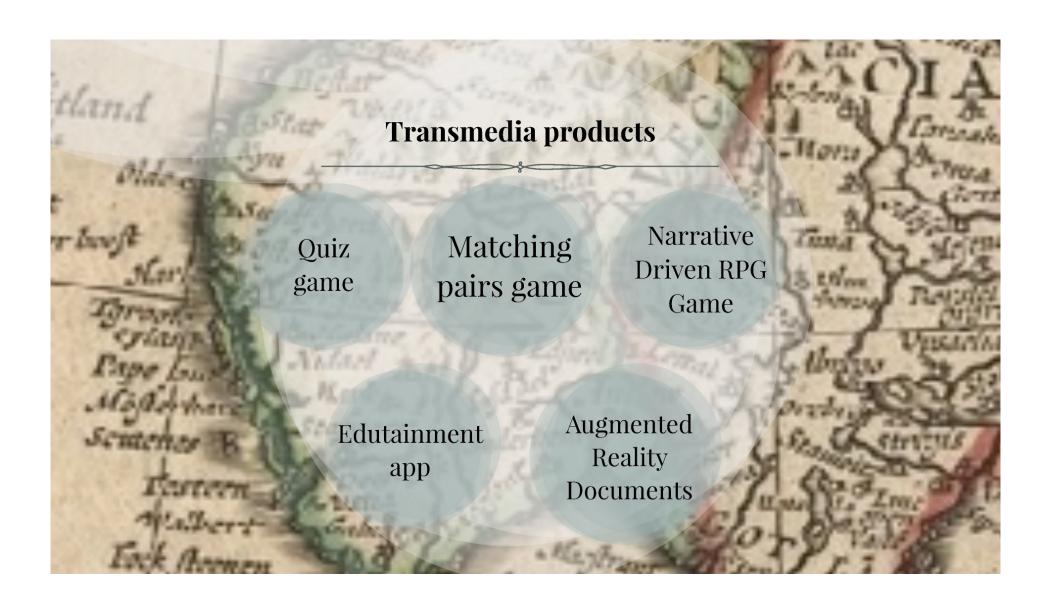


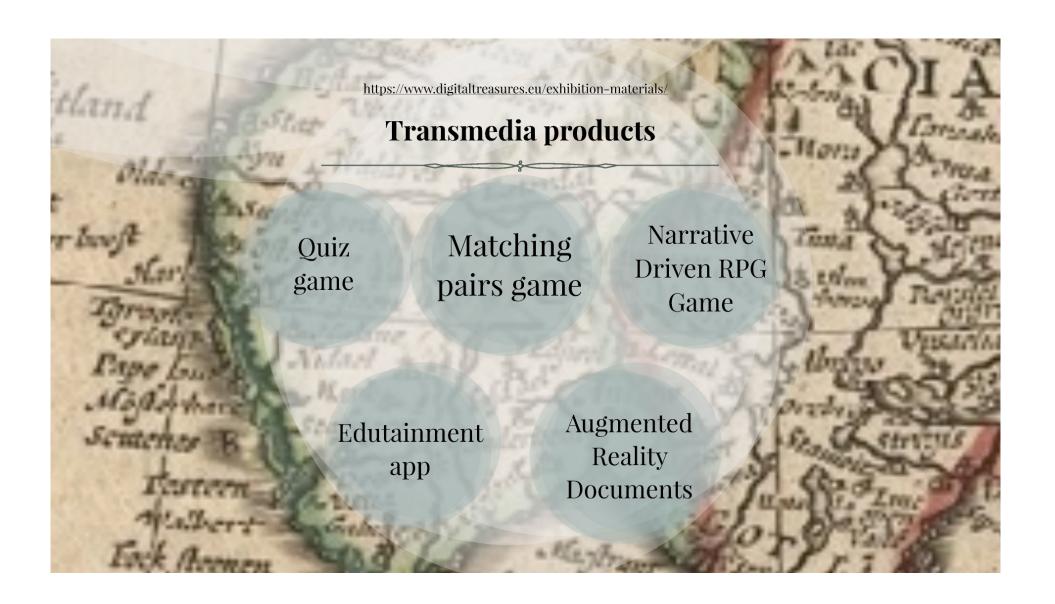




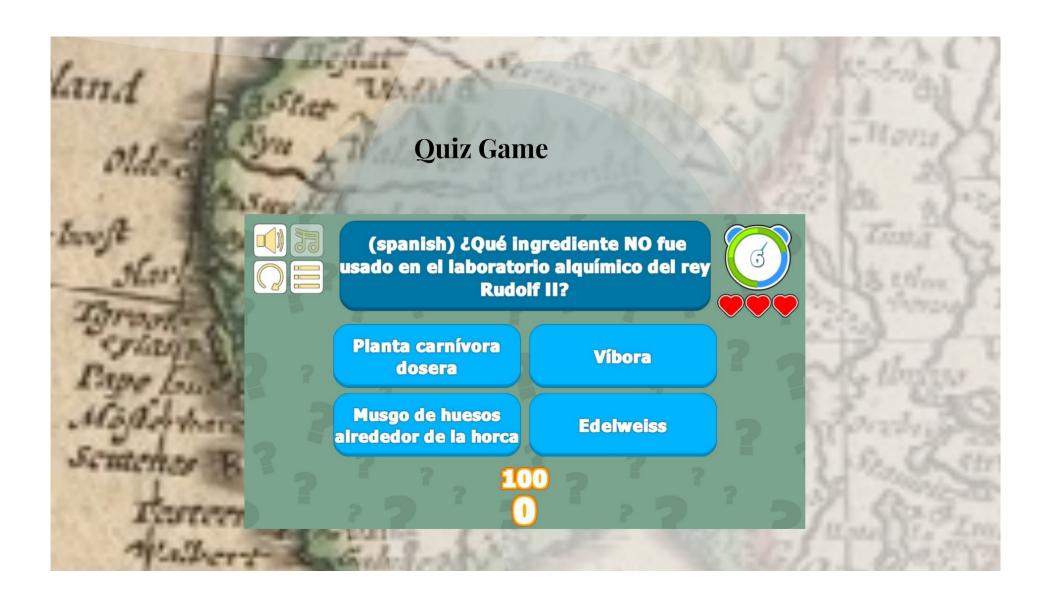


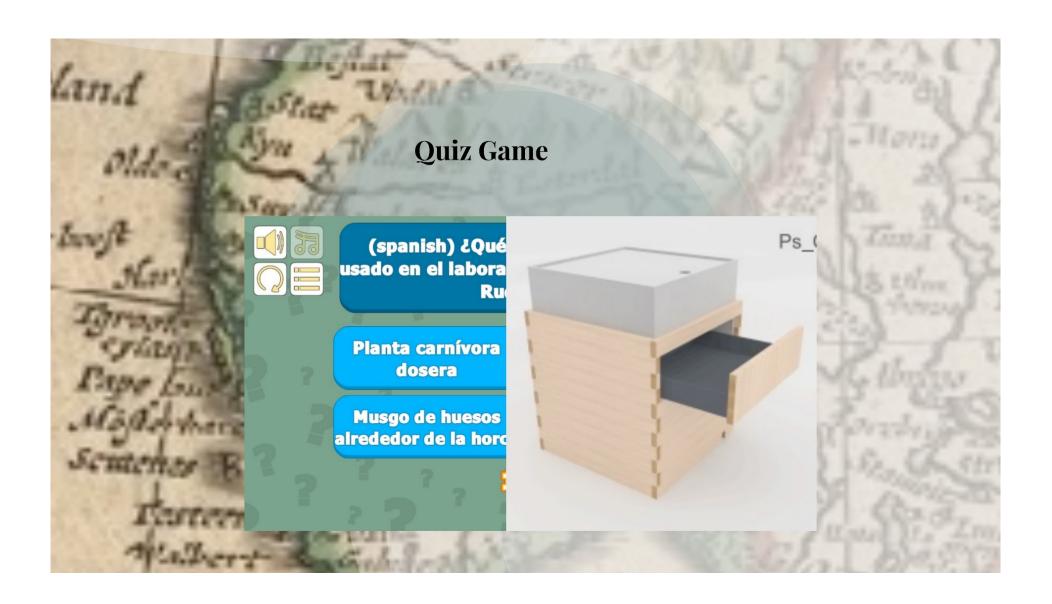


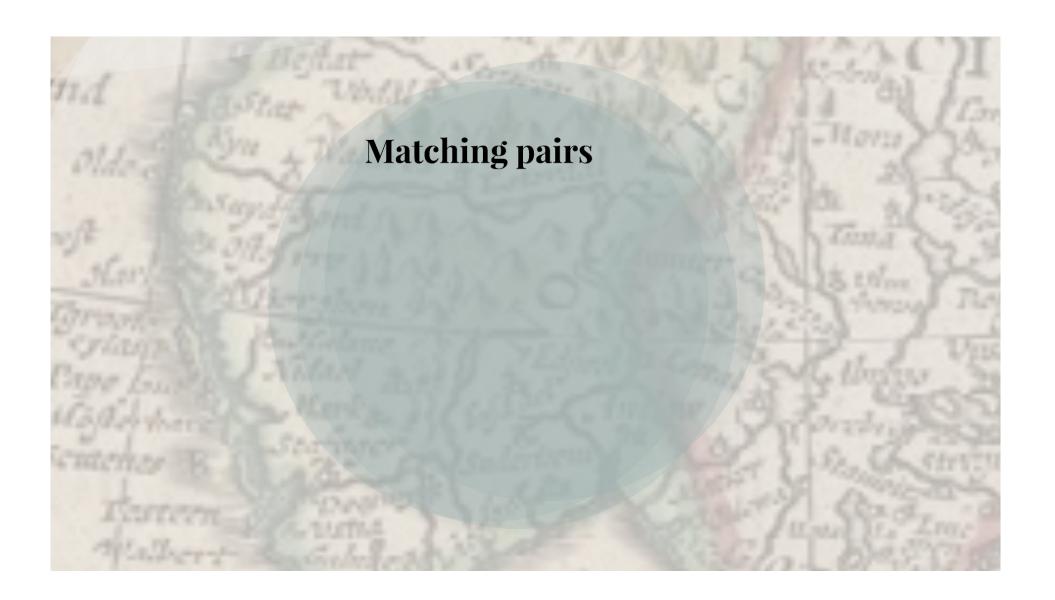






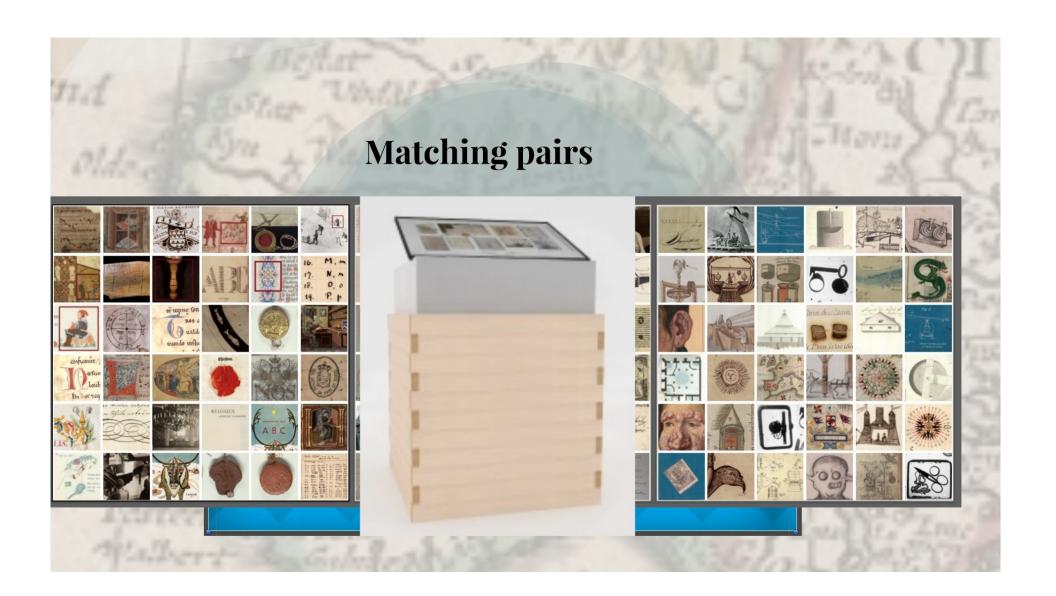








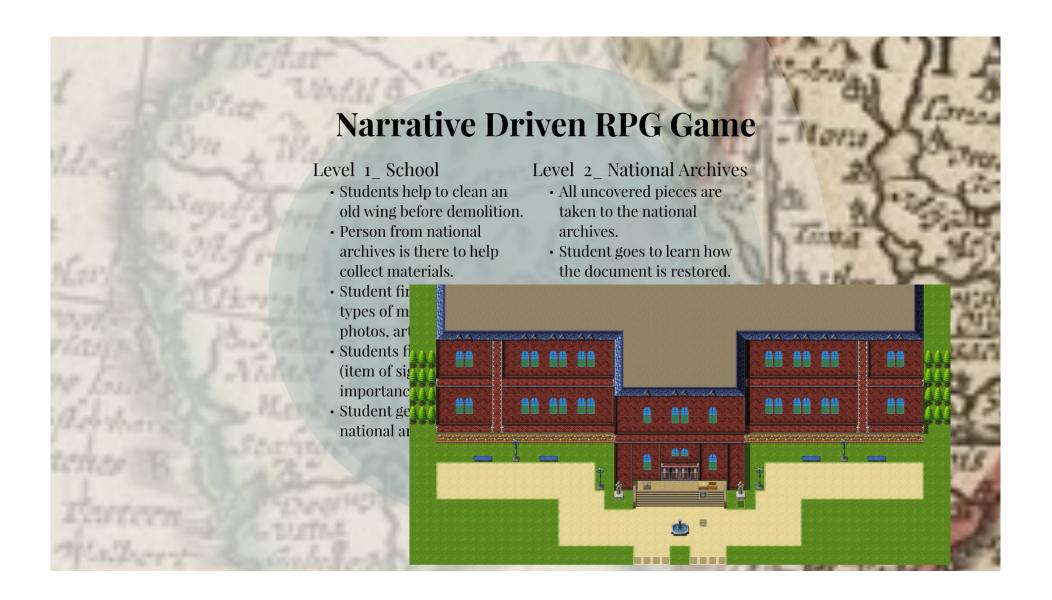


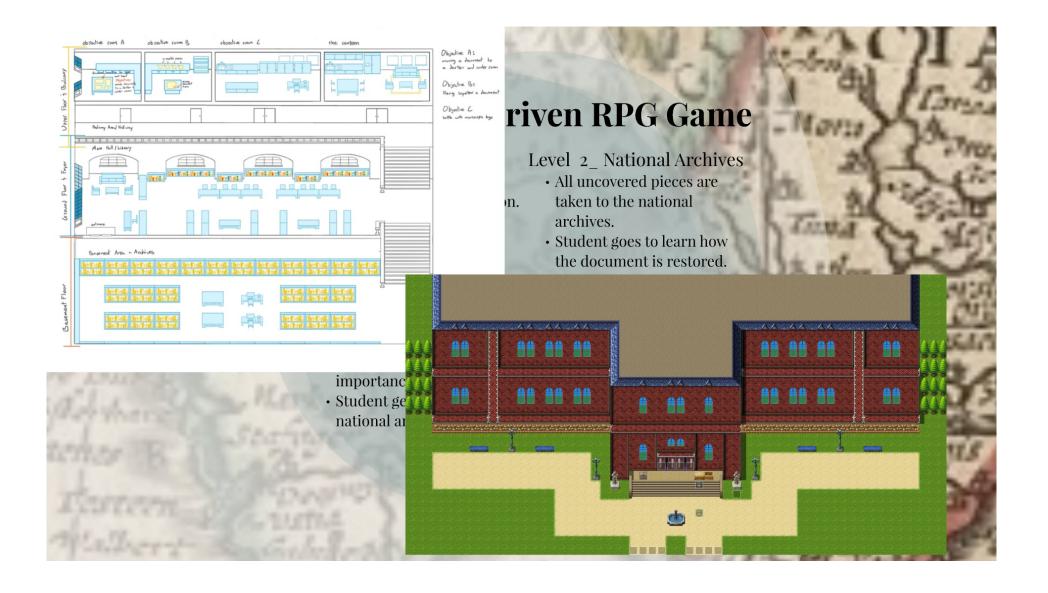


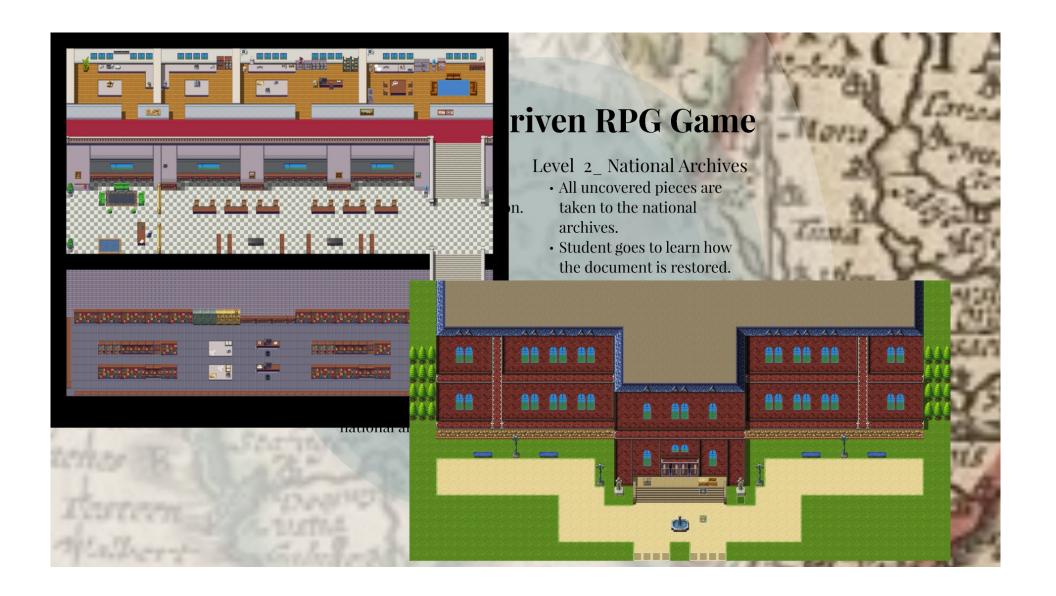




Narrative Driven RPG Game Level 1 School Level 2_ National Archives • Students help to clean an • All uncovered pieces are taken to the national old wing before demolition. · Person from national archives. archives is there to help · Student goes to learn how collect materials. the document is restored. · Student finds all different · Student must complete types of media (literature, tasks for the archivists photos, art, etc.) which include: · Students finds a document • Moving documents. · Reassembling documents. (item of significant importance) • Fighting off microscopic Student gets invited to the bugs. national archives.

