

Kim H. Veltman

Needs, Challenges and Thoughts for EU

European Commission. Directorate F. Emerging Technologies and Infrastructures. Applications

FP7 Exploratory Workshop: Knowledge Anywhere, Anytime, 29-30 April 2004. Cf. http://europa.eu.int/information_society/topics/ework/information/events/pages/knowledgeanywhere29april/contributions/index_en.htm

General Needs

1. Results of EU's projects need to be accessible to researchers (cf. <http://www.mmi.unimaas.nl/people/Veltman/veltmanarticles/2001%20Towards%20a%20New%20European%20Vision%20of%20Research.pdf>)
2. Networks of Excellence that provide a framework for sharing immense materials in research and memory institutions and build Distributed European Electronic Resource (DEER, <http://www.eculturenet.org/WP1.htm#top>)
3. New Models for Culture that go beyond Euro-centrism and Asia-Centrism (<http://www.mmi.unimaas.nl/people/Veltman/veltmanarticles/2002%20European%20Network%20of%20Centres%20of%20Excellence%20for%20Augmented%20Digital%20Culture.pdf>; cf. <http://www.mmi.unimaas.nl/people/Veltman/veltmanarticles/2004%20Challenges%20and%20potentials%20for%20sharing%20between%20networks.pdf>)

Specific Challenges which link with above

1. Development of Accès Multilingue au Patrimoine (AMP. http://www.culture.gouv.fr/culture/mrt/numerisation/fr/f_01.htm)
2. Open-source integration of UMTS and GIS
3. Dynamic cartography that shows changes of boundaries temporally and politically; Dynamic Chronology (<http://www.mmi.unimaas.nl/people/Veltman/veltmanarticles/2000%20Augmented%20Books,%20Knowledge%20and%20Culture.pdf> esp. pp. 14, 30)
4. Versioning of Texts and Pedigree of Images (<http://www.mmi.unimaas.nl/people/Veltman/veltmanarticles/1994%20Electronic%20Media,%20The%20Rebirth%20of%20Perspective.pdf>, esp. fig 7-8)

5. Software for Visual Quotations, Citations from Video, Film, Multimedia
(<http://www.mmi.unimaas.nl/people/Veltman/veltmanarticles/2003%20Historical%20heritage%20and%20future%20creativity.pdf>, esp. section 5)

6. Blue room technology extended to classroom along lines of CINECA-RAI experiments to allow virtual reconstructions online
(<http://www.mmi.unimaas.nl/people/Veltman/veltmanarticles/2003%20Challenges%20for%20ICT%20Applications%20in%20Culture%20in%20the%20Next%20Decade.pdf>, esp. p. 7).

7. Cameras linked to knowledge Bases as cam-puters
(<http://www.mmi.unimaas.nl/people/Veltman/veltmanarticles/2002%20Connectivities%20of%20Content,%20Context%20and%20Communication.pdf>, esp. p. 8)