The Consortium

Ministero dello Sviluppo Economico, Project Coordinator, 🌐 www.sviluppoeconomico.gov.it

Promoter SRL, Technical Coordinator, 🌐 www.promoter.it

Riksarkivet, 🌐 www.riksarkivet.se

Prussian Culture Foundation, 🌐 hv.spk-berlin.de/english/

National Szecheny Library, 🌐 www.oszk.hu/index_en.htm

University of Leuven, 🌐 www.arts.kuleuven.be/home/cs

University of Coventry, 🌐 www.coventry.ac.uk/Pages/index.aspx

University of Malta, 🌐 www.um.edu.mt

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CIVIC EPISTEMO LOGIES

A Roadmap for **Citizen Researchers** in the Age of Digital Culture

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THE PROJECT

The main object of CIVIC EPISTEMOLOGIES is to develop a Roadmap to address the scientific processes in Digital Cultural Heritage and the Humanities, in order to bring citizens, through their associations, into the research processes.

The project is divided into five, inter-connected work packages:

- **WP1**: Project Management
- **WP2**: Identification of requirements
- **WP3**: Roadmap development
- **WP4**: Pilot and Case Studies
- **WP5**: Dissemination, communication and sustainability

Analisys of Requirements → Roadmap Development → Pilot & Case Studies

Communication & Dissemination
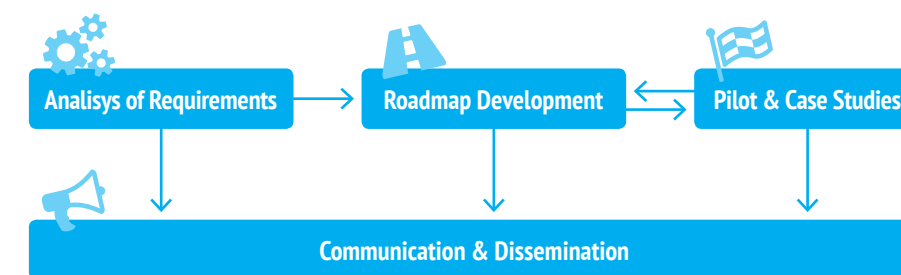
The following complementary outcomes are expected to be produced by the project to support the Roadmap and validate its assumptions:

- A study of **metadata** enhancements that can allow citizen data to feed into museum and archival information systems
- A **registry of services** which can support the involvement of citizens in scientific development processes
- An **analysis of the requirements** of citizens, researchers and cultural institutions, gathered through dedicated Focus Groups
- One real-life **pilot** and two **case studies**

Are you interested in the CIVIC EPISTEMOLOGIES project and its outcomes?
Would you like to follow the project's activities and to provide collaboration?

JOIN THE CIVIC EPISTEMOLOGIES NETWORK!

The outreach activities of CIVIC EPISTEMOLOGIES aim to contribute to the creation of the network of actors who are willing to commit to the implementation of the Roadmap developed by the project.

The project targets the whole value-chain of Digital Cultural Heritage and the Humanities sector, from the public funding bodies (ministries and agencies) to stakeholders (cultural content owners), commercial enterprises (publishers and creative industries), e-Infrastructure providers and end users (researchers, educators, students, practitioners and amateurs).

Contact People

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- **Antonella Fresa** (Promoter), Tech. Coordinator, ✉ fresa@promoter.it
- **Manuele Buono** (Promoter), Project Assistant, ✉ buono@promoter.it

PILOT AND CASE STUDIES

The CIVIC EPISTEMOLOGIES Roadmap is validated by two case studies and one pilot whose results are analysed to extract knowledge, lessons learnt and best practice.

"Hidden" Cultural Heritage: Inclusion, Access and Citizenship

This case study examines how community groups of citizens engage with cultural heritage and participate in the generation and reuse of cultural heritage using digital technologies. 'Hidden' cultural heritage refers to culture that is hidden because:

- it takes place in contexts that have limited public exposure
- it resides in the individual histories and experiences of the individual citizen
- it is not the focus of cultural institutions because it is unknown or falls outside conventional archiving strategies
- it emerges and resides within the memories, bodies and creative expressions of those who participate in it.

The case study focuses on groups who volunteer to participate in cultural activities, whether theatre, dance, music, art, film making, photography and so on, as part of their own cultural enrichment and journey towards a sense of citizenship. These groups are drawn from a UK arts project: Arts at the Old Fire Station in Oxford – a charity and social enterprise that brings together arts workers and homeless people for professional development.

Local Cultural Heritage: Inclusion, Access and Economic Development

The value of Citizen Science lies also in the contribution it can make to generating new perspectives and understandings of the contribution of local cultural heritage to local economic regeneration and growth.

Coventry is, in essence, a medieval city that has witnessed great changes brought about by craft-based industries and later industrial processes. In the twentieth century, much of the centre was destroyed in the devastating air raids of 1940. However, a significant proportion of the historic fabric of the city survives. Many historic buildings, although of great value in themselves, have been adapted for contemporary use. In the context of Coventry, heritage is regarded as a dynamic concept: historic buildings and sites are conserved and enrich the environment for residents and visitors but may also provide accommodation for cultural and creative enterprise and other activities.

An innovative app (developed by the Serious Games International) is used by a selected group of citizens who are enabled to both access information, and more importantly contribute knowledge about their location. The case study also engage stakeholders, ranging in scale from construction and property companies to smaller creative enterprises and individuals to academic researchers.

Case Studies Coordinator: **Coventry University**
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Archaeology in Rural Ireland

We have all heard stories from our elderly relatives and neighbours that relate to our local heritage and landscape. Some of this information is passed on to the next generation but sadly most of it is lost with the passing of the elderly person, and is gone forever. In Ireland, for example, we have family names (also known as micro-names) for local fields and other features in our rural landscape. This information is a significant part of our local heritage, yet it is not documented anywhere, not on any document or map, only in memory.

Is there any way to record, capture and document this heritage before it disappears forever? This pilot proposes a participatory co-design study to evaluate crowd-sourcing as a technique to capture this information. The idea is to discuss the problem space with a teenage transition year class and work with them in defining the tools and approaches needed for the study. These tools could be as ubiquitous as smart-phones that are already GPS enabled and equipped with camera and voice recording facilities. The young people can assist in bridging the gap between the technology and our disappearing heritage, by facilitating the process of engaging with local elders and gathering and digitizing information about their local rural landscapes

The young people are included in the methodology definition, through participatory research and co- design, and in this way are part of defining a best practice for further expansion. After all, the exercise involves the harnessing of the young person's free time, and voluntary engagement of their knowledgeable elders so the aim is to design participation that is interesting, fun and rewarding.

Pilot Coordinator: **Waterford Institute of Technology**
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EVENTS

- Workshop on **User Needs**, Valletta, 25-27 November 2014
- Workshop on **The Roadmap**, Leuven, 20 February 2015
- Workshop on **Innovation in Cultural Heritage Institutions**, Budapest, July 2015
- **Final Conference**, Berlin, November 2015