SPICE

Social cohesion, Participation, and Inclusion through Cultural Engagement

SPICE : "Social cohesion, Participation, and Inclusion through Cultural Engagement" is an EU project aiming to foster diverse participation in the heritage domain through a process of "citizen curation".

We define citizen curation as a process in which cultural objects are used as a resource by citizens to develop their own personal interpretations. Those interpretations are then shared and used within and across groups to reflect on similarities and differences in perspective.

SPICE

Consortium

IMMA — ÁRAS NUA-EALAÍNE NA hÉIREANN IRISH MUSEUM OF MODERN ART

GVAM — MOBILE GUIDES FOR ALL

design museum helsinki

A! Aalto University

CELI — LANGUAGE TECHNOLOGY — A company of H-FARM

ISTITUTO DEI SORDI DI TORINO

GAMES PADAONE

The Open University

AALBORG UNIVERSITY DENMARK

Consiglio Nazionale delle Ricerche

University of Haifa

GAM — GALLERIA CIVICA D'ARTE MODERNA E CONTEMPORANEA TORINO

CIRMA

UNIVERSITÀ DEGLI STUDI DI TORINO

UNIVERSIDAD COMPLUTENSE MADRID

ALMA MATER STUDIORUM UNIVERSITÀ DI BOLOGNA

https://spice-h2020.eu/

Consortium

University of Bologna

Aalto University

Aalborg University

Design Museum Helsinki

Irish Museum of Modern Art

GVAM Interactive Guide S.L.

Open University

PadaOne Games

CELI-Language Technology

Complutense University of Madrid

CIRMA University of Turin

Fondazione Torino Musei

University of Haifa

Hecht Museum

Centro Nazionale delle Ricerche

Launch of SPICE

Project start date: 1st of May 2020

Project Duration: 36 months

SPICE Kick off meeting (online)

6-7 May 2020 and 15 May 2020 – Plenary sessions

11-14 May – Technical sessions

https://spice-h2020.eu/

Project

The overall aim of the project is to foster diverse participation in the heritage domain through a process of "citizen curation". Citizens will be supported to: develop their own personal interpretations of cultural objects; work together to present their collective view of life through culture and heritage; and gain an appreciation of alternative cultural viewpoints.

Methods will be codesigned that can be used by citizen groups to produce **personal interpretations** of cultural objects and analyse and compare them against the interpretations of others. Tools will be developed for modelling users and groups and recommending content in a way that assists citizen groups in building a representation of themselves and appreciating variety within groups and similarity across groups to enhance social cohesion.

A **Linked Data infrastructure** will support citizen curation using social media platforms in a way that gives heritage institutions control over rights protected digital assets and access to citizens responses to their collections. User experiences will be designed that enable inclusive participation in citizen curation activities across cultures and abilities. A series of **citizen curation case studies** with a diverse set of museums and citizen groups will demonstrate how the approach can promote inclusive participation and **social cohesion** in a variety of contexts.

The project brings together 13 partners from 7 countries. The consortium comprises: three SMEs from the visitor guide (GVAM), mobile game (PadaOne) and data mining (CELI) sectors; four heritage institutions (Design Museum Helsinki, Irish Museum of Modern Art, Gallery of Modern Art Turin, Hecht Museum); and seven research centres (Bologna, Aalto, Aalborg, OU, UCM, Turin, Haifa) with expertise in codesign, museology, HCI, Linked Data, narratology, ontologies, visualisation and user modelling.

Project WP

From the discussions and information shared by the different WP leaders during this first year of the project and taking into account the previous list of exploitable assets we can state that there are six major areas of exploitable knowledge to be developed in the project. Their future exploitation will be mainly the responsibility of the parties participating in the development of each WP, especially those who have taken the lead in each WP:

Citizen curation methods: this includes the exploitation of several interpretation methods to be used by citizen groups in the form of activities such as storytelling, tagging, montage and curation, methods to build representations through interpretations and associated community vocabularies and methods to support reflection within and across groups regarding social capital and social cohesion.

