MOOCs as people networks
The E-SPACE MOOC experience

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Project Overview

this page is available in: Czech, Lithuanian, Spanish, Estonian, German, Dutch, Italian, Greek, Portuguese

The aim of the Europeana Space project is to create new opportunities for employment and economic growth within the creative industries sector based on Europe’s rich digital cultural resources. It will provide an open environment for the development of applications and services based on digital cultural content. The use of this environment will be fostered by a vigorous, wide-ranging and sustainable programme of promotion, dissemination and replication of the Best Practices developed within the project. The extensive resources and networks of the Europeana Space consortium will be drawn on to ensure the success of the project.
The Europeana Space consortium has 29 partners, from 13 European countries, including: universities, video companies, CH institutions, Creative industries, GLAM institutions.
Input from 6 pilots; TV, Photography, Museums, Games, Open & Hybrid Publishing, Dance
E-Space

- **Wide and multidisciplinary network** of people and organisations linked by common interests
- **Digital infrastructure** to help people meeting and interacting with the digital cultural contents of their interest
- The **E-Space Portal**, where culture meets creativity, is the place where all these resources are made open to everybody, for use, reuse and further improvements
- The **E-Space MOOC** targets Education
- **Consultancy toolkit on IPR**
WELCOME TO E-SPACE

Spaces of possibility for the creative re-use of digital cultural content

Discover beautiful content, Create collections and exhibitions, Build with a powerful API, Share, and Co-create

SEARCH NOW

Featured Items

Featured items from our user collections.

Tags

Currently trending
What E-Space is Offering to the Educational Sector

Europeana Space is offering a wide range of services to the educational sector through its activities:

- 5 examples of creative re-use of digital cultural content for education
- A MOOC, Massive Open Online Course, to learn what you can do with digital cultural heritage, for your research, your studies, your classrooms
- 6 thematic Pilots developing prototypes, that can be
- Thematic events on education and digital cultural heritage
- A review of existing projects, environments and best practices dealing with digital cultural heritage content in an educational context

The huge amount of digital cultural heritage available in many repositories online is a wealth of material that you can engage with, and access to re-use for teaching and
E-Space MOOC

• A MOOC based on a Best Practice Network involving academics and the sector itself
• Hands-on, practical information at 3 levels:
  – General public, students, teachers, ...
  – GLAM/CH Professionals
  – Developers
• MOOC involves skill development and networking
The MOOC was developed by KU Leuven, building on its experience with the LACE MOOC on Literature and Change – involving a network of 7 universities.
And taps on KULeuvenX experience (on edX) with courses on Psychology, Philosophy and Law
Flipping the MOOC ...

- The MOOC is NOT based on university lectures
- The MOOC is integrated in current university courses
- The MOOC allows for verified certification
- Students enrolled at the university can obtain credits
Europeana Space: Creative with Digital Heritage

Learn how to creatively reuse digital cultural content from professionals of the Europeana Space network.

About this course

How can you engage with and reuse the wealth of digital cultural heritage available online in many repositories such as Europeana? How can you become an active user of this content, using, remixing and reinventing it for your research, lessons, and development?

What you’ll learn

- How to become creative with digital cultural heritage
- What repositories, tools and APIs are available online
- How to access and use them
- How digital cultural heritage can be effectively and successfully reused
- How to deal with Intellectual Property Rights in the context of reuse of digital cultural heritage
Real skills, real people
Modules

- Introduction
- Preparatory reading
- Lecture, videoclip
- Reading Materials
- Assignment
- Quiz
- Forum Discussion
Welcome to the Europeana Space: Creative with Digital Heritage course!

Whether you are a student or teacher with an interest in cultural heritage, a GLAM professional, a developer or a cultural heritage amateur, this MOOC is for you!

The course feeds into the experiences of the Europeana Space (E-Space) Pilots and brings you the results of their researches, analyses and test cases. The educational idea behind the E-Space MOOC is to lower barriers to the access and reuse of cultural heritage content on Europeana and similar sources, providing tutorials and trial versions of applications and tools alongside with reading materials and useful tips and best practices gathered during the course of the project.

As the online availability of digital cultural heritage keeps growing, it becomes more and more important that users, from passive readers, learn to become active reusers. The mission of this course is to show how people can become creative with Europeana and digital cultural content, to demonstrate what Europeana can bring to the learning community, and to bring about the essential concept that cultural content is not just to contemplate, but to live and engage with.

How can you engage with and reuse the wealth of digital cultural heritage available online in many repositories such as Europeana? How can you become an active user of this content, using, remixing and reinventing it for your learning, teaching, research, user outreach, content enhancement and development? How can you develop a clear strategy when it comes to intellectual property rights associated with digital cultural content and its commercial reuse? In the following modules, we will answer to these and more questions!

This MOOC is based on the Europeana Space project, which has received funding from the European Union's
Creative reuse of Photographic Heritage

We are now in the situation where hundreds of thousands of early vintage photographs are available online, not only from large collections such as European, in Europe, the Digital Public...
http://tellyourphotostory.be/
Under the motto Trading Spaces / Changing Places, the exhibition section in Tweebronnен tells its own story, which is also in line with the themes developed at the All Our Yesterdays-site in Heverlee. This is the photographic biography of a city 'on the go', with its unforgettable protagonists and vanished faces, with proud icons and almost-forgotten-episodes.

