CITIZEN SCIENCE AND ENGAGEMENT IN CULTURAL HERITAGE

Citizen Science workshop - EUROMED 8th November 2022 h. 16

In the framework of the <u>Citizen Heritage Erasmus+ project</u>, PHOTOCONSORTIUM organizes a key event to discuss citizen science in (digital) cultural heritage and education, also including a special co-creation activity aiming at engaging local citizens and communities with their tangible and intangible heritage. The event also builds upon the work and research carried out by successful past projects such as <u>WeAreEuropeForCulture in Nicosia</u>, <u>PAGODE – Europeana China</u> and <u>WEAVE</u>.

UPDATED Agenda

PART 1 - Presentations

Introduction: scope of this workshop

Prof. Fred Truyen, KU Leuven / President of Photoconsortium

Fred is professor at the Faculty of Arts, where he is in charge of the mediaLab CS Digital. He publishes on Digitization, Photography and E-Learning. He is involved in many projects on Open Educational Resources and on Europeana.

Showreel of citizen engagement activities with digital cultural heritage: WeAreEuropeForCulture; PAGODE – Europeana China; WEAVE

Dr. Antonella Fresa, Promoter / Vicepresident of Photoconsortium

Antonella has been working on European projects since the nineties, and she is technical coordinator and communication manager of projects in the domains of digital cultural heritage, creativity and co-creation, citizen science, digital preservation and e-infrastructures.

CrowdHeritage: a tool to easily enable participation in digital cultural heritage

Spyros Bekiaris, National Technical University of Athens

Spyros graduated at the School of Electrical and Computer Engineering of National Technical University of Athens. His major research area is the Design and Development of a Crowdsourcing Platform for metadata enrichment to support various crowdsourcing projects aimed at engaging users with content and metadata of heritage collections.

Citizen science workshops in virtual form: the experience in Sofia and Budapest

Valentina Bachi, Photoconsortium

Valentina works in digital cultural heritage projects since 2012. She gained knowledge in IP, metadata quality, management of digital photographic collections, diversity and inclusion in digital CH. She's the main contact point between Europeana and the content providers of Photoconsortium network.

PART 2 - Interactive session

Moderated by Sofie Taes, KU Leuven

Sofie works as an Innovation Manager for DigitGLAM, a multidisciplinary research consortium at the intersection of arts and technology at KU Leuven, Belgium. She has extensive experience as a Digital Curator and curated several virtual and physical exhibitions for Europeana-related projects (EuropeanaPhotography, Europeana Migration, Europeana Common Culture, Kaleidoscope, PAGODE, Europeana XX).

By using easy and engaging tools, participants will experiment with different approaches to user participation in digital cultural heritage, including crowdsourcing metadata enrichments to improve digital heritage photographic collections.

The activity acts as field test for the participatory approaches and methodologies in Citizen Science developed by CitizenHeritage project. CitizenHeritage develops a coherent methodology, based on university research and professional practice in heritage institutions, to better integrate crowdsourcing, citizen science and co-creation into the workflow of cultural heritage institutions. This methodology is beneficial to both researchers in education and collaborators in cultural heritage institutions, since it provides them with essential knowledge on how to fully exploit the possibilities of the digital transformation for citizen engagement. Additionally, CitizenHeritage proposes the use of ICT as a facilitator and mediator of citizen science in Cultural Heritage and Higher Education.

Co-led by Trilce Navarrete, Erasmus University Rotterdam

Trilce Navarrete is a researcher with interest in the historic and economic aspects of digital heritage. Her research is driven by an interest to support evidence based policy to increase the use of digital heritage in our lives. She advocates for the greater E's: equity, efficiency, and effectiveness in the (re)use of heritage knowledge. An important source of inspiration has been the role of knowledge sharing across generations to stimulate innovation.

Context

Engaging citizens in education and cultural heritage curation and research is gaining a growing attention in the cultural sector today, as cultural heritage institutions are constantly looking for new ways to involve citizens in their activities and the link with education and communities' inclusion actions is becoming more and more in focus. Convincing exemplary projects have demonstrated how citizen engagement appeal and digital participation are essential in crisis situations such as climate change and pandemics. Yet the potential or the scope of community involvement in scientific research haven't been fully explored so far, also in the light of adding to the process of inclusion and diversity representation, by bringing on the table the different views and counter-voices to what has been considered so far – and often unjustly – as canonized socio-historical and cultural narratives.

CitizenHeritage project takes the citizen science approach to the world of cultural heritage, where the digital realm creates new opportunities to reach out to broader audiences and allow collective knowledge to bring new inputs to humanities and research. Additionally, in the post-covid scenario it is more important than ever to reconnect with local communities and the tangible and intangible heritage they feel represented with: this can be enabled by deploying compelling user engagement actions such as user-driven storytelling, co-creation, crowdsourcing and citizen participation.

This workshop will allow participants to expand knowledge about concepts and enabling tools for citizen engagement with cultural heritage resources and research. It is addressed to cultural heritage professionals, digital humanities researchers, higher and secondary education sector, citizens, culture lovers and other interested users.

Projects:

Acknowledgements: