THE
Present Past
PROJECT

HORIZON-CL2-2024-HERITAGE-01-05: Strategies to strengthen
the European linguistic capital in a globalised world

Hanna Trenkler, Asmik Mikaelian, Charline Martin--Pasi

Key-Facts

CHOSEN PROJECT

Culture, creativity and inclusive society

--> <u>Destination</u>: innovative research on European Cultural Heritage and Cultural and Creative Industries - building our future from the past

--> HORIZON-CL2-2024-HERITAGE-01-05: Strategies to strengthen the European linguistic capital in a globalised world

Key-Facts

GOALS

- **Protecting European Linguistic Capital**: protect European languages in the context of a digital transformation, finding new measures

- **Understanding digital impact**: explore digitalization's effects on European linguistic diversity and cultural identity.

- **Enhancing cooperation**: encourage collaboration among experts and stakeholders for linguistic preservation.

- **Informing multilingual policies**: provide evidence-based recommendations for EU multilingualism policies, emphasizing youth engagement and native language preservation.

AUDIENCE

EU Citizens
*special focus on young people

FUNDING

EUR 2.00 to 3.00 million, a total of 10.0 million (3-5 projects)

THE
Present Past
PROJECT

Our project

--> How to preserve European Linguistic Heritage through generations ?

WHAT?

Merging traditional **time capsule** methods with **digital technology** to **safeguard endangered European languages.**
Encouraging to share testimonies for a **comprehensive cultural archive** and **fostering EU intercultural appreciation.**

THE
Present Past
PROJECT

HOW?

Digital artifact archives: collect digital artifacts showcasing European languages and cultures.

Interactive time-capsule platform: a platform to learn about endangered languages and cultures.

Citizens participation: Encourage people to share their cultural stories and experiences digitally.

Our project

--> How to preserve European Linguistic Heritage through generations ?

WHY?

- **Preserve European linguistic heritage** with a digital time capsule for future access.
- **Raise awareness and appreciation** of endangered European languages and cultures.
- **Strengthen cooperation** among stakeholders for European language preservation.
- **Analyzing** contributions to understand cultural priorities and guide preservation efforts.

THE
Present Past
PROJECT

FUTURE STEP

Using the contents of the time-capsule to create **an AR time capsule experience** for users to explore virtual artifacts at real-world locations using smartphones

→ discovering hidden messages and interactive elements related to Europe's linguistic diversity, blending technology with culture for engaging audience experiences.

Partners

Europeana Foundation

Europeana is a digital platform that provides access to millions of cultural heritage items from European museums, galleries, libraries, and archives. They aggregate digital collections from cultural institutions across Europe, including photographs, artworks, manuscripts, and audiovisual materials. Europeana's digital repository serves as a virtual time capsule, preserving and showcasing Europe's cultural heritage online.

The data space and the Collaborative Cloud: cooperation for mutual and collective benefit

Netherlands

Partners

European Centre for Modern Languages

The ECML, a Council of Europe institution, promotes language education and multilingualism in Europe. It conducts research, develops resources, and provides training for language teachers and policymakers. The ECML's work addresses various aspects of linguistic capital, including language learning, teaching methodologies, and language policy development.

