

The integration and management of  
archaeological datasets:  
the Europeana projects  
CARARE & 3D-ICONS

Position paper

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# Statement of the problem

- Archaeology needs infrastructures which preserve primary research data and make it available for others to re-use.
- This session will explore national and international initiatives to provide such infrastructures.
- The session includes some papers discussing various aspects of EU-funded projects relevant for our scope
- This presentation will give an overview of Europeana, the European Digital Library, and of some archaeology-related projects providing content
- Other aspects will be introduced in the presentation by the other co-chair

# Europeana

- Europeana is the European Digital Library
- It hosts 25+ million digital objects provided by European cultural institutions, such as libraries, museums, ministries and private bodies
- Europeana provides a powerful search system based on a standardized metadata structure
- Content formats include texts, images, videos, 3D models, sound, etc.
- [www.europeana.eu](http://www.europeana.eu)

# Access to Europeana

- Access to content is free to everybody
  - There may be restrictions to some formats (e.g. high-quality images) for IPR reasons
- Content must be accessible also on low-end machines
- Content must be accessible without installing dedicated software (e.g. plugins)
- All domains are present
  - But, until CARARE archaeology and monuments were underrepresented

# CARARE

- CARARE is a EU-funded project starting in 2010 with the goal of
  - making the digital content for the European archaeology and architectural heritage available through Europeana
  - aggregating content and delivering services
  - enabling access to 3D and Virtual Reality content through Europeana
- It involves 29 partners out of 21 EU countries

# CARARE: the Network

- Partners include:
  - heritage agencies
  - ministries
  - archaeology museums
  - research institutes
  - digital archives
  - technology providers
- They come from BE, BG, CY, CZ, DE, DK, EE, ES, GR, IS, IT, LT, MT, NL, NO, PL, RO, SE, SI, SK, UK

# CARARE: the Activities

- Preparing and enabling the network for content harvesting and aggregation
- Testing and prototyping tools and services to enable the aggregation of digital content from the archaeology/architectural heritage domain to Europeana
- Harvesting and aggregating content
- Establishing the methodology for 3D and virtual reality
- Dissemination and sustainability

# CARARE: the Results

- Creation of a metadata schema suitable for documenting archaeological and architectural heritage
- Mapping of the CARARE metadata schema to ESM (the current Europeana metadata schema) and EDM (the new Europeana metadata schema)
- Provision of a large amount of digital content
- Creation of a substantial number of 3D models in the 3DPDF format, to enable access to everybody
- Creation of a repository for monument documentation (MORE)



# More information on CARARE

- To be presented in the paper by Hermon et al
- Available on [www.carare.eu](http://www.carare.eu)

# Follow-up to CARARE: 3D-ICONS

- CARARE to end on 31-01-2013
- To develop further action on 3D models of archaeological and architectural heritage in 3D-ICONS, another EU-funded started about in early 2012
- 3D-ICONS dealing with “masterpieces” i.e. with icons of European heritage
- 16 partners from BE, CY, ES, FR, GR, IT, RO, UK
- More on this in the presentation by Doerr et al.
- Or on: [www.3dicons-project.eu](http://www.3dicons-project.eu)

# Why should archaeologists care

- EU projects as CARARE and 3D-ICONS disclose archaeological heritage to the public at large, with a strong visual (attractive) component
- They disseminate research outcomes with a powerful access point as Europeana
- They pave the way for a future research use of the European Digital Library

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