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Consultation on Digital for Cultural Heritage

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Introduction

Europe's cultural institutions such as libraries, archives, non-commercial galleries and museums have vast and rich collections, and it is important that they are not just stored in vaults but preserved for future generations and made accessible to the larger public. Furthermore, Europe's monuments, historical buildings and archaeological sites face increasing threats related to natural disasters, accidents, pollution, mass tourism, vandalism or even deterioration over time. The accidental fire at Notre-Dame in Paris in April 2019 was only one tragic reminder of the risks faced by our most valuable cultural heritage assets, and thus of the need to urgently act in this domain.

Advanced technologies, such as 3D, artificial intelligence (AI), augmented reality (AR) and virtual reality (VR), bring unprecedented opportunities, today, to digitise cultural heritage, for preservation, conservation, restoration, research, as well as for a broader, more democratic online access and re-use by various sectors, such as tourism.

The COVID-19 pandemic confirmed once more the importance of enabling the cultural heritage sector to seize the opportunities provided by digital technologies. While some of cultural heritage institutions have managed to use these technologies and turn the crisis into new opportunities for creative expression, more engagement and expansion of audiences, others have been heavily affected, with significant loss of revenue.

It is thus essential to ensure that, in an age of a major transformation of the society and the economy, the cultural heritage sector is equipped with the best tools, resources, knowledge and skills to make the most of the digital transition.

As part of this process, the European Commission is evaluating one of the main policy instruments on digitisation, online access and digital preservation of cultural heritage material, Commission
Recommendation of 27 October 2011 on the digitisation and online accessibility of cultural material and digital preservation (2011/711/EU) (the "Recommendation"). The Recommendation contains a set of guidelines to Member States and cultural heritage institutions in order to foster the digitisation of cultural heritage material across Europe, to improve online and cross-border access to such content, and to contribute to its digital preservation.

The aim of this consultation is to gather the views of citizens, competent authorities in the Member States, national and regional cultural heritage institutions, international organisations, concerned stakeholder umbrella organisations, the Europeana ecosystem of organisations and professionals, technology stakeholders with research, products and services in ICT for cultural heritage on:

- a) the importance of digitisation and digital transformation in the cultural heritage sector and the ways of supporting such processes.
- b) the relevance and future of the Recommendation referred to above.

Your participation and feedback to this consultation will help the European Commission to shape the appropriate policy framework and actions to preserve Europe's valuable cultural assets and to give better visibility to its unique cultural diversity.

Depending on your answers, the questionnaire may take approximately 8 minutes.

At the end of the questionnaire, you will be asked if you would like to answer a few additional in-depth questions related to the Recommendation and, optionally, to upload a document (e.g. position paper).

About you

Bulgarian

*Language of my contribution

Croatian		
Czech		
Danish		
Dutch		
English		
Estonian		
Finnish		
French		
Gaelic		
German		
Greek		
Hungarian		
ltalian		
Latvian		
Lithuanian		
Maltese		
Polish		
Portuguese		
Romanian		
Slovak		
Slovenian		

Spanish
Swedish
*I am giving my contribution as
Academic/research institution
Business association
© Company/business organisation
Consumer organisation
© EU citizen
Environmental organisation
Non-EU citizen
Non-governmental organisation (NGO)
Public authority
Trade union
Other
*First name
David
*Surname
Haskiya
*Email (this won't be published)
david.haskiya@wikimedia.se
*Organication name
*Organisation name 255 character(s) maximum
Wikimedia Sverige
*Organisation size
Micro (1 to 9 employees)
Small (10 to 49 employees)
Medium (50 to 249 employees)
Large (250 or more)

Transparency register number

255 character(s) maximum

Check if your organisation is on the <u>transparency register</u>. It's a voluntary database for organisations seeking to influence EU decision-making.

