

Debate Session II

GiT in Cultural Heritage preservation and Sustainable Tourism

Petros Patias *Professor*







Inter-coaching workshop HERITAG-CULTURWB Tbilisi (April 4, 2019)

key issues: ☐ Cultural Heritage ☐ Sustainable Tourism

- Sustainability: achieve balance for both current and future potential, through
 - exploitation of resources (CH + Environment)
 - direction of investments
 - orientation of technological development
 - institutional changes
- II. Development is inherently unsustainable
- III. this makes issues: Competitive, Contradicting and Controversial
- IV. Thus, we need to look at the big picture

CH is a global issue with strong European presence



The big picture in research

- ➤ With About 1.7 million researchers, Europe has 22 % of the total global population of researchers, making it the largest market for researchers in the world.
- Over a decade, China's share of world highly cited scientific publications increased by a factor 4 (2.6% to 11.9%).
- Only 8 % of companies listed as 'unicorns' in the world are European.

In a context where:

- 90% of all data in the world have been generated in the last 2 years
- The digital and networked world is a real game changer

Michel SCHOUPPE
Earth observation Sector
DG RTD I.4

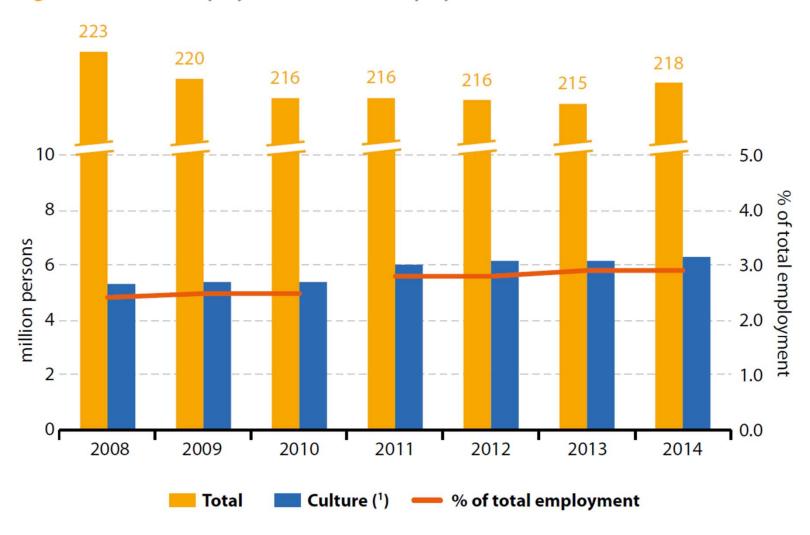
ERA-PLANET meeting

CNR, Roma (IT), **10** October 2017

A unicorn (μονόκερως) is a startup company valued at over \$1 billion. The term was coined in 2013, choosing the mythical animal to represent the statistical rarity of such successful ventures

The big picture in employment and CH sector weight in economy

Figure 2: Cultural employment and total employment, EU-28, 2008–14



CH thematics and priorities



EN

Horizon 2020

Work Programme 2018-2020

12. Climate action, environment, resource efficiency and raw materials



EN

Horizon 2020

Work Programme 2018-2020

13. Europe in a changing world – Inclusive, innovative and reflective societies

Part Sustainable Work
Part Full Solutions
innovation E Uproposals
Horizon topic Programme
Page European Climate including
efficiency Climate water
Materials Actions
2018-2020 Taw action
resource environment
actions Climate
support



The paradigm change





Cultural heritage in the digital economy

Digital access to Cultural Heritage breathes new life into material from the past, turning it into:

- formidable assets for the individual user
- important building block of the digital economy

material can be **reused** in new ways for developing:

- learning and educational content
- documentaries tourism applications
- games, animations and a wealth of other web services & apps



New Policy Programme (2015)

- DIGITAL SINGLE MARKET (2014-2020)
- Commission sets out 16 initiatives to make it happen
- Three pillars:
 - I. Better access for consumers and businesses to digital goods and services across Europe
 - II. Creating the right conditions for digital networks and services to flourish
 - III. Maximising the growth potential of the digital economy

H2020: 12,5 billion to ICT

Europeana: 53 mil items

CH Priorities of Horizon 2020 (2014-2020)

2014: **Advanced 3D modelling** for accessing and understanding European cultural assets (REFLECTIVE-7-2014)

2015: Innovation ecosystems of digital cultural assets (REFLECTIVE-6-2015)

2016: **Virtual museums** and social platforms on European digital heritage, memory, identity and cultural interaction (CULT-COOP-08-2016)

2017: European cultural heritage, access and analysis for a richer **interpretation** of the past (CULT-COOP-09-2017)

Other H2020 funding actions

2015: Call for Innovation Actions to support ICT innovative Creative Industries SMEs, resulted in 15 projects, starting in Jan-Feb 2015 with an EU funding **14 M€**

2015: Call for Research and Innovation Actions on cost-effective technologies for advanced 3D modelling funded various projects starting June – October 2015, with an EU funding **2-4 M€ /project**

2016: the European Commission launched three H2020 ICT Calls for supporting ICT transfer to the European creative industries. A number of projects funded, with **24 M€**

2016: the Call for Research and Innovation Actions to support creative processes in the creative industries funded 6 projects with **20 M€**

The 2018-2020 priorities

Intro to FP9

2018 Challenge	Call	Total Budget (M€)
12-CLIMATE	LC-CLA-04-2018: Resilience and sustainable reconstruction of historic areas to cope with climate change and hazard events	18
13- REFLECTIVE SOCIETIES	SU-TRANSFORMATIONS-09-2018: Social platform on endangered cultural heritage and on illicit trafficking of cultural goods	1.5
	DT-TRANSFORMATIONS-12-2018-2020: Curation of digital assets and advanced digitisation	10
<mark>2019</mark> Challenge	Call	Total Budget (M€)
12-CLIMATE	SC5-20-2019: Transforming historic urban areas and/or cultural landscapes into hubs of entrepreneurship and social and cultural integration	25
13- REFLECTIVE SOCIETIES	DT-TRANSFORMATIONS-12-2018-2020: Curation of digital assets and advanced digitisation	10
	TRANSFORMATIONS-04-2019-2020: Innovative approaches to urban and regional development through cultural tourism	9
	DT-TRANSFORMATIONS-11-2019: Collaborative approaches to cultural heritage for social cohesion	12
	DT-GOVERNANCE-13-2019: Digitisation, Digital Single Market and European culture: new challenges for creativity, intellectual property rights and copyright	9

Sustainability as a global issue







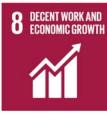
































To implement the Agenda-2030, 193 countries agreed (UN GA 25-9-2015) to achieve, by 2030, 17 Sustainable Development Goals (SDGs) and 169 Targets, accompanied by specific Indicators

UNESCO and Sustainable Development Goals

UNESCO ensures that the role of culture is recognized through a majority of the SDGs, including those focusing on :

- quality education
- sustainable cities
- the environment
- economic growth
- sustainable consumption and production patterns
- peaceful and inclusive societies
- gender equality
- food security

UNESCO's work promoting cultural diversity, and UN's Culture Conventions, are key to the implementation of the Agenda 2030 for Sustainable Development.

key message:

Digital Single market and UN Agenda-2030 are game changers for CH sustainable tourism

Hubs of entrepreneurship

Cultural integration

Social cohesion

3D modelling Innovation ecosystems Virtual museums



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