The exhibition was live in Leuven at the City Archive from Februari, 1, 2015 to March, 31, 2015 in the context of the "All our Yesterdays" expo.

city, destruction, revival

Story about famous women in Early photography.

vintage photography, women

Some observations on the collodion technique for portrait photography.

collodion, portrait
A BIOGRAPHY OF THE CITY OF LEUVEN

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The flooded Wieringerstraat.
Remix Challenge

Remix Challenge Exercise:

For this part of the activity, we ask you to respond to, and practically engage with, questions around open access, image and text licensing, and remix culture. Working to a specified duration, you will creatively explore different methods of cultural remix and image repurposing, while applying and developing further your understanding of how open licensing works.

Images: Scalloped saucer with hoo birds, Unknown (Public Domain), Båter i stormfult hav, Bennetter, J (Public
Unit 2: Annotation and Dance

Welcome to the Europeana Space Dance pilot module. Unit 2: Annotation and Dance.

This unit introduces you to the DancePro tool and offers you a series of activities to help you start thinking about dance annotation.

You will learn to reuse online dance content, watch, mark moments that take you attention and write about your choices.

This course will help you learn to talk about seeing and annotating dance.

DancePro: focuses on the needs of researchers and dance experts (e.g. dance artists, choreographers) who need a set of powerful tools for accessing dance content and creating extensive metadata. The tool allows you to record and annotate videos in real-time or to annotate previously recorded videos; it allows several types and modes of annotations and is designed to support the creative and compositional processes of professional choreographers and dancers. It also has an analytic and scholarly use. DancePro can also be of use in any other domain where the performance of the human
Please familiarise yourself with the Rights Clearance Guidelines (IPR Tool 3) and the Twelve Point Code of Ethics for the Sourcing and Use of Digital Cultural Content (IPR Tool 15).

If you are looking for open content, here is also the link again to the Open Content Exchange Platform.

[Diagram of a decision tree related to seeking permission to use content. The diagram outlines steps such as contacting the rights holder and assessing the risk of using the work.]

- How do I seek permission to use a work?
  - Research contact details for the rights holder using collections archives and online resources. Contact the rights holder using the template letter/email below and follow up if necessary.
  - If the rights holder responds (keep a written record or recording of all communications), then:
    - Has the rights holder granted permission?
      - Yes: You may use the work according to the terms of the license.
      - No: Carry out a risk assessment of the work, is the use of the orphan work high risk?
        - Yes: You may use the work at low resolution and/or publish.
        - No: You cannot use.
  - If the rights holder does not respond:
    - See the due diligence checklist below for guidance.
    - If you may have an orphan work, if the work is still in copyright but the rights holder is unknown or cannot be traced, document your research.
them. Under every video, you can find a downloadable version of the presentation given during the workshop.

Creative Marketing for Cultural Heritage and Tourism

In this module we are sharing some successful experiences to create engagement not only with cultural institutions but also with cultural sites and even with whole destinations.

The module starts with a presentation of the Europeana Space project, co-funded by the European Commission, which is a project experimenting on how to create new opportunities for employment and economic growth within the creative industries sector based on Europe's rich digital cultural resources.
Education

- 983 participants. 15.5% had a high school diploma or less; 34.3% had a college degree; 48.1% had an advanced degree.
The median learner age was 33. 51.5% of the learners was between 26 and 40 years old; 26.1% 41 and over; 22.4% 25 and under.
Gender

- 54.7% of the learners were female, while 44.4% were male.
Location

In the course there was a total of 90 countries or regions represented.

- United States: 9.1% with 81 students
- Greece: 6.3% with 56 students
- India: 5.9% with 52 students
- Spain: 5.7% with 51 students
- United Kingdom: 5.6% with 50 students
- Belgium: 5.5% with 49 students
- Netherlands: 3.9% with 35 students
- Germany: 3.5% with 31 students
- France: 2.9% with 26 students
- Italy: 2.7% with 24 students
Location
What worked?

• Interesting and useful content from academics, professionals and stakeholders
• Self-paced nature of the MOOC
• the freedom in choosing the preferred four modules to follow
• even mix of tests and discussion assignments
• Diverse groups of participants
Feedback

• “Thanks for offering this course! Very interested to learn this material, glad to know about this information, how to use it, and the future of its use!”

• “The content in this class is extensive I am excited about the website Europeana [...] A tremendous opportunity in the explorations.”
Storytelling website

• “The idea of the site is absolutely brilliant. I loved browsing through this endless list of images. It inspired me to find an interesting topic which I may not had found if I had not visited the collections on Europeana. [...] I absolutely loved creating a photostory and being creative with photographic heritage. I definitely will be doing this again.”
Open and Hybrid Publishing and the Remix exercise

• “I might be overstretched myself by stating this is the best thing I have EVER done in my life but I really loved this activity.”
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