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Country of origin			
Please add your country of origin Afghanistan	Djibouti	Libya	Saint Martin
[©] Åland Islands	Dominica	Liechtenstein	Saint Pierre and Miquelon
Albania	Dominican Republic	Lithuania	Saint Vincent and the Grenadines
Algeria	Ecuador	Luxembourg	Samoa
AmericanSamoa	Egypt	Macau	San Marino
Andorra	El Salvador	Madagascar	São Tomé and Príncipe
Angola	Equatorial Guinea	Malawi	Saudi Arabia
Anguilla	Eritrea	Malaysia	Senegal
Antarctica	Estonia	Maldives	Serbia
Antigua and Barbuda	Eswatini	Mali	Seychelles
Argentina	Ethiopia	Malta	Sierra Leone
Armenia	Falkland Islands	Marshall Islands	Singapore
Aruba	Faroe Islands	Martinique	Sint Maarten
Australia	Fiji	Mauritania	Slovakia
Austria	Finland	Mauritius	Slovenia
Azerbaijan	France	Mayotte	SolomonIslands
Bahamas	French Guiana	Mexico	Somalia
Bahrain	French	Micronesia	South Africa

Polynesia

Bangladesh

Moldova

	French Southern and Antarctic Lands		South Georgia and the South Sandwich Islands
Barbados	Gabon	Monaco	South Korea
Belarus	Georgia	Mongolia	South Sudan
Belgium	Germany	Montenegro	Spain
Belize	Ghana	Montserrat	Sri Lanka
Benin	Gibraltar	Morocco	Sudan
Bermuda	Greece	Mozambique	Suriname
Bhutan	Greenland	Myanmar	Svalbard and
		/Burma	Jan Mayen
Bolivia	Grenada	Namibia	Sweden
Bonaire Saint	Guadeloupe	Nauru	Switzerland
Eustatius and	·		
Saba			
Bosnia and	Guam	Nepal	Syria
Herzegovina			
Botswana	Guatemala	Netherlands	Taiwan
Bouvet Island	Guernsey	New Caledonia	Tajikistan
Brazil	Guinea	New Zealand	Tanzania
British Indian	Guinea-Bissau	Nicaragua	Thailand
Ocean Territory			
British Virgin	Guyana	Niger	The Gambia
Islands			
Brunei	Haiti	Nigeria	Timor-Leste
Bulgaria	Heard Island	Niue	Togo
	and McDonald		
	Islands		
Burkina Faso	Honduras	Norfolk Island	Tokelau
Burundi	Hong Kong	Northern	Tonga
		Mariana Islands	
Cambodia	Hungary	North Korea	Trinidad and
			Tobago
Cameroon	Iceland		Tunisia

		North	
		Macedonia	
Canada	India	Norway	Turkey
Cape Verde	Indonesia	Oman	Turkmenistan
Cayman Islands	Iran	Pakistan	Turks and
			Caicos Islands
Central African	Iraq	Palau	Tuvalu
Republic			
Chad	Ireland	Palestine	Uganda
Chile	Isle of Man	Panama	Ukraine
China	Israel	Papua New	United Arab
		Guinea	Emirates
Christmas	Italy	Paraguay	United
Island			Kingdom
Clipperton	Jamaica	Peru	United States
Cocos (Keeling)	Japan	Philippines	United States
Islands			Minor Outlying
			Islands
Colombia	Jersey	Pitcairn Islands	Uruguay
Comoros	Jordan	Poland	US Virgin
			Islands
Congo	Kazakhstan	Portugal	Uzbekistan
Cook Islands	Kenya	Puerto Rico	Vanuatu
Costa Rica	Kiribati	Qatar	Vatican City
Côte d'Ivoire	Kosovo	Réunion	Venezuela
Croatia	Kuwait	Romania	Vietnam
Cuba	Kyrgyzstan	Russia	Wallis and
			Futuna
Curação	Laos	Rwanda	Western
			Sahara
Cyprus	Latvia	Saint	Yemen
		Barthélemy	
Czechia	Lebanon	0	Zambia

		Saint Helena Ascension and Tristan da Cunha	
DemocraticRepublic of theCongo	Lesotho	Saint Kitts and Nevis	Zimbabwe
Denmark	Liberia	Saint Lucia	
Publication privacy se	ttings		

* P

The Commission will publish the responses to this public consultation. You can choose whether you would like your details to be made public or to remain anonymous.

Anonymous

Only your type of respondent, country of origin and contribution will be published. All other personal details (name, organisation name and size, transparency register number) will not be published.

Public

Your personal details (name, organisation name and size, transparency register number, country of origin) will be published with your contribution.