Graz, Austria

THEMATIC AREAS OVERVIEW

Teacher and learner competences

Sign languages

Plurilingual and intercultural education

New media in language education

Migrant education and employment

Curricula and evaluation

Early language learning

Content and language integrated learning
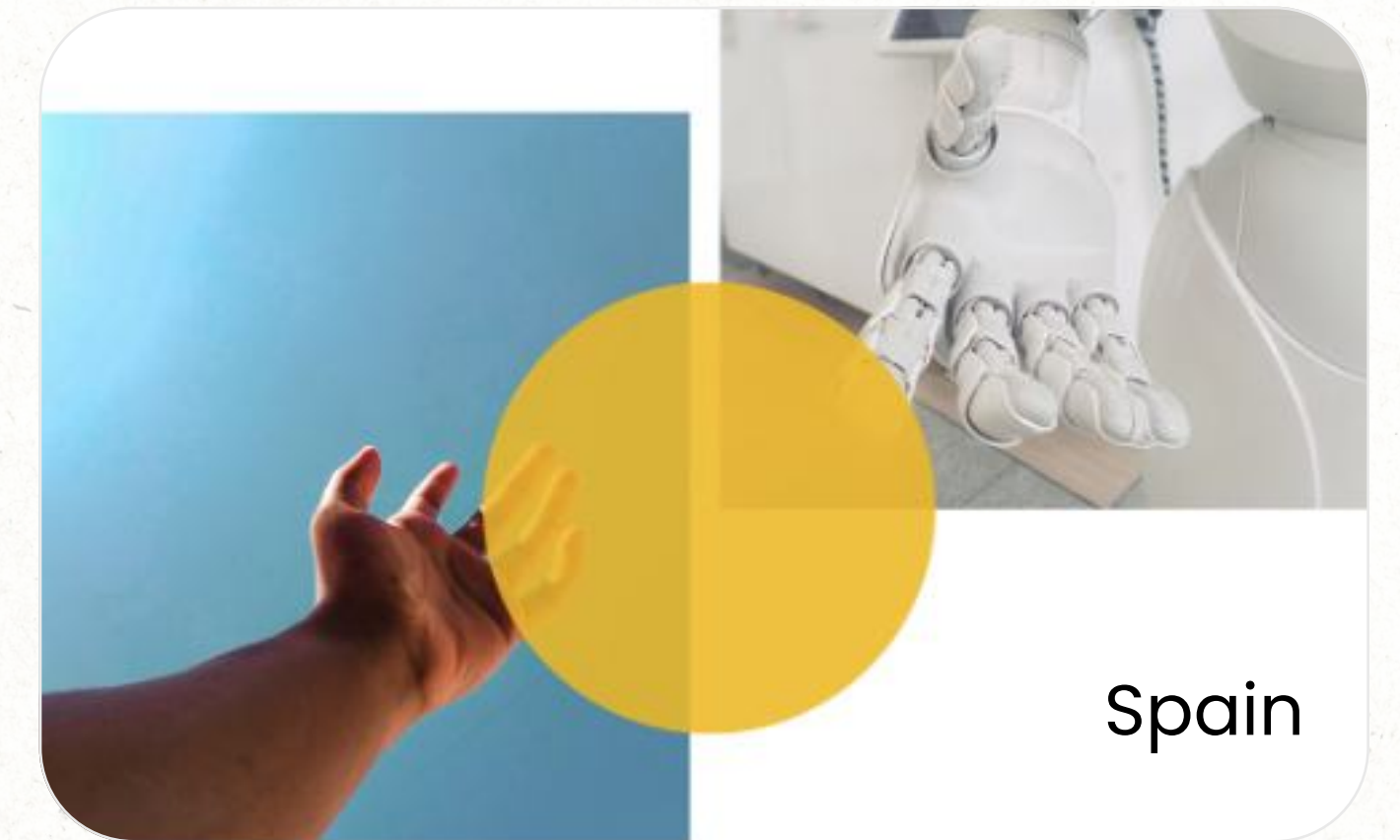
Languages of schooling

Partners

Vicomtech

Vicomtech is a research center specializing in visual interaction and communication technologies, including augmented reality. They collaborate with cultural institutions and heritage organizations to develop AR solutions for cultural heritage preservation, interactive exhibitions, and virtual museums. Their projects often involve advanced visualization techniques and user-centered design approaches.

Spain

- **Computer Graphics**
- **Computer Vision**
- **Digital Media**

- **Dialogue & Speech**
- **Artificial Intelligence**
- **Machine Learning**

- **Visual Analytics**
- **Data Intelligence**
- **Language Processing**
- **Digital Security**

Partners

European Youth

The European Youth Organization helps young people from different cultures in Europe understand each other better. They do this by working together on projects, teaching programs, and speaking up for young people.

