

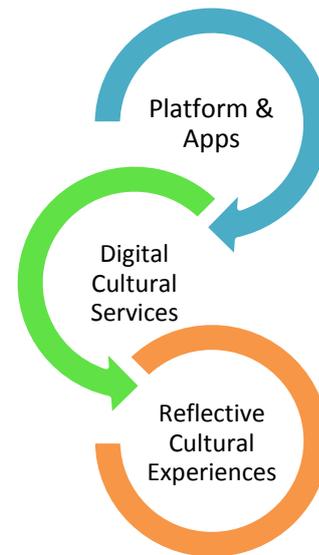
INTRODUCING THE CROSSCULT LIVING LAB

How can a project enrich the way European citizens perceive their common history? To fulfil this ambitious goal, we are building a digital ecosystem that combines user-driven technologies, hands-on experiments and continuous process improvement, called the CrossCult Living Lab.

Our Living Lab is open to different types of stakeholders: from citizens and cultural heritage professionals to companies and institutions. Citizens can experience our applications in real-life conditions, which take place in small and large museums, archaeological venues and cities. Cultural heritage professionals can use our services to create digital cultural experiences that trigger reflection to their specific audiences.

Companies and institutions can combine our technological modules to develop new tools and solutions for the digital cultural heritage sector. Finally, researchers can analyse our rich open datasets to draw useful insights on the way people perceive and participate to history reflection and re-interpretation.

Overall our Living Lab is meant to serve as a unified framework that captures user insights, integrates them – through co-design - in the continuous improvement of our technologies, and eventually places history reflection in the spotlight of cultural experiences.



The CrossCult Living Lab is an ecosystem of tools services and hands-on experiments that connects citizens, cultural heritage professionals and companies around history reflection

PROFILE OF THE MONTH



Alan Dix is a professor at the HCI Centre in the University of Birmingham and works on most things that connect people and computers. However, he started off as mathematician and this is still his academic first love!

Prof. Dix is a member of the Innovation & Business Advisory Board (IBAB) of CrossCult Project, and has just joined because "I'm fascinated by your data oriented approach, which is important both as a flexible way to build individual applications, but also for its potential to create links between different museums and centres of heritage". He was also excited by the development of the platform: "you have a strong vision in terms of the way the platform will enable people to engage with, not just the data, but the history that the data represents".

Regarding the implementation of Living Lab, Prof. Dix explained "if you can make these things available to people, if it can be easily put together, if it is robust enough and scalable ... then there is a real potential for the technology to create user experiences that transform cultural heritage."

WE ARE CURRENTLY READING

[Costume Languages as Pattern Languages](#), 2015, Barzen, J., Leymann, F.

“This paper introduces a method for capturing knowledge about clothes as a costume pattern, i.e. a combination of clothes that solves a problem of visual identification in film corpora. The pattern language does not only include an ontology but also production rules, allowing a generative system to create costumes from base elements, but also to create costumes for groups of people based on their relationships”.

[Why so Serious? Raising Curiosity Towards Cultural Heritage with Playful Games](#), 2016, Origlia, A., Chiacchio, A.M., Di Mauro, D., Cutugno, F.

“This paper the concept of playful games as a 'vehicle' of knowledge and customised characters as a tool for cultural heritage enjoyment”.

[The Museum Experience Revisited](#), 2016, Falk, J. H., Dierking, D. L.

“Why people visit a museum? And why people don't visit the museums? The book offers a different point of view of the ways to attract visitors in a cultural heritage exhibition complex”.

[PIOP publications](#), 2017.

“A museum experience awaits you at the museum network of the PIOP foundations. These are museums, in key cities in Greece, which present traditional crafts and manufacturing or industrial activities (marble work, silk museum, roof tile and brickwork, silversmithing, etc) and weave the tapestry of daily life and the occupations of the inhabitants. Most importantly, elements of intangible cultural heritage are preserved and presented in innovative ways based on thorough research, such as the Chios mastic museum”

PROJECT NEWS

Case study paper on [“Board Game Prototyping to Co-Design a Better Location-Based Digital Game”](#) by C. E. Jones, A. Liapis, I. Lykourantzou and D. Guido to be presented at ACM CHI' 17.

The Greek General Secretary of Research & Technology awarded a three years grant (2016-2019) to the Department of Library Science & Information Systems, of the Technological Educational Institute of Athens for succeeding in Horizon 2020 call.

FOR YOUR AGENDA

Explore some of the forthcoming conferences relevant to the CrossCult project:

- [2nd International Workshop on Semantic Web for Cultural Heritage](#), September 24 - 27, 2017 in Nicosia, Cyprus.
- [GHI Conference on Digital Humanities and Digital History](#), October 26-28, 2017 in Washington, DC.
- [Museums Association \(MA\) at Annual Conference and Exhibition](#), November 16-17, 2017 in Manchester, UK.

STAY IN TOUCH!

For more news and events follow us on [Facebook](#) and [Twitter](#), or contact us at: contact@crosscult.eu