☑ I agree with the personal data protection provisions

Some specific questions about your profile

1. What is your age group?	
18 or under	
[©] 19-24	
[©] 25-34	
[©] 35-44	
45-54	
[©] 55-64	
65 or above	

2. In which sector are you or is your organisation active?

	Culture
0	Creative arts/media
	Education or research

Outture

Tourism
Technology/ICT
Other (please specify)
If Other, please specify

4. What is your current occupation?

High-school student

Open Knowledge movement

- University student
- Artist/creator/designer
- Teacher/researcher/academic
- Professional in the cultural heritage sector
- Professional in the creative industries
- Professional in another sector but I'm a culture and art enthusiast
- Technology/ICT professional
- Civil servant/public administrator
- Other (please specify)

If Other, please specify

Business developer in the Open Knowledge movement (Wikimedia Sverige)

Cultural heritage sector in the context of the COVID-19 crisis

5. How did the crisis affect your organisation?

	Strongly agree	Agree	Neither agree nor disagree	Disagree	Strongly disagree	I don't know / no opinion
Loss of income	0	•	0	0	0	0
Dismiss staff	0	0	0	0	•	0
Struggle with advanced digital skills needed to manage the online presence	0	0	0	•	•	0
Suspend contracts with free- lance workers	0	0	0	0	•	0

thir	Based on the lessons learn ok digital technologies will b future?					•	•
(Very important						
(Important						
(Not very important						
(Not important at all						
(I don't know/no opinion						
3. E	Do you envision additional	changes t	to the di	gital activ	ities and s	ervices p	rovided
эу ј	your institution in the future	e (e.g. mo	re digitis	sation, mo	ore online	access ar	nd
nn	ovative experiences)? Plea	ase list the	e most ir	mportant	or relevan	t ones.	
	We're already a very digital organisa	ation. There's	no physica	al Wikipedia d	or Wikimedia (Commons, Mo	ost of the
	community work in the Wikimedia m			•			
	Community Work in the Wikimedia in						
). <i>A</i>	Are you already making or	will you m	nake use	e of digital	l technolog	gies to ove	ercome
he	Are you already making or difficulties posed by social ess limitations?	•		•	· ·	-	
he	Are you already making or difficulties posed by socia	•		•	· ·	-	
he	Are you already making or difficulties posed by social ess limitations?	•		•	· ·	-	
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Dig	Are you already making or difficulties posed by social sess limitations? Yes gitising cultural heritage Based in particular on the	l distancir	earned	from te Co	OVID-19 c	risis, to w	hat
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Dig	Are you already making or difficulties posed by social sess limitations? Yes gitising cultural heritage Based in particular on the ent do you agree with the f	lessons lessons lage and the	earned to statement of dig	from te Conts about gitised cul	OVID-19 of the impor	erisis, to watance of dage for so	rhat ligital ociety?

6. Did you increase your online offer during the confinement period? If yes, what

kind of online offer do you consider important to sustain after the pandemics?

We converted in-person events to online events.

accessing cultural heritage through the Internet.	•	0	0	0	0	0
Digitisation, online access and digital preservation of cultural heritage are important to society.	0	•	•	•	0	•

11. In your view, in particular in the light of the COVID-19 crisis, how important is it to digitise the following categories of cultural heritage?

	Very important	Important	Not very important	Not important at all	I don't know / no opinion
Endangered cultural heritage objects, buildings or sites (threatened by deterioration, neglect, destruction or alteration, pollution, or disappearance).	•	0	0	0	•
National masterpieces, as selected by experts or academics in the field	0	0	•	0	0
Collections from museums, libraries, archives (including audiovisual and sound archives)	0	•	0	0	0
Historical buildings, monuments and archaeological sites	0	•	0	0	0
Intangible cultural heritage (for example, festivals, traditions, or national and regional customs)	•	0	0	0	0

12. Are there other categories of cultural heritage that you think would be important to digitise?

- Personal histories (via oral storytelling). Of especial importance is to capture personal histories representing 20th-century industrial society, conflicts, movements, etc. Once those generations are gone so will their stories be.
- Local heritage. Very small and vocationally run GLAMs local history societies, industrial museum cooperatives, and so on are not as well funded or otherwise well resourced as institutional GLAMs. As a result their collections and buildings are not digitised and available online to the same extent.
- Manuscript collections. Advances in Handwritten text recognition, combined with citizen science and crowdsourcing methodologies, can now transform these type of collections from images to true text. This was not true just a few years ago.

13. In your view, how valuable are the following applications of 3D technologies in the area of cultural heritage:

	Very valuable	Valuable	Not valuable	Not valuable at all	I don't know /no opinion
For creating digital twins of cultural heritage buildings, monuments and sites such as Notre Dame, before they are damaged by fire or other disasters	•	•	0	0	•
For creating high-quality 3D models of museum objects like the ones in the Green Vault jewellery collection, before they are lost as a result of theft or another catastrophe	0	•	•	0	0
For creating 3D models of cultural heritage buildings, monuments and sites or museum object for online visualisation	©	•	0	0	0
For creating 3D models of cultural heritage buildings, monuments and sites or museum object for immersive experiences	0	•	0	0	0
Other (please specify)	•	0	0	0	0

If Other, please specify

3D-models can be used to create the objects on which some tactile experiences for people with visual impairments are based on. The value of this cannot be overstated. Replicas, made from realistic materials, can also reinforce museum experiences in general without compromising the preservation of the originals.

The Swedish National Heritage Board has provided a good guide on this subject, https://www.raa.se/inenglish/outreach-and-exhibitions/guide-for-increased-accessibility-through-3d-models/

Using and re-using digitised cultural heritage assets

- 14. In your opinion, in the light of the COVID-19 crisis, how important is it to improve online access to digital cultural heritage?
 - Very important
 - Important
 - Not very important
 - Not important at all
 - I don't know / no opinion

Serious games (for example, for education or for scientific exploration)

☐ Virtual visits of sites (such as in 3D or VR)

Personalised recommendations

Other (please specify)

If Other, please specify

Please note that we have chose to interpret question 15 as a follow-up question to 15 - a suggestion on which type of digital content is of especial importance when remote access is the only access. The personal opinion of myself as a respondent to the survey is surely irrelevant. We would like to emphasise here the importance, under lockdown circumstances, of publishing digital learning resources well-adapted to national or regional curriculums.

Apart from the listed options we consider the following to also be important:

- Wikipedia articles (in the users' preferred language), backed by structured data from Wikidata and enhanced by media from Wikimedia Commons, providing encyclopedic introductions and good starting points for further research in secondary and primary sources including GLAM-collections and publications.
- Richly digitised and described records and collections including high-quality digital captures and rich descriptive and interpretive metadata.
- 16. (Optional) In your opinion, what are the main difficulties or shortcomings when accessing or re-using European cultural heritage content online? You can select multiple answers, or no answer if you do not know or have no opinion on this aspect.
 - Not enough content is available
 - Insufficient quality (for example, low resolution images, or poor or no explanatory text)
 - The content that I like is not available online
 - The explanatory text is not available in my language
 - I don't know where to find digitised European cultural heritage content
 - The copyright and re-use status of digital objects are unclear
 - Other (please specify)

If Other, please specify

Broken or missing links to pages, media files, and data remains a frequent issue. See also our position paper.

17. In your view, how important or valuable is the availability of digitised cultural heritage content for re-use for the following activities/sectors?

	Very important	Important	Not very important	Not important at all	I don't know / no opinion
Research	0	•	0	0	•
Education	•	0	0	0	0
Tourism	0	0	0	0	0
Creative industries	0	•	0	0	0
Technology /ICT	0	0	•	0	0

18. Are there other sectors where you think the re-use of digitised cultural heritage would be particularly valuable?

The Free Knowledge Move	ment specifically a	ind civil societ	v in general.
The Free Milewieage Meve	mont opcomodily a		y iii gonorai.

- 19. Do you think that digital technologies can empower and encourage people into more active and creative cultural participation, e.g. by developing new content themselves on the basis of digitised cultural heritage or putting their own cultural content online on a website or blog?
 - Strongly agree
 - Agree
 - Neither agree nor disagree
 - Disagree
 - Strongly disagree
 - I don't know / no opinion

Digital transformation

20. In your view, and in the light of the COVID-19 crisis, what are the most important aspects of digital transformation in the cultural heritage sector? You can select multiple answers:

