



# Digital Strategies for Heritage (DISH) 2013

2 & 3 December 2013, De Doelen Rotterdam

## Chefs' Table session

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**Title: How to raise quality and sustainability of digital heritage**

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### Introduction

Although digital heritage offers a wide range of opportunities and advantages to museums and cultural heritage institutions, still the uptake of digital technologies is quite low. We are convinced that improving the quality and sustainability of digital heritage is a key factor for wider use and better integration of digital heritage. To implement this, the European Network of Excellence V-MusT starts a Competence Centre that offers a wide range of services for the museum and cultural heritage domain, ranging from conception over funding to implementation and maintenance. This Competence Centre relies on a wide range of expert companies and research centres that provide the best skills in creative industries for digital heritage.

### Discussion

European project V-Must: <http://www.v-must.net/>

How to make a link between creative industries and heritage/cultural sector?

How do we make sure that the tools that the creative sector makes, are sustainable: maintenance and lifecycle is point.

Reussability is key, mainly because budgets are getting smaller

Are the creations "fit for use"?

Where do we put the balance when we talk about quality?

What is the historical horizon of people? 2/3 of the people have a horizon that doesn't go further than their grandparents. Everything older is "the past", is fuzzy.

What does 3D-visualisation mean? Is it more than pretty pictures or is there a scientific value? Many cultural heritage people doubt the scientific value.

What is the target audience? In digital heritage organisations this is not always clear.

If we want to balance between creative industries & Digital Heritage, how do we do that?

CI needs to learn the needs of CH

CH needs to understand the language and tools of CI  
CH needs to define quality  
Lack of tools for CH (use of 3D for example)  
Lack of interfacing (CH can't make good storyboards)  
Funding needs to support sustainability

V-MusT Competence Centre

That was the "setting". No about the expectations of cultural heritage institutions.

- People in "collection management" don't know how the creative industries "think"

First question within Europeana regarding 3D-resources: what metadata do you add? Question should be: how can the layman use 3D-resources

Why should we digitize museum objects in 3D? What are the requirements?

Sustainability: how sure can you be of the technic?

How can you be sure that the technology still works in 10-15 years?

Answer: we can't? We can only make sure the technology can be "transferred" / changed.

It's all about structuring your data and application so that it can adapt to new software.

There are different technics: emulation, for example.

This is a neverending story?

Yes, it is, but keeping objects in your museum is as well.

This is normal in a lot of industries, so it can be done in cultural heritage.

There is a proposal for creative industries about what is quality:

\* How should your data be used? Internally, externally, other partners? What are the requirements?  
=> fitness for use.

\* Implementations should have a long lifecycle (+15 years).

\* Document your application

You should always analyze whether an application is still doing what it was used for. If so, then don't discard it. And you should always calculate the "invested" costs.

In Cultural Heritage institutions there should be a "sustainability officer" for "preservation watch"

You need sustainable data, not sustainable content management systems.

We digitize for all possible users, since we only digitize once. (I doubt the validity of that statement)