Museums.EU

Gathering up-to-date information about European museums and galleries in one place - visitor info, exhibitions, events, collections, and more. To bring this information out to the public to use and enjoy in various formats, including a website and mobile applications.

Partners

Historical Archives of the European Union

The HAEU preserves and makes accessible for research the archives deposited by EU institutions according to the thirty-year rule governing access to archival material. It also collects and preserves private papers of individuals, movements and international organisations involved in European integration. Finally, it facilitates research on the history of the European Union, promotes public interest in European integration and enhances transparency in the functioning of EU Institutions.

European Forum For the Arts and Heritage

culture action europe

Related work

DIGICHer

Digitisation of the cultural heritage of minority communities for equity and renewed engagement
The project aims to explore the legal, political, socio-economic and technological factors driving the digitisation of cultural heritage for minority groups.

SILKNOW

SILKNOW is a research project that improves the understanding, conservation and dissemination of European silk heritage from the 15th to the 19th century. It applies next-generation computing research to the needs of diverse users (museums, education, tourism, creative industries, media...), and preserves the tangible and intangible heritage associated with silk.

Related work

Jewish History Tours

This project aimed to create engaging online tours using Jewish heritage data on pan-European topics, such as multiculturalism, persecution and migration.

Jewish History Tours leveraged the power of location-based storytelling to create engaging, high-quality tours on pan-European topics, such as multiculturalism, persecution and migration.

The project aggregated and enriched a selection of around 30,000 high-quality objects from 13 new content partners to Europeana. The selected content showcases Jewish life in Europe across times and locations and serves as material for the planned 80 digital heritage tours.

Related work

Large multimedia archive for world languages.

The research paper discusses the creation and management of a multimedia archive dedicated to documenting endangered languages worldwide. It highlights the importance of preserving linguistic diversity and cultural heritage in the face of globalization.

Making history | Proceedings of the SIGCHI Conference on Human Factors in Computing Systems. (2009)

Researchers discovered that people prefer reconstructing their pasts with carefully chosen cues rather than exhaustive digital recordings.

Public Launch

| Q3 2024 | Q4 2024 | Q1 2025 | Q2 2025 | Q3 2025 | Q4 2025 | Q1 2026 | Q2 2026 | Q3 2026 | Q4 2026 | Q1 2027 | Q2 2027 |

Project Planning Phase

- Project Launch — Starting Point
- Ideate — Brainstorming
- Develop — Develop concept
- Prototype — Prototyping
- Controlling — Controlling / Controlling / Controlling / Controlling / Controlling / Controlling
- Project Completion — Wrap Up Project

Marketing

- Identify Opportunities — Analyse Current Situation / Analyse Current Situation
- SWOT & Stakeholder Analysis — Identify SWAT & Stakeholders / Identify SWAT & Stakeholders
- Developing Marketing Strategy — Marketing Strategy / Marketing Strategy
- Design Promotional Materials — Design / Design
- Launch — Publish & Promote Materials
- Observe — Observe Public Sentiment

Information Aquirement

- Query Development — Develop Query
- Publish Query — Publish Query
- Server Requirements — Purchase Server / Server Upkeep

Data Processing

- Recieve User Data — Recieve User Data from Query
- Filter User Data — Screen User Data for Inappropriate Content
- Share Filtered User Data — Publish Data

Product Design & Developement

- Ideate — Ideating Process
- Prototyping — Prototyping
- Testing Prototype — Tests
- App Development — App Development
- Website Development — Web Development
- Testing & Deployment — Website Launch / App Testing / Deploy App

Data Analysis

- Recieve Data — Recieve Data from Users
- Organise Data — Organise Data
- Statistical Analysis — Analyse Data
- Prepare Test Results — Prepare Results
- Publish Test Results — Publish Results

Communication

- Establish Contact — Establish Contact With Partners
- Exchange Information — Information Flow
- Update Meetings — Update Meeting / Update Meeting / Update Meeting / Update Meeting / Update Meeting / Update Meeting / Final Wrap Up