Adopting advanced digitisation technologies
Creating a more agile digital environment (e.g. in terms of processes,
awareness, culture, leadership)
Acquiring advanced digital skills
Carrying out mass digitisation of existing and new material
Providing online access to digitised content
Using digitised content in immersive experiences with the help of interactive technologies such as VR and AR
Organising virtual exhibitions online
Putting in place curation structures for digital assets
Other (please specify).
If Other places aposity
If Other, please specify
Acquire *basic* digital skills. Most institutions are in the beginning stages of their digital capacity building.
21. In your view, what are the core sets of digital skills that the professionals of the
·
cultural heritage sector should acquire? You can select multiple answers:
cultural heritage sector should acquire? You can select multiple answers: Digitisation (2D and/or 3D)
cultural heritage sector should acquire? You can select multiple answers: Digitisation (2D and/or 3D) Data and metadata management and analytics
cultural heritage sector should acquire? You can select multiple answers: Digitisation (2D and/or 3D) Data and metadata management and analytics Copyright and licensing
cultural heritage sector should acquire? You can select multiple answers: Digitisation (2D and/or 3D) Data and metadata management and analytics
cultural heritage sector should acquire? You can select multiple answers: Digitisation (2D and/or 3D) Data and metadata management and analytics Copyright and licensing Interactive technologies (e.g. VR and AR) Other (please specify)
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cultural heritage sector should acquire? You can select multiple answers: Digitisation (2D and/or 3D) Data and metadata management and analytics Copyright and licensing Interactive technologies (e.g. VR and AR) Other (please specify) If Other, please specify Audience analysis and user-centric methodologies. In general "soft skills" must not be underestimated in conversations about digital transformation.
cultural heritage sector should acquire? You can select multiple answers: Digitisation (2D and/or 3D) Data and metadata management and analytics Copyright and licensing Interactive technologies (e.g. VR and AR) Other (please specify) If Other, please specify Audience analysis and user-centric methodologies. In general "soft skills" must not be underestimated in

	Very valuable	Valuable	Not very valuable	Not valuable at all	I don't know /no opinion
Automated annotation of digitised cultural heritage (e.g. metadata describing and classifying an object or an image)	0	•	0	0	0

Automated recognition of objects and fragments of objects (e.g. identifying the source object when just fragments are available)	©	©	•	©	0
Reconstruction of lost cultural heritage information (e.g. predicting what a building such as a castle looked like originally when only some ruins are left and no other specific information about it)	•	©	•	•	•
Extraction of new knowledge from cultural heritage data (e.g. research on influences between artists, styles, or periods)	0	0	•	0	0
Other	•	0	0	0	0

If Other, please specify

Please note that we have answered this question from the perspective of future value. Currently it's only an extremely small minority of GLAMs that use Al/Machine Learning, it's not a mainstream technology for GLAMs. Neither should the vast majority of GLAMs, with their limited resources, invest in becoming early adopters of such technology.

We estimate the Al/ML-technology with the greatest potential to be HTR, Hand-Written Text Recognition. It's maturing rapidly and can make huge amounts of digitised images of writing become true text: searchable, readable, automatically translatable, open to text-analytical methods of research, and so on.

Automated sound/speech track transcription also has great potential value both to make such content findable, but also understandable once found, across languages. It's also an accessibility bonus - people with visual disabilities or reading impairments gain better access to these types of heritage resources.

Higher quality translation services between the official languages and minority languages of the EU remains key to make European heritage findable and useful across language boundaries. Such languages services increasingly rely on AI/ML.

23. In your view, how valuable would the following digital infrastructure elements be for the area of cultural heritage:

	Very valuable	Valuable	Not very valuable	Not valuable at all	l don't know /no opinion
Common data spaces for sharing cultural heritage data and building up high-value data sets	0	•	•	0	0
Repository infrastructure for digitised cultural heritage content	0	•	0	0	0

Cloud infrastructure for research on digitised cultural heritage material	0	•	0	0	0
Supercomputing capabilities for large-scale cultural heritage simulations (e.g. models of entire cities or regions across time)	0	0	•	0	0
Other	•	0	0	0	0

If Other, please specify

Note: There are already such services on the market. Both non-profit (eg Zenodo) and commercial (eg Figshare). There are also discpiple-specific service like CLARIN (for lingustic resources). Certain datasets, if openly licenses or even better CC0, are suitable also for publishing on non-commercial platforms like Wikimedia Commons and Wikidata. In general though many GLAMs are not aware of them or even aware that they themselves produce datasets valuable for research.

We would suggest shared cloud-based digital preservation systems to be a digital infrastructure service of great potential. Ensuring long-term acess is very, very far from a solved problem for the vast majority of GLAMs.