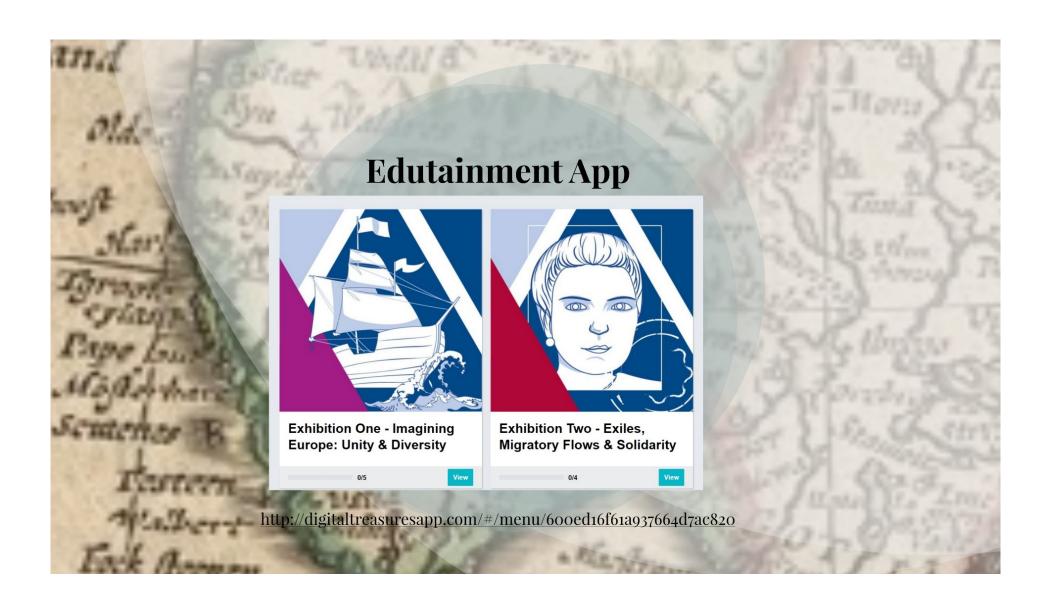








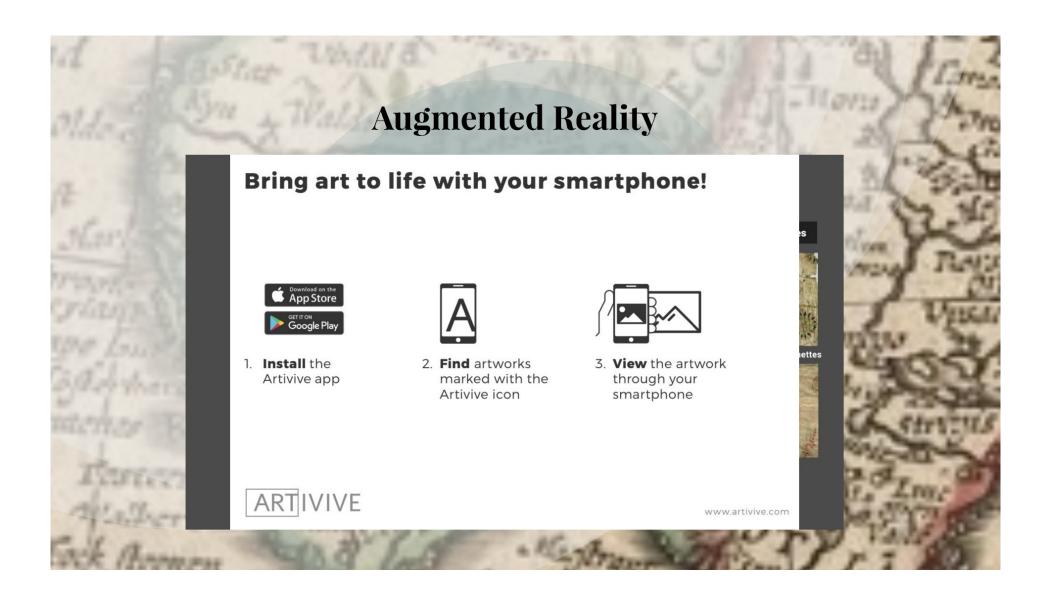


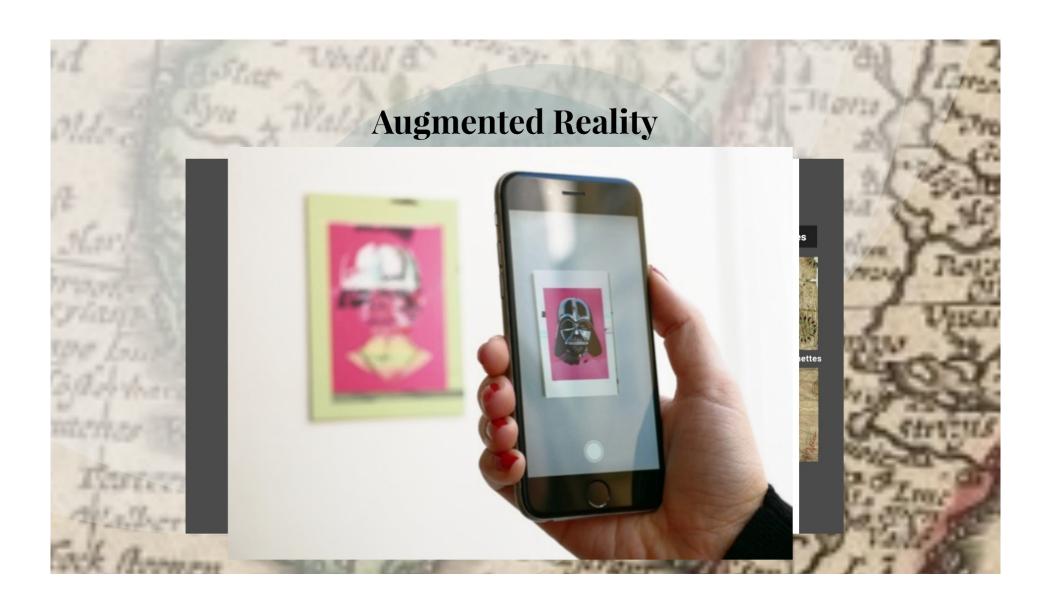


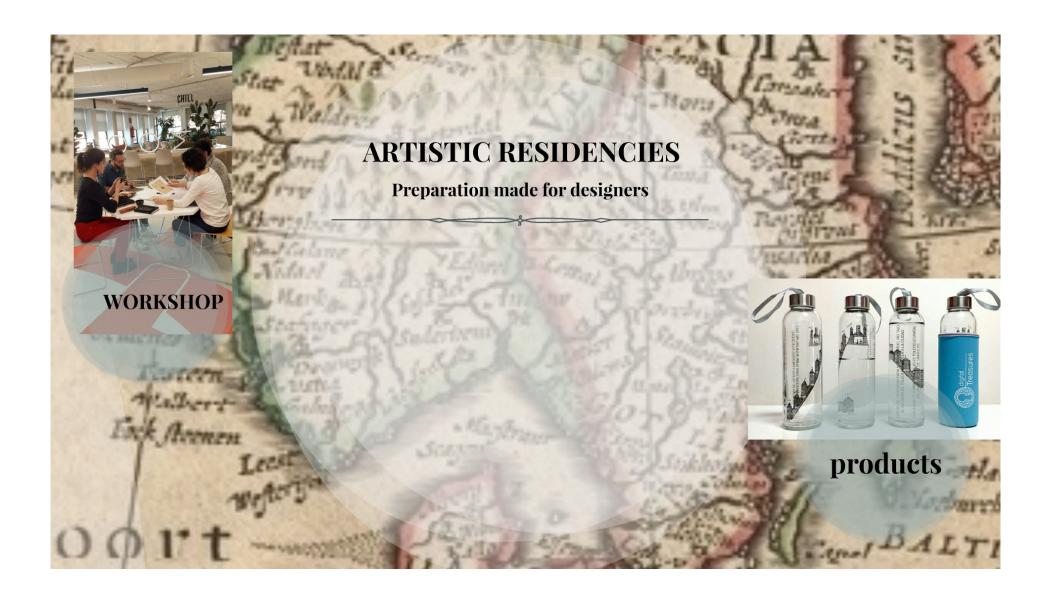




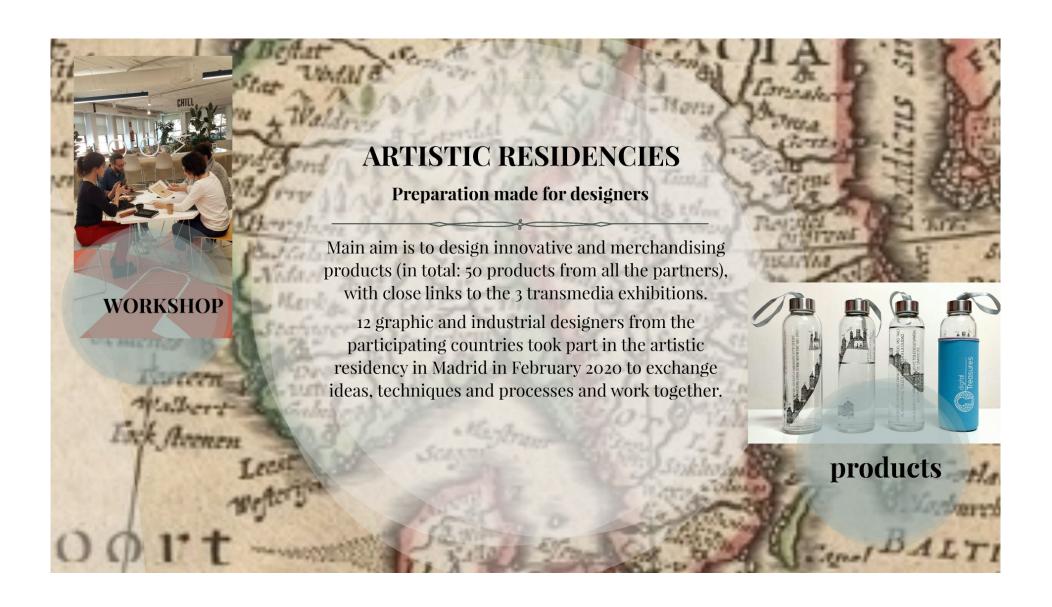


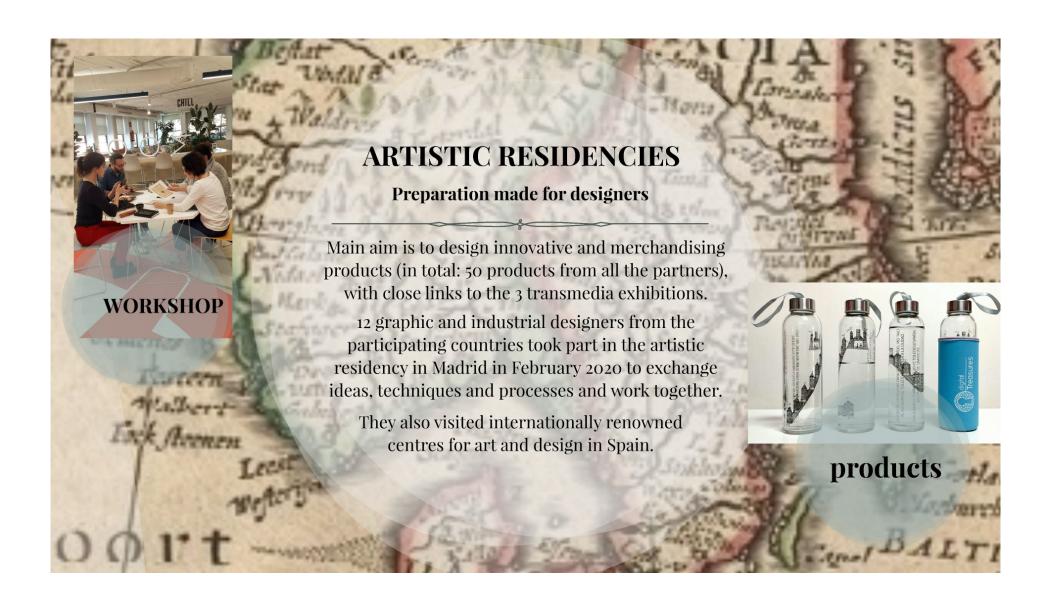


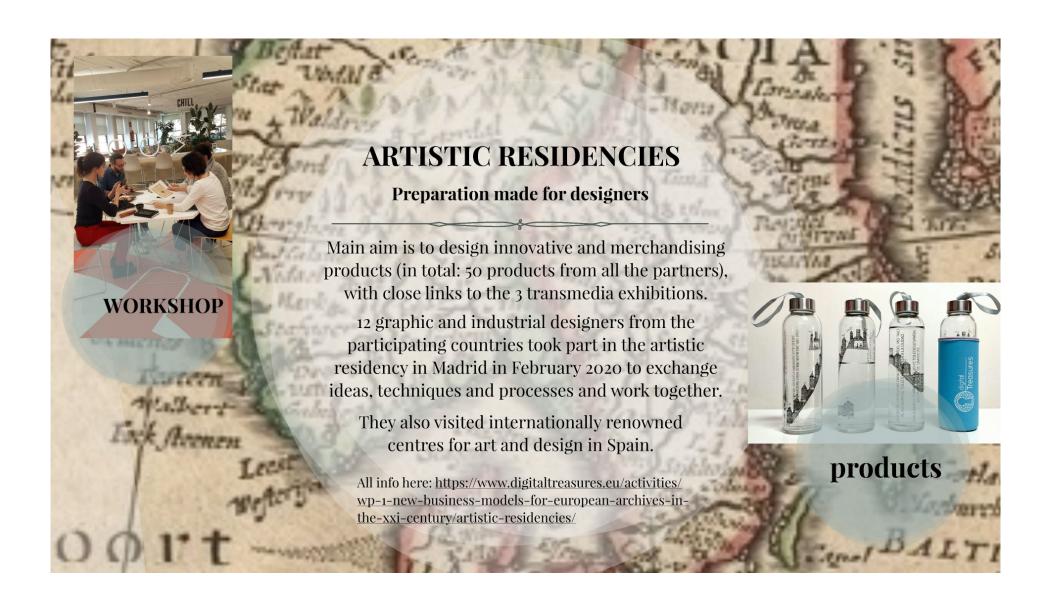
















































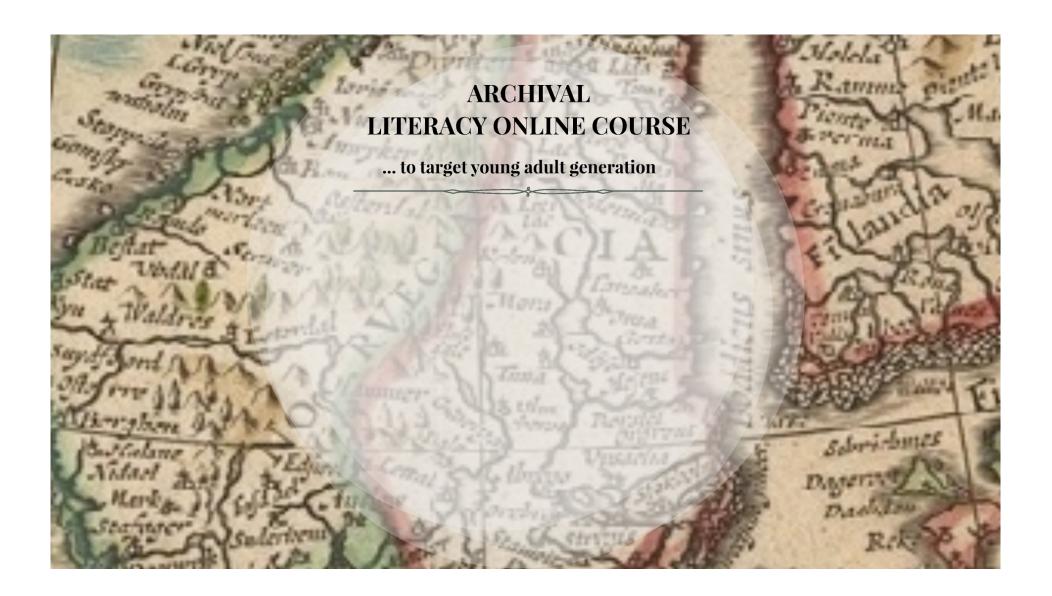


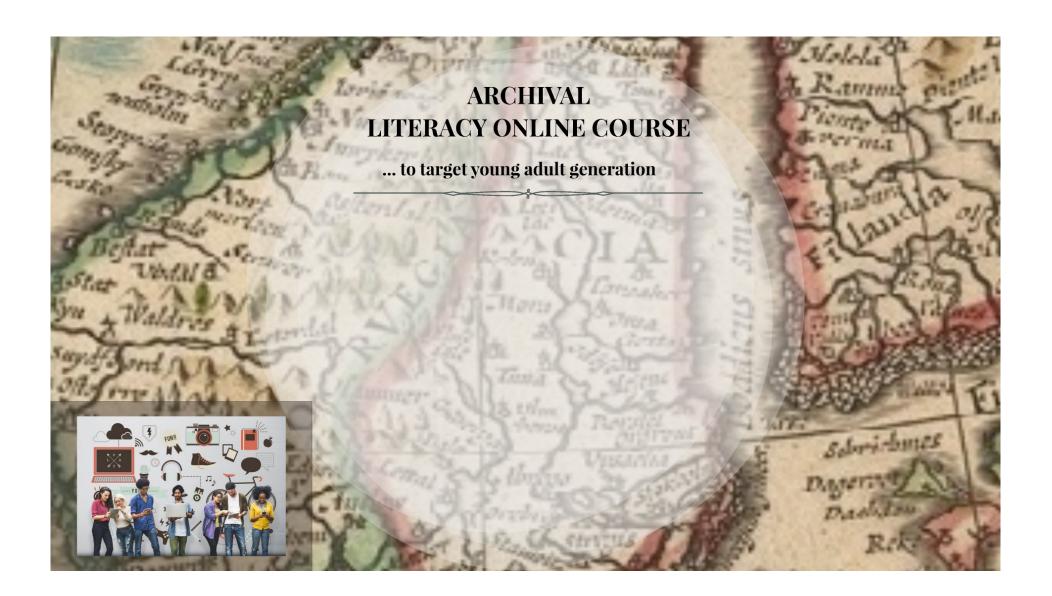


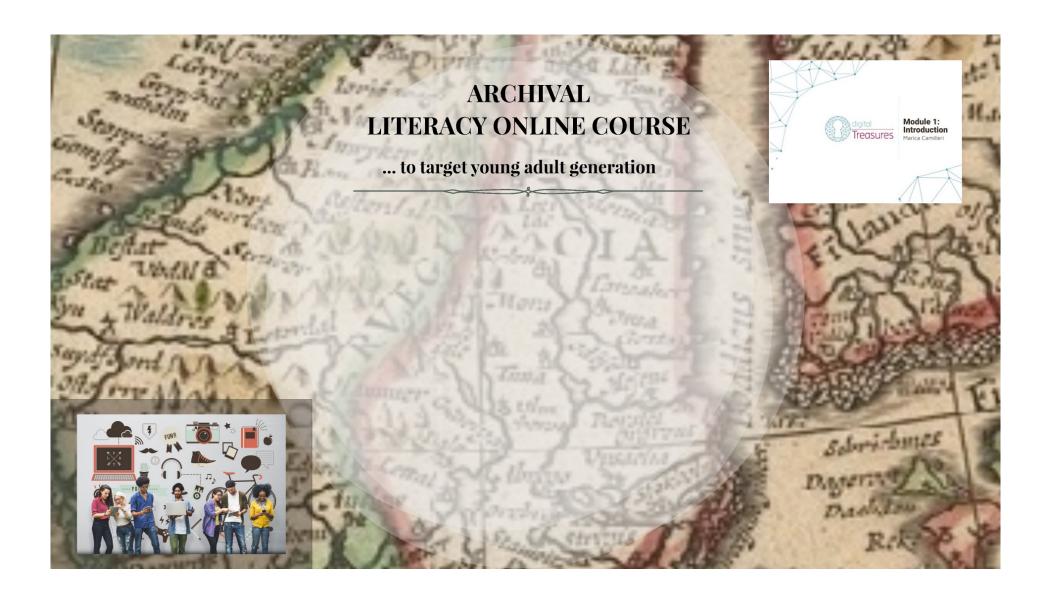


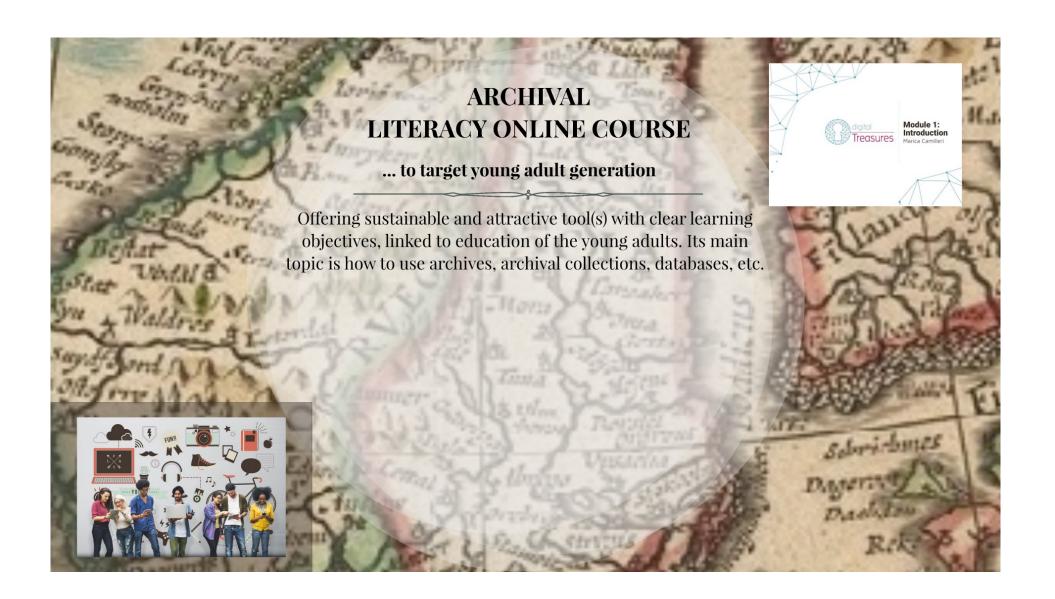


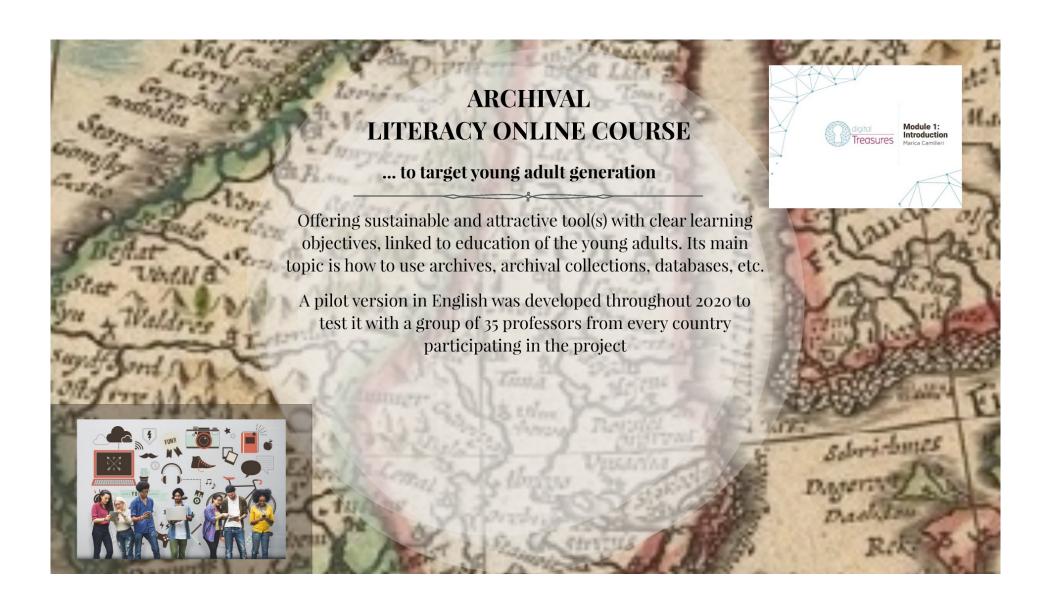














... to target young adult generation

Offering sustainable and attractive tool(s) with clear learning objectives, linked to education of the young adults. Its main topic is how to use archives, archival collections, databases, etc.

A pilot version in English was developed throughout 2020 to test it with a group of 35 professors from every country participating in the project

Where are we now?

The course is launched in English and
Spanish
Partners are promoting its distribution and

use through their national networks of schools and teachers and evaluate and assess the use and impact of the course.



Sebrichmen

Module 1:





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http://eudigitaltreasures.me/