Tools and methods for modelling and analyzing citizen curation activities: this could include the exploitation of models for building scrutable and transparent models of citizen groups, tools for the manual and semi-automated semantic annotation of curatorial products, tools to support the exploration of interpretations and museum objects and recommender systems to suggest alternative perspectives within and across groups.

Distributed Linked Data social media layer: this could include the exploitation of a Linked Data infrastructure for data storage; methods for organizations (e.g. museums) and end-users (citizens control over their data and tools for linking and discovering content from distributed institutional and cross-institutional repositories.

Project WP

Interfaces for citizen curation: this could include the exploitation of interfaces for participation and collaboration appropriate for different citizen groups, solutions for both physical and virtual cultural experiences, methods for the capture and presentation of interpretations and visualizations methods of citizens and their interpretations.

Integrated socio-technical system for citizen curation: this could include the exploitation of a core technical research infrastructure, a social media layer and interface components, ontologies for the semantic description of activities, ontology-driven support systems with knowledge representations and tools for constructing scripts that guide citizens through productive activities.

Design of curation activities: this could include the exploitation of citizen curation tools and methods to support participation and frameworks for assessing and replicating case studies in different contexts with different participant groups and heritage institutions.

Project target

SPICE has four main audience groupings referred to in the project:

Heritage institutions - SPICE aims to communicate with museum and heritage professionals in order to promote project tools and methods which can improve engagement with museum visitors.

Community organisations and excluded groups - SPICE aims to engage with community organizations and excluded groups in order to get feedback about the project and encourage participation in SPICE's ongoing trials.

Public (with an active interest in culture) - SPICE aims to engage the public in order to identify further trial opportunities, particularly in the geographic trial areas. Specifically, SPICE aims to communicate with those members of the public who have an active interest in culture.

Educators SPICE aims to engage educators in order to gain feedback on how the tools and methods of the project can be integrated into courses and curricula.

Exploitation areas
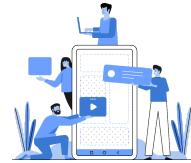
- Citizen curation methods

- Tools and methods for modelling and analyzing citizen curation activities

- Distributed Linked Data infrastructure

- Interfaces for citizen curation

- Integrated socio-technical system for citizen curation

- Design of curation activities

Case studies

Five-case studies array carried out with diverse stakeholder communities at local partner's sites will be used to develop and refine the citizens' curation methodologies and technical tool evolution (Finland, Ireland, Spain, Italy and Israel).

Each case covers a facet of the accessibility and inclusiveness dilemma.

Finland case study (Aalto, DMH)

Enable senior citizens and families living far from the museum to engage with culture and share how their personal artefacts and interpretations connect to Finnish culture. Support sharing of artefacts and interpretations in virtual and touring galleries to provoke understanding and contributions across family generations and geographical communities.

Ireland case study (OU, IMMA)

Support groups who are less able to visit the museum physically, such as asylum seekers and children with serious illnesses, to access collections and share their own perspectives. Make perspectives available online and in the museum. Encourage visitors to think about universal, personal themes such as family to make interconnections across groups.

Case studies

Spain case study (GVAM, UCM)

Actively engage children, including those from lower socio-economic groups who may not consider science interesting or a career option, through activities such as games and puzzles. Make anonymised contributions available across groups to explore differences of opinion on biodiversity and what individuals can and should do to protect the environment.

Italy case study (UNITO, FTM)

Enable Deaf people and other visitors to actively participate in cultural interpretation and storytelling and connect and share interpretations through social media functions. Enable the contributions of Deaf people to be digitally accessible to others in the museum and online. Interconnect contributions using story features such as characters and emotions.

Israel case study (UH)

Enable members of religious and secular communities, in particular minority communities, to express and share their viewpoints and appreciate the variety of opinion even with a community. Provide support in the museum for accessing and exploring opinions across different communities in order to find similarities and also respect and understand differences.

People

https://spice-h2020.eu/

SPICE artwork - logo, media assets

For the SPICE logo in different versions: click here

For accompanying images: click here

Contact information

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