24. Do you agree or disagree with the following statements about the importance of and the need to support digital transformation in the cultural heritage sector in the aftermath of the COVID-19 crisis?

	Strongly agree	Agree	Neither agree nor disagree	Disagree	Strongly disagree	I don't know / no opinion
The EU and the Member States should intensify their actions in order to help cultural heritage institutions to address the challenges and seize the opportunities of the digital era.	©	•	©	•	•	•
The digital transformation of European cultural heritage institutions should be addressed and coordinated at EU level.	0	0	0	•	0	0
The EU's support to Europeana , Europe's only digital platform for cultural heritage, is important.	0	•	0	0	0	0

Specific questions about Recommendation 2011/711/EU

25. Would you like to answ	er more specific questions	about the Recommendation?
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Yes

No

26. (This and the following questions in this section are all dependent on selecting Yes under the previous question) Do you agree or disagree with the following statements about the Recommendation?

	Strongly agree	Agree	Neither agree nor disagree	Disagree	Strongly disagree	I don't know / no opinion
The provisions of the Recommendation have been implemented effectively and have achieved their objective to improve conditions in the areas addressed.	•	•	•	•	•	•
The benefits of implementing the Recommendation are significant and justify the costs, which are proportionate.	•	0	•	•	•	•
The Recommendation has been coherent with other EU policies and initiatives (for example, with the Public Sector Information Directive, relevant copyright provisions including the Orphan Works Directive and the Directive on Copyright in the Digital Single Market, or Europeana's mission).	•	•	©	•	•	•
As an instrument at EU level, the Recommendation provides added value, compared to the initiatives that Member States would have taken in the absence of it.	•	•	•	•	•	•
Having such a Recommendation continues to be important, but it should be updated to reflect better today's needs in the area of digitised cultural heritage, and increase the potential of Europe's cultural heritage.	•	•	©	•	•	•

- 27. In your view, what would be the best future course of action concerning the Recommendation?
 - Broadening the scope of the Recommendation to include cultural heritage currently not addressed or minimally addressed (e.g. intangible and immovable cultural heritage)
 - Broadening the scope of the Recommendation to include the digital transformation of cultural heritage institutions, in addition to digitisation, online access and digital preservation of cultural heritage
 - Both of the above
 - No change, continue with the provisions of the Recommendation as they stand
- 28. Do you have something else to suggest for the future of the Recommendation?

Please see our attached position paper.

- 29. Which of the following would be especially important to you in the event of a revision of the Recommendation, considering the lessons learned from the COVID-19 crisis? You can select multiple answers.
 - Digital transformation of the cultural heritage sector, including capacity building through acquisition and development of advanced digital literacy and skills
 - Cultural heritage currently not addressed (e.g. intangible and born-digital cultural heritage)
 - More consideration of immovable cultural heritage (archaeological sites, monuments and historic buildings)
 - Pan-European efforts for 3D digitisation of cultural heritage artefacts, monuments and sites
 - New quantitative targets for immovable cultural heritage to be digitised in 3D
 - Europeana's role as the EU flagship for online access to cultural heritage and as an enabler of digital transformation
 - Qualitative targets per Member State for Europeana content
 - Encouraging Member States to provide high-quality content to Europeana
 - More multilingual content, functionality and tools to enable users to experience content in their own language

Creating high-value cultural heritage data sets (e.g. sets of digitised cultural artefacts with high-quality metadata) for helping innovation in AI and for research	
Provisions on online engagement, online participation, and online re-use	
Empowerment of citizens as consumers, creators and 'prosumers'	
Ethical and privacy issues arising in the context of digitising cultural heritage and providing online access to it	
Other (please specify)	
If Other, please specify	
- The European Commission advocating for and continuing to lead by example when it comes to open licensing of in-copyright	
- The European Commission, itself or via Europeana, to follow up on the national implementations of the Digital Single Market directive in regards to its effect on GLAMs. This goes especially for Article 14 of the directive.	
Other suggestions and comments	
Other suggestions and comments 30. Do you have other suggestions for or comments on improving digitisation, online access, digital preservation and digital transformation in the cultural heritag sector?	<u>—</u>
30. Do you have other suggestions for or comments on improving digitisation, online access, digital preservation and digital transformation in the cultural heritag	e

Contact

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