Sebrichmen

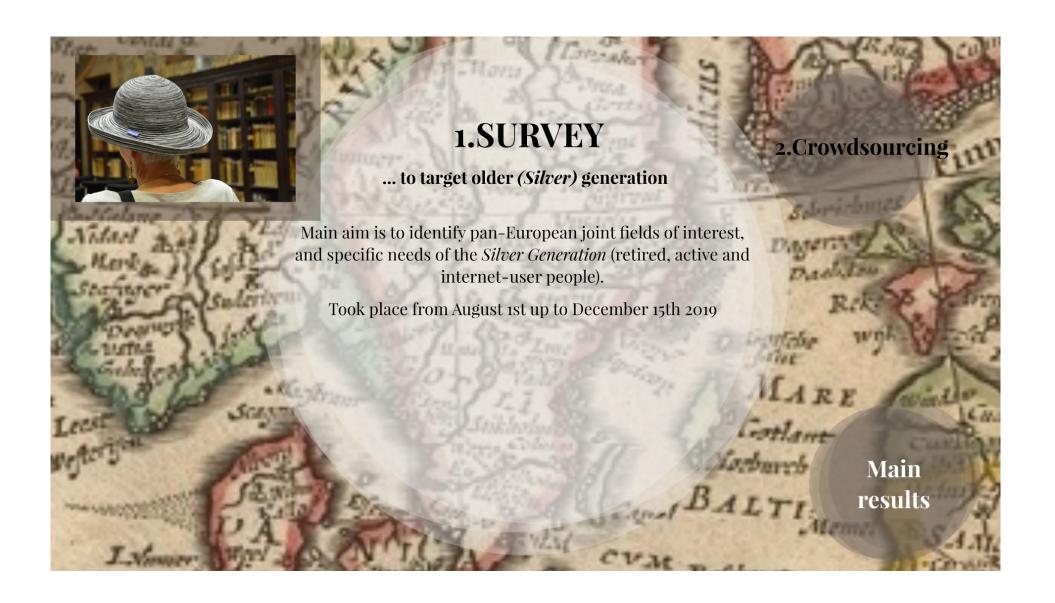
Module 1: Introduction Marica Camilleri

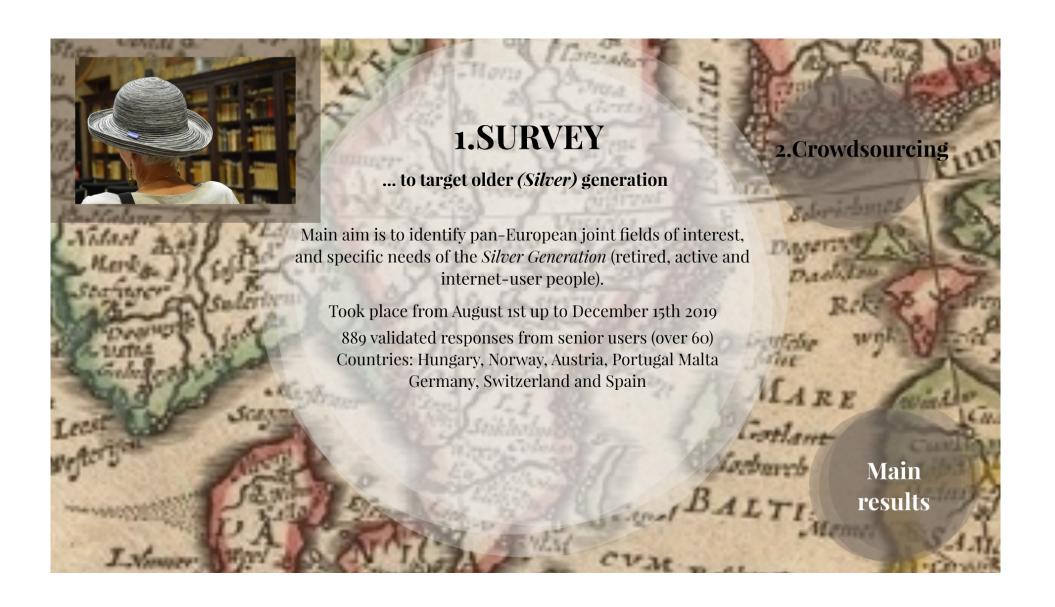




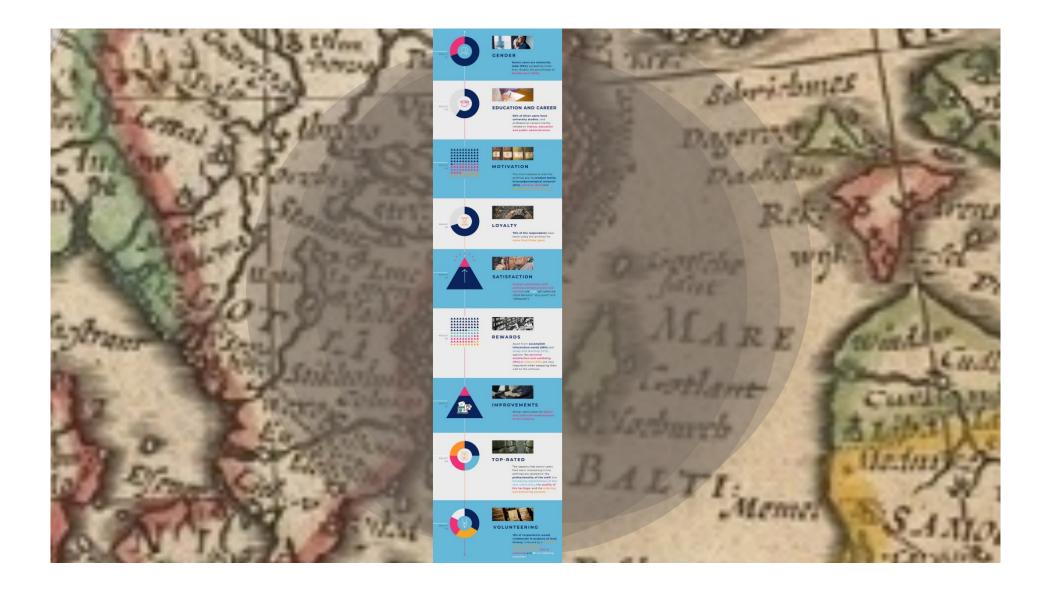


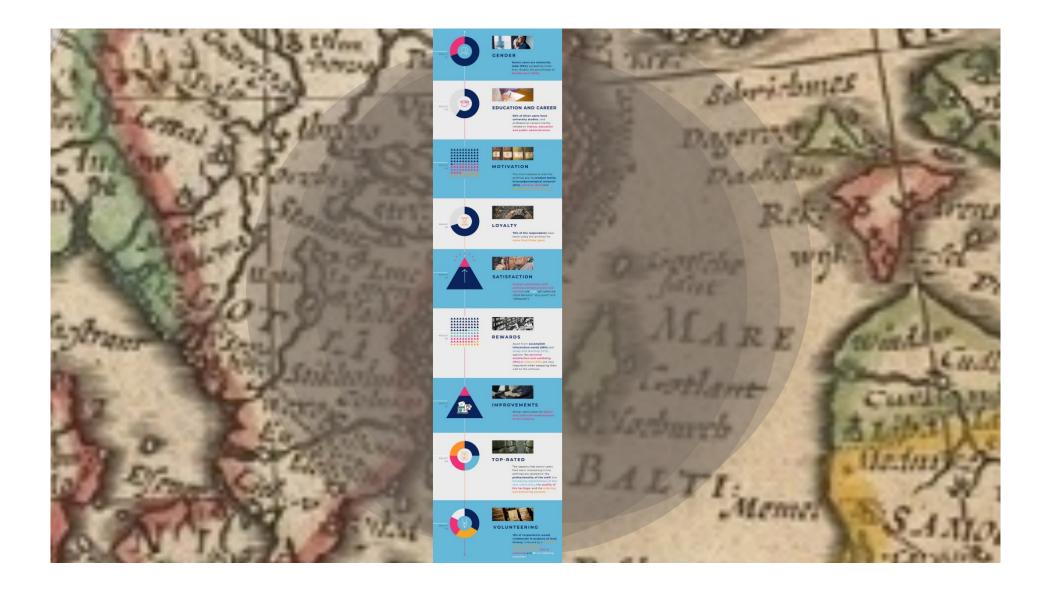


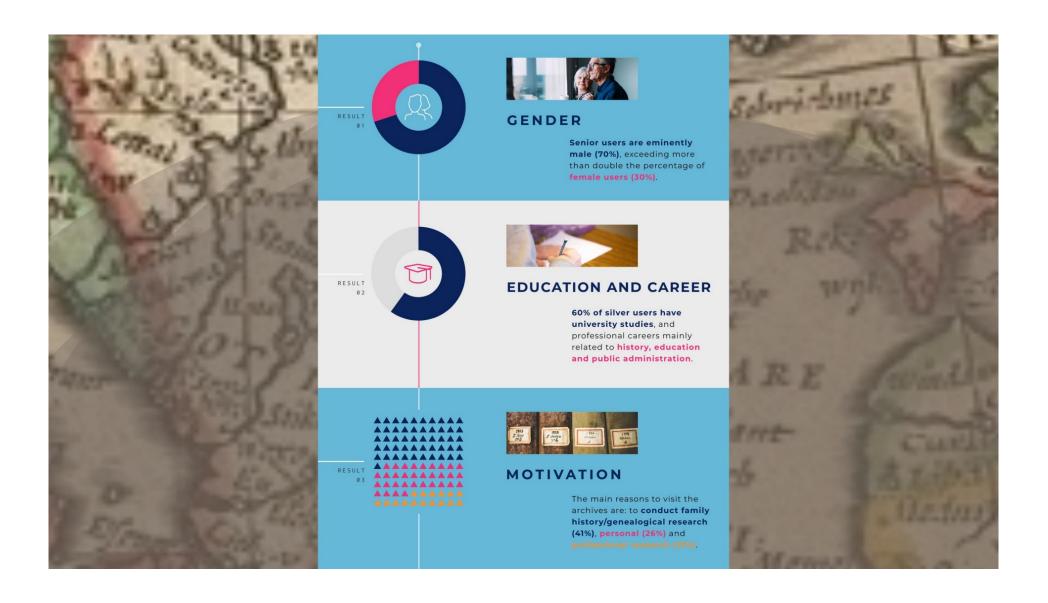


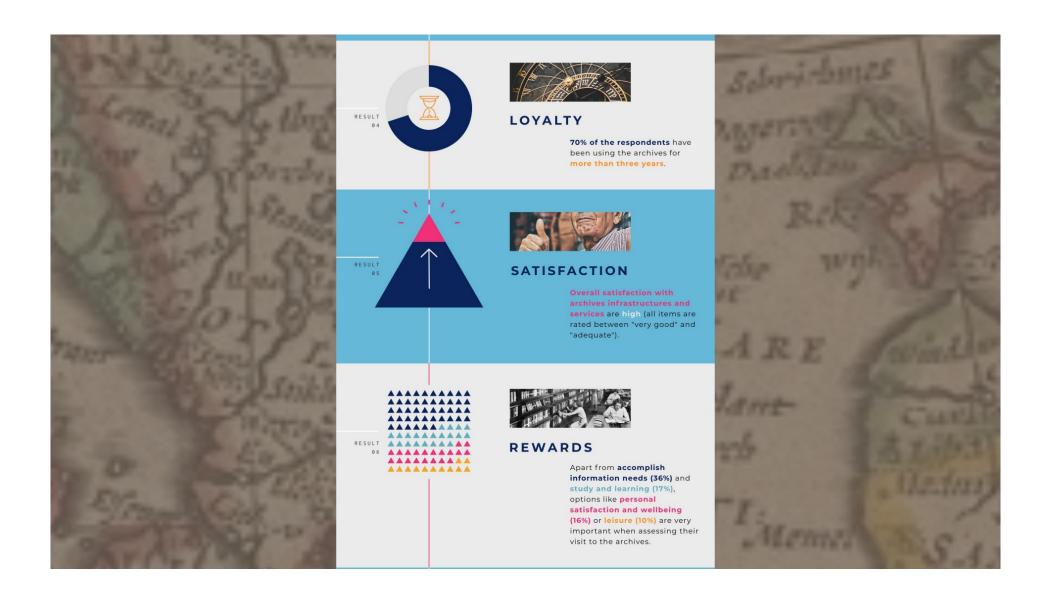


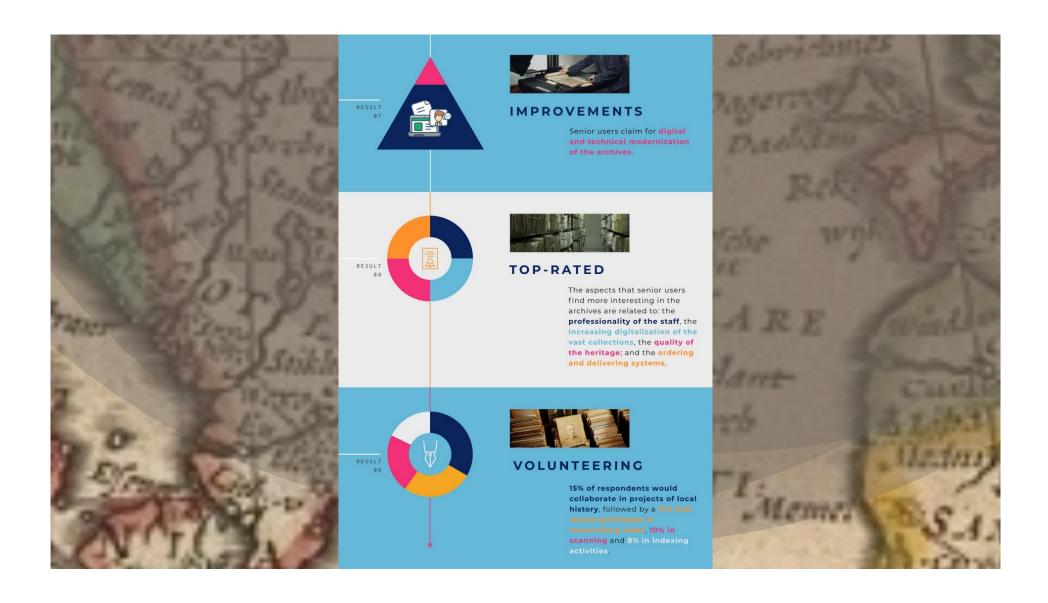








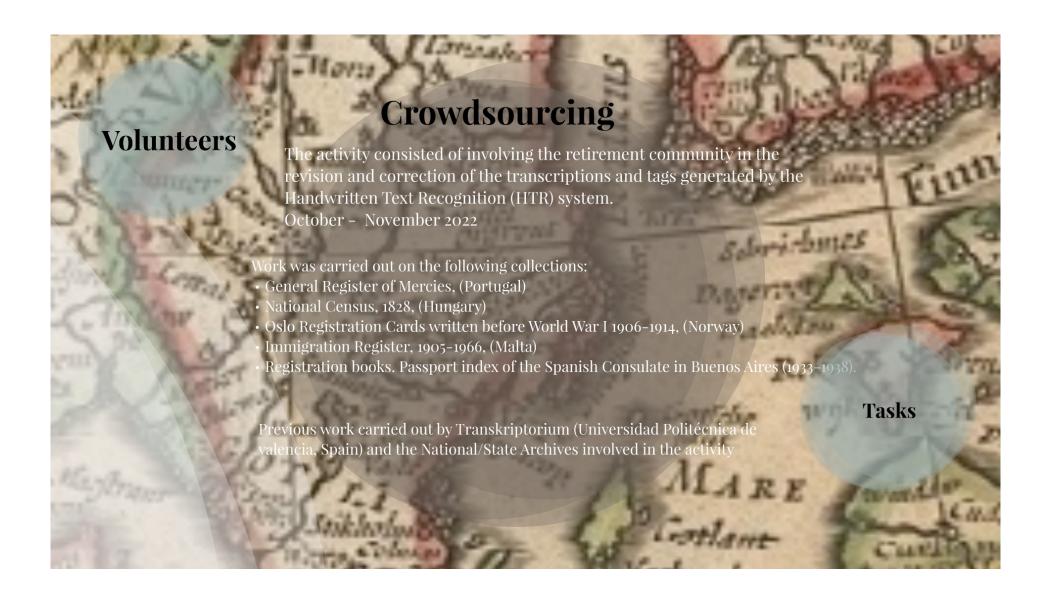






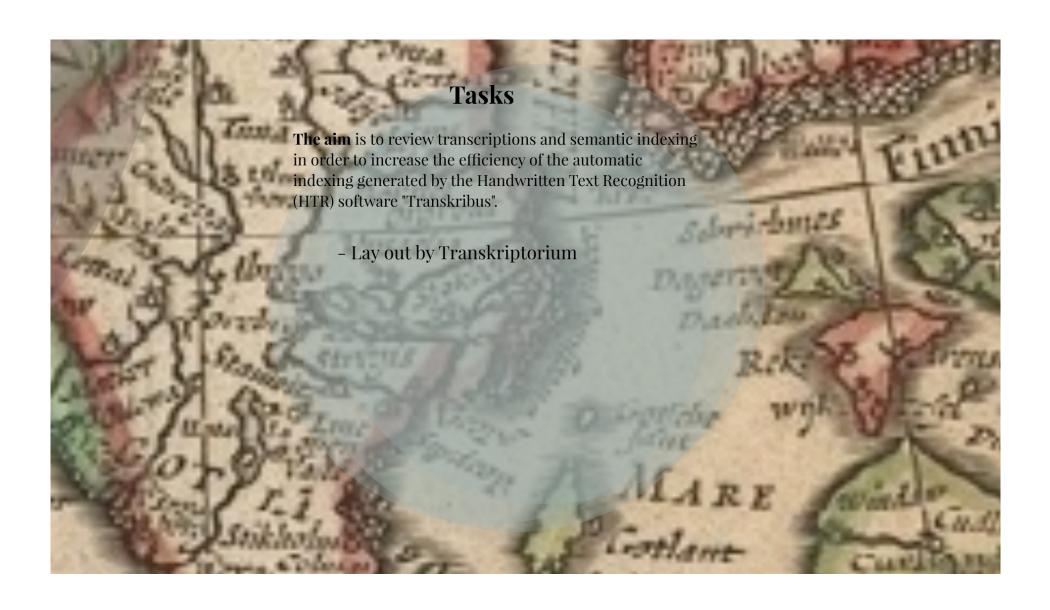


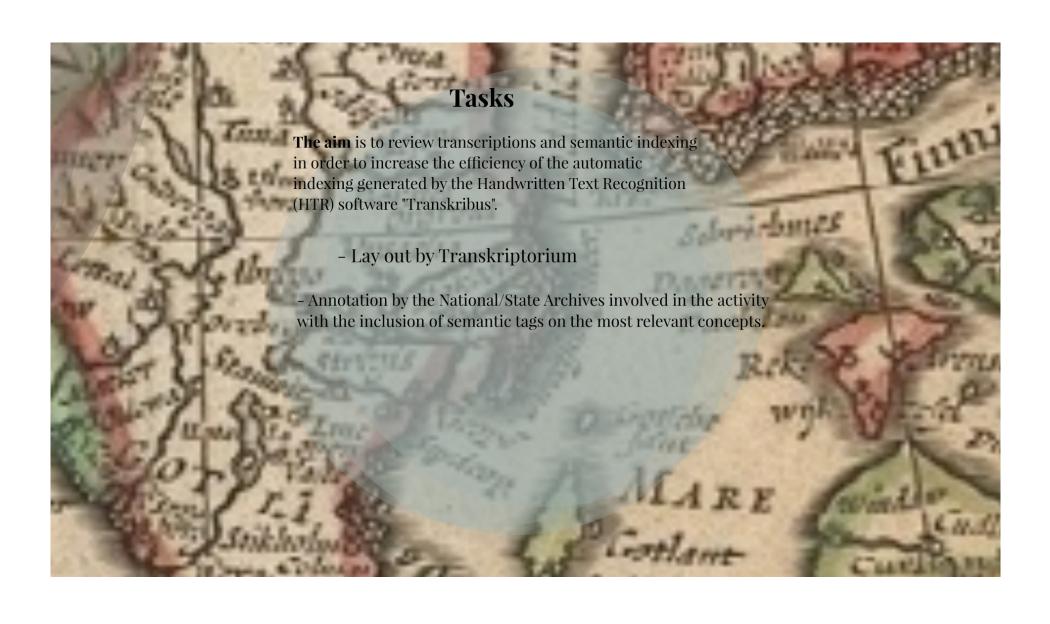














Tasks The aim is to review transcriptions and semantic indexing in order to increase the efficiency of the automatic indexing generated by the Handwritten Text Recognition (HTR) software "Transkribus". - Lay out by Transkriptorium - Annotation by the National/State Archives involved in the activity with the inclusion of semantic tags on the most relevant concepts. Creation of the GT (Grand truth) with a sample of perfectly marked and annotated images representative of the whole collection. - The system learns through an algorithm to tag and annotate the whole series/collection.

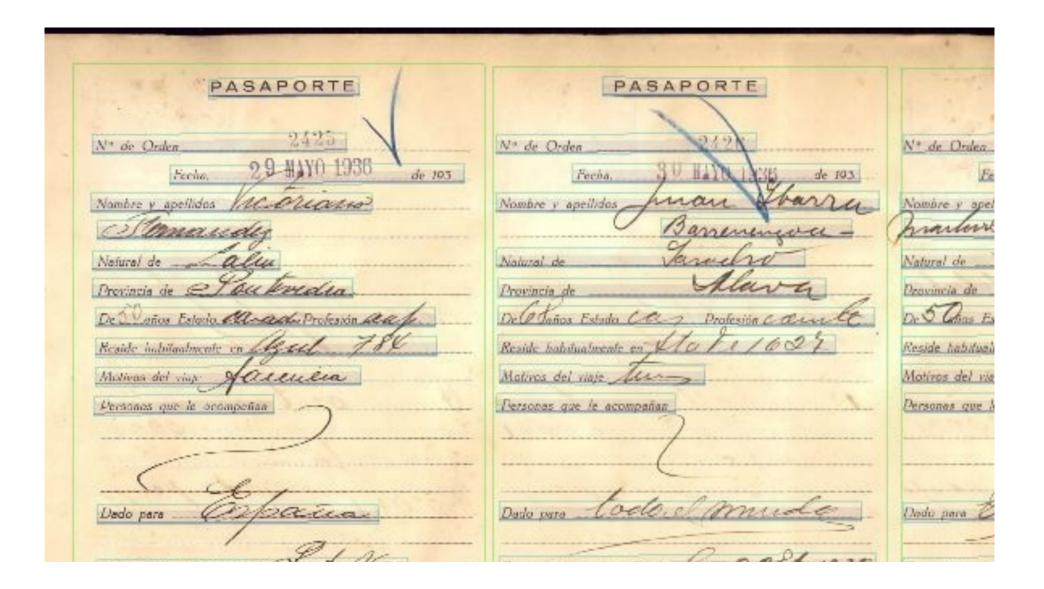
Tasks

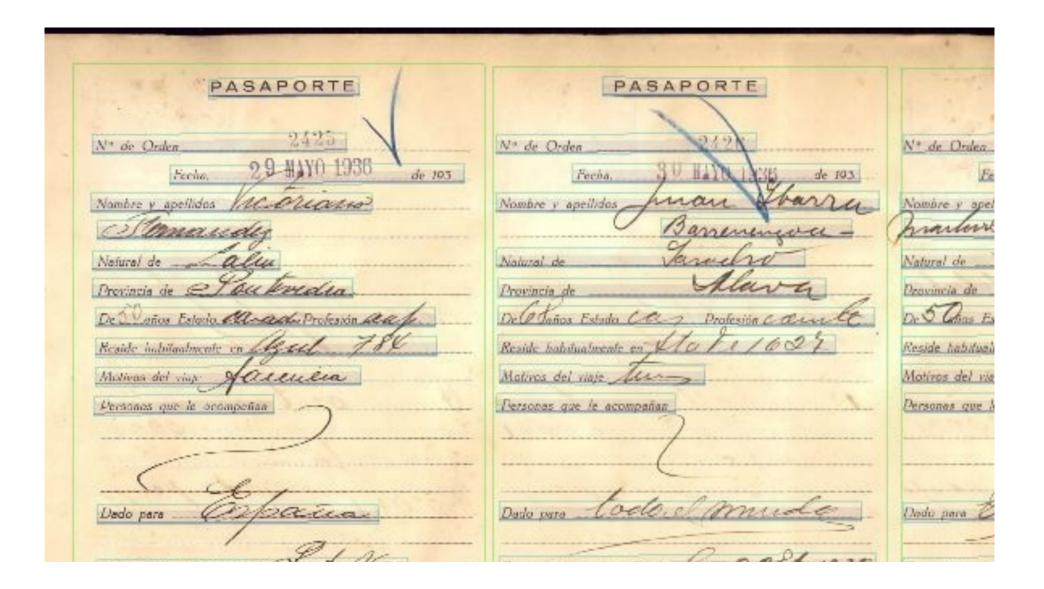
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http://edt.transkriptorium.com/spain/

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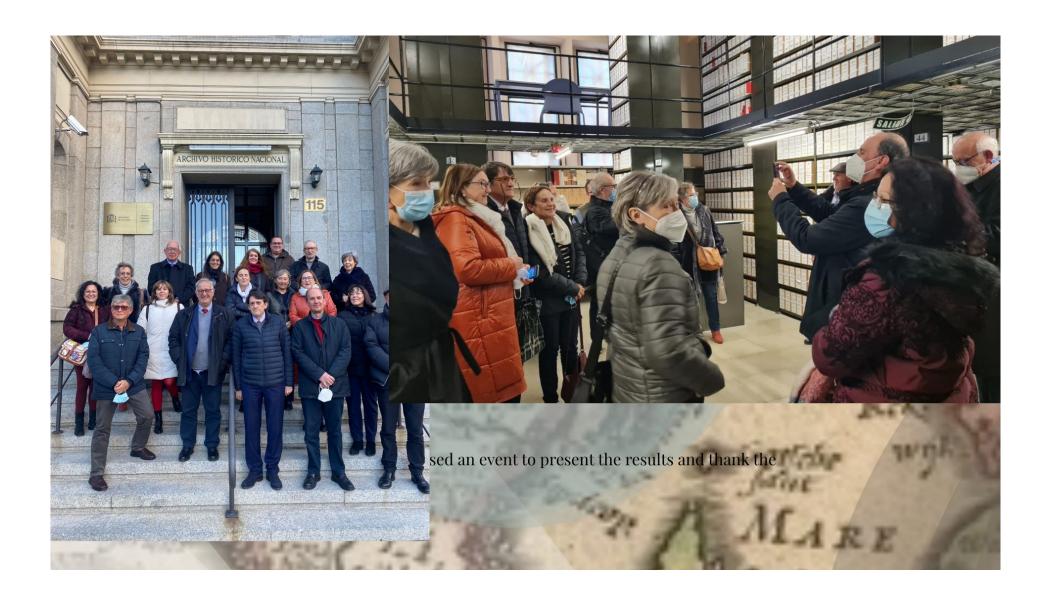










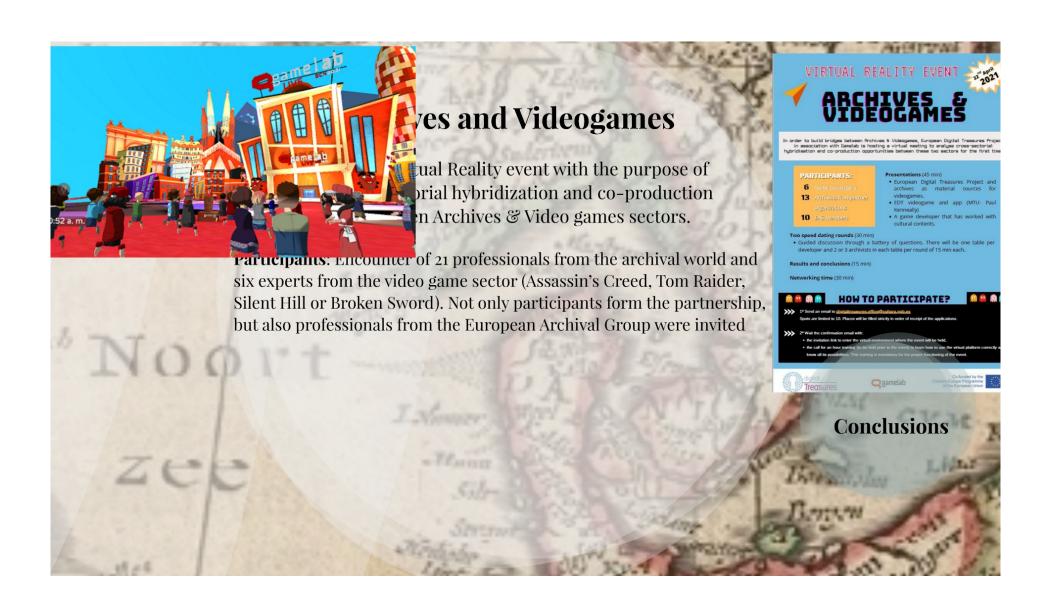






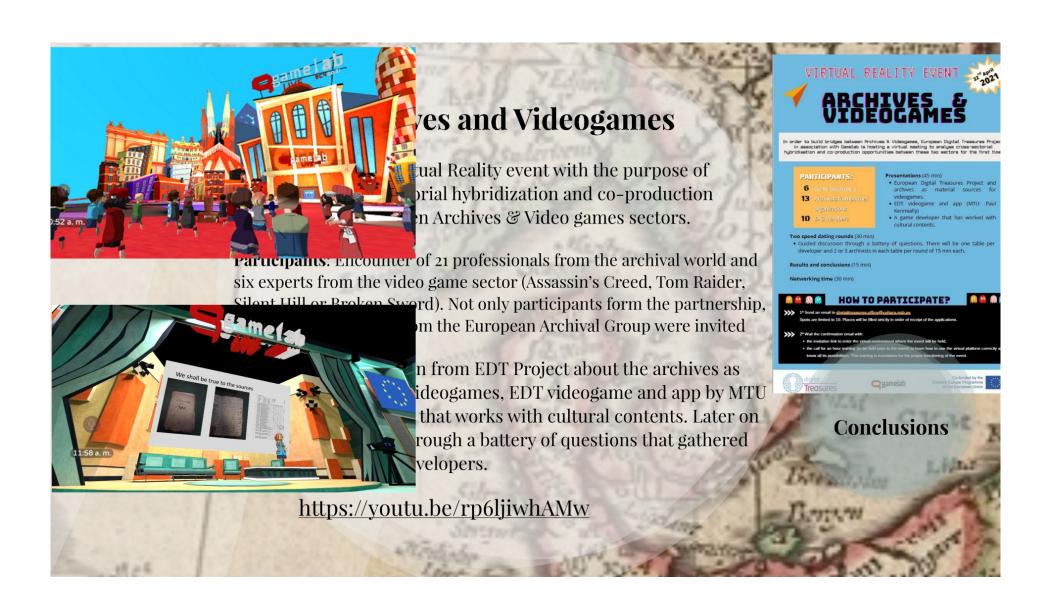








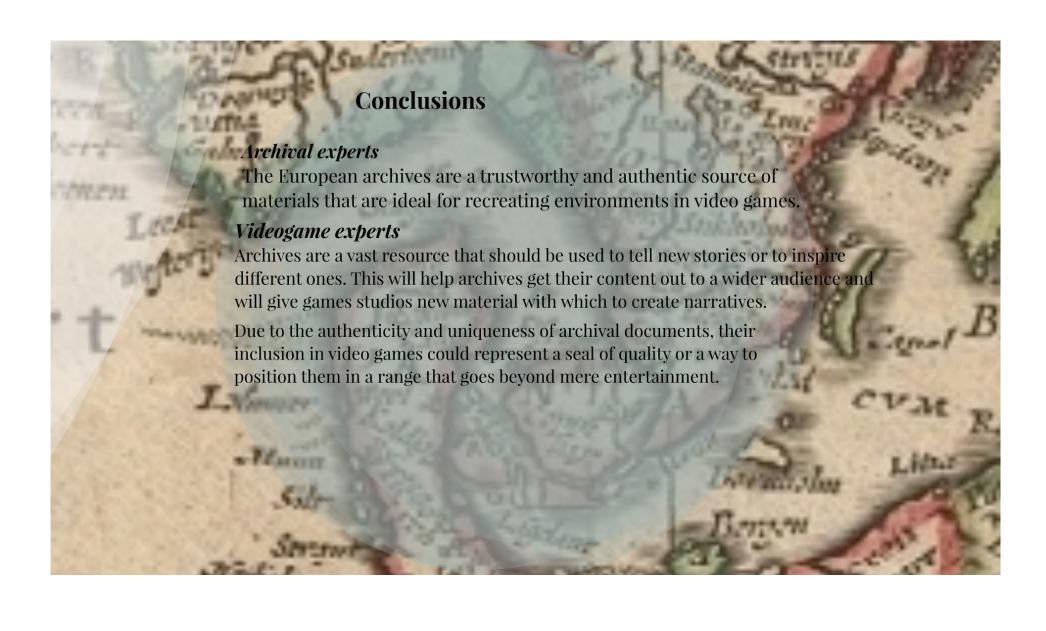












Conclusions

Archival experts

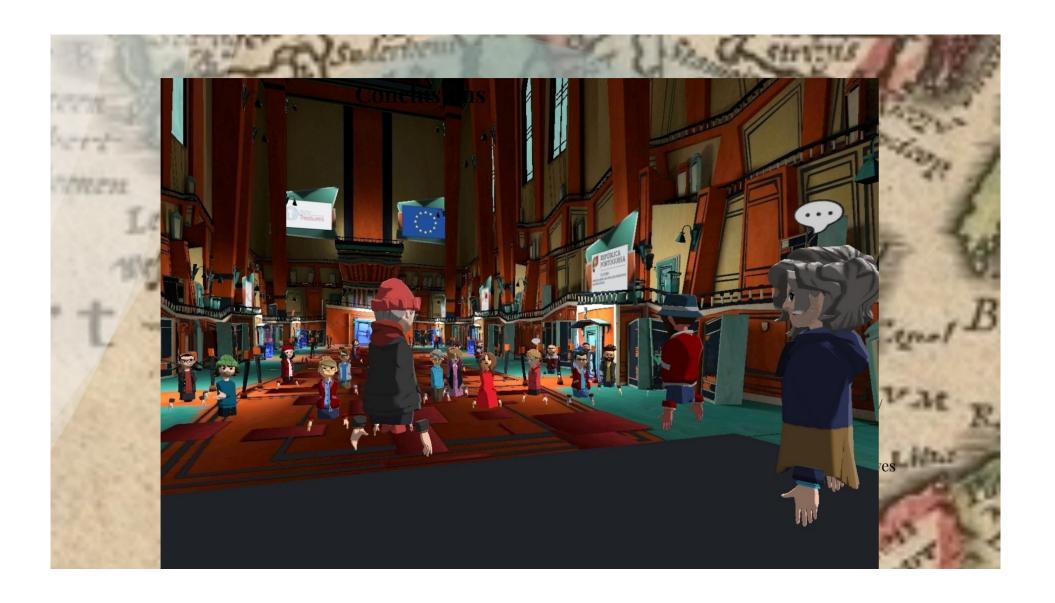
The European archives are a trustworthy and authentic source of materials that are ideal for recreating environments in video games.

Videogame experts

Archives are a vast resource that should be used to tell new stories or to inspire different ones. This will help archives get their content out to a wider audience and will give games studios new material with which to create narratives.

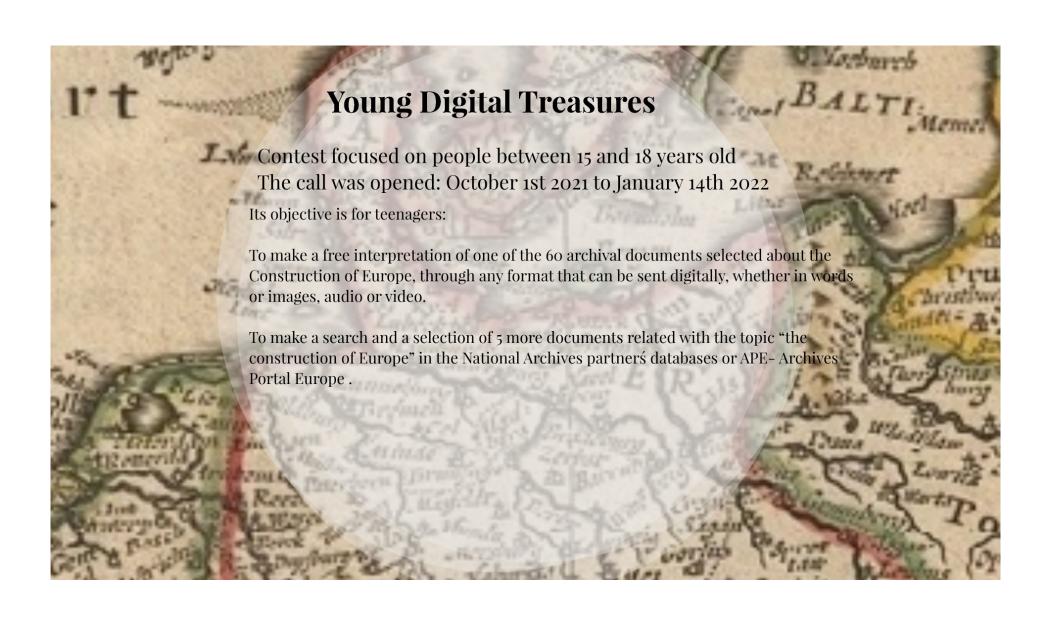
Due to the authenticity and uniqueness of archival documents, their inclusion in video games could represent a seal of quality or a way to position them in a range that goes beyond mere entertainment.

Archivists at the national level in Europe are taking games seriously as a way of telling history-/
document-driven stories, using small games as a gateway to Linked Open Data. The games
industry are listening to—and at times partnering with—cultural heritage institutions to mine
content for digital interactive entertainment, creating an ecosystem of content-driven narratives
while making new audiences for heritage orgs.









Young Digital Treasures Contest focused on people between 15 and 18 years old The call was opened: October 1st 2021 to January 14th 2022 Its objective is for teenagers: To make a free interpretation of one of the 60 archival documents selected about the Construction of Europe, through any format that can be sent digitally, whether in words or images, audio or video. To make a search and a selection of 5 more documents related with the topic "the construction of Europe" in the National Archives partners databases or APE- Archives Portal Europe. Award: an international Camp week in Hungary from the 3rd to the 9th of July 2022, attended by the winners of Norway, Hungary, Malta, Portugal, Spain, Austria (3 winners per country)

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https://www.youngdigitaltreasures.com/



Treasures in Archives

Winners

Contest focused on filmakers interested in making a short documentary over the theme "Construction of Europe" by using original archival documents.

The call was opened: from 15 June 2021 until the deadline on 31 October 2021

Objective: production of short documentaries an animated documentaries. They should contribute towards the construction of the European identity, the promotion of active citizenship and bring visual creators closer to the historical roots of Europe and show what unites us as Europeans.

Awards: all the winners will be invited to an international encounter in Cork, Ireland, organized by MTU, taking place 20-22 April 2022. During the encounter participants will have the opportunity to present their project and have collaborative and advisory sessions with the rest of the participants and staff from MTU.

The results will be presented in the last quarter of 2022 at the annual convention of the International Centre for Archival Research (ICARUS).



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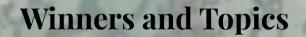
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https://www.treasuresinarchives.com/









The winners were selected at national level and ratified by the Steering Committee at the Malta meeting in February 2022.

https://www.digitaltreasures.eu/wp-content/uploads/2022/01/Annex-act-24-Agenda_20220127.pdf



Winners and Topics

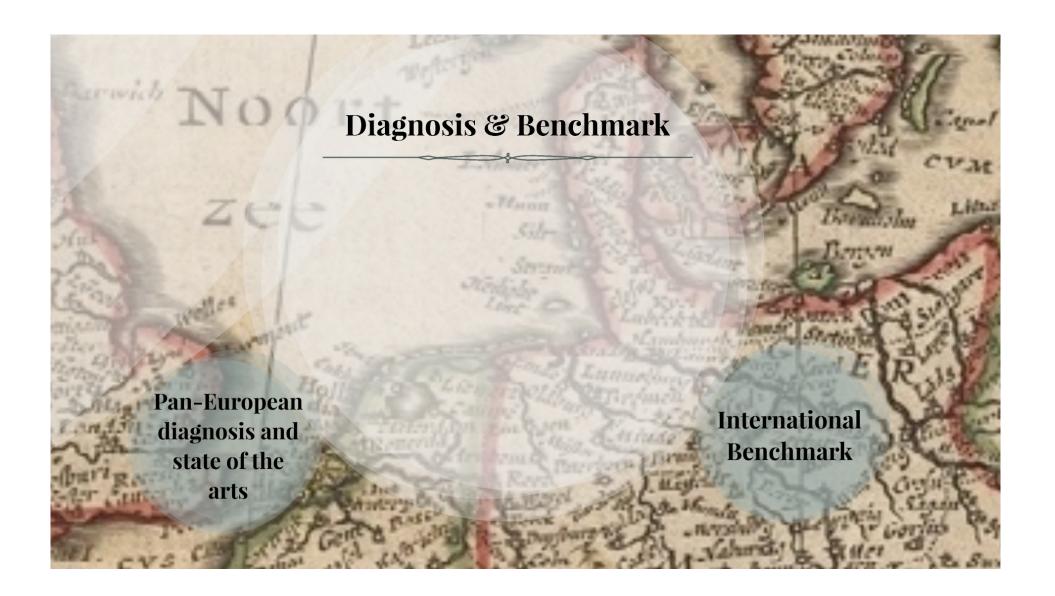
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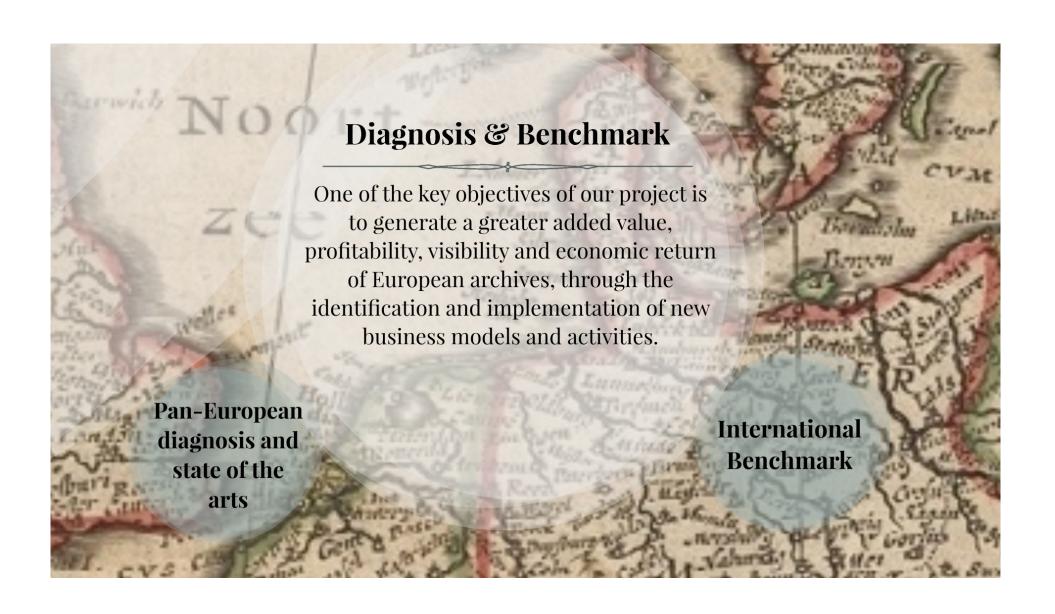
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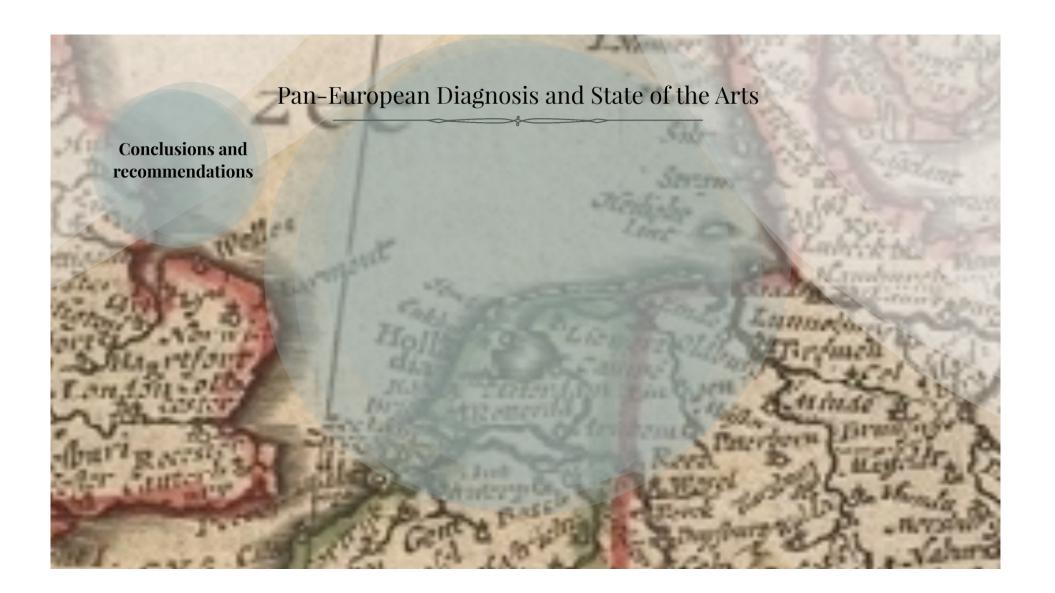
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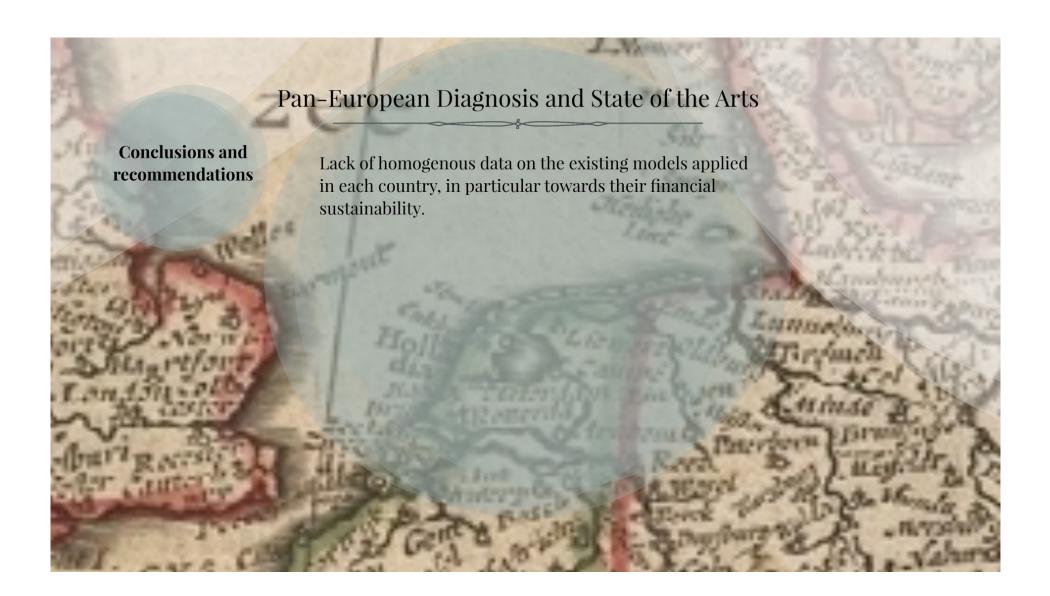
- Making gold (Alchemy)
- Guernica as a symbol
- Woman rights
 https://vimeo.com/makingdoc/tesoros
- Music
- Way of St James Way of St James https://youtu.be/XsgL_wUFuxY

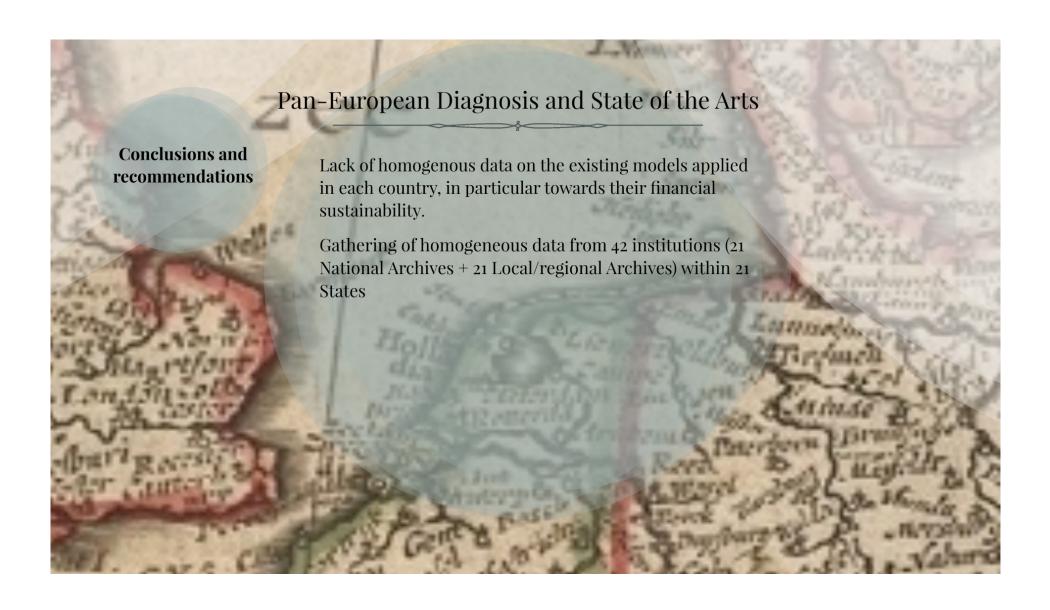


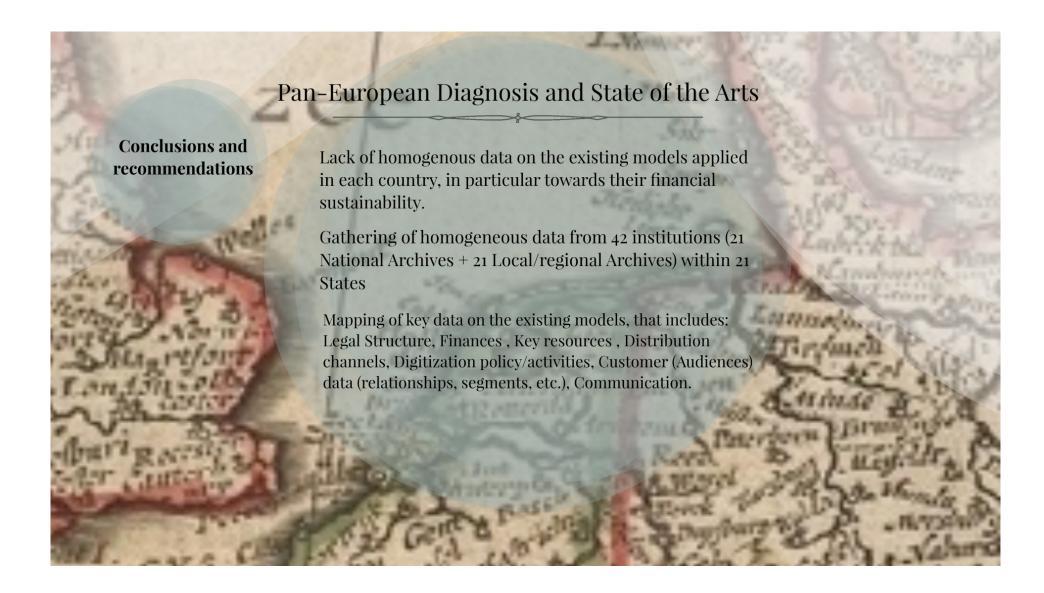












Pan-European Diagnosis and State of the Arts

Conclusions and recommendations

Lack of homogenous data on the existing models applied in each country, in particular towards their financial sustainability.

Gathering of homogeneous data from 42 institutions (21 National Archives + 21 Local/regional Archives) within 21 States

Mapping of key data on the existing models, that includes: Legal Structure, Finances, Key resources, Distribution channels, Digitization policy/activities, Customer (Audiences) data (relationships, segments, etc.), Communication.

Report: https://www.digitaltreasures.eu/wp-content/uploads/2020/08/1-EDT_SoA_Report.pdf



Conclusions & Recommendations

- Highly qualified and specialized teams.
- · A positive trend in gender equality (majority of women).
- Lack of margin of economic maneuver to be able to invest in new products and services.
- Little experience in generating external income, particularly by private entities (not a key priority).
- Long tradition and commitment in international institutional cooperation (within the sector).
- Cooperation with other sectors could be a solution to their lack of resources (diversification, digitalization, visibility).
- New technologies (AI, Smart Data) as necessity.
- Less interest in other technologies such as videogames or Augmented or Virtual Reality.
- Archives must develop strategies to attract and manage new users.





International Benchmark **Conclusions and** Identify good practices and new trends in the management of cultural institutions, in order to be able recommendations to assess their potential and implementation towards the Archives subsector. 37 Good Practices have been identified, covering the following managerial topics: · Generation of new incomes / Financial resources: e.g. crowdfunding and crowdsourcing projects, merchandising, fees management, etc.) · Public-Private Partnerships (PPPs) and co-production opportunities Cultural hybridization (creation of cross-cultural products) Audience Management

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Conclusions & Recommendations

- Corporate Social Responsibility, Education, Fight against Social Exclusion: youth target audience, "Accessible Archives", "remote areas", "ageing population".
- Engagement: association of professionals, club of friends, crowdsourcing activities.
- Income generations: mechandising products, crowdfounding campaigns, sponsorship private companies.
- Diversitfication of servicies: services totally out of their original scope (yoga at the Pompidou).
- Communication: strategy, professionalization, new digital services.
- Cooperation: gamification through co-productions, encounter with different projects (Horizon 2020), Smartify, collaboration with Google, cooperation with Higher Education, Research Institutions and/or their start-ups.













