PATCH 2013: Personal Access to Cultural Heritage

Liliana Ardissono[1], Lora Aroyo[2], Luciana Bordoni[3], Judy Kay[4], Tsvi Kuflik[5]

1 Dipartimento di Informatica, Università di Torino, Italy
liliana.ardissono@unito.it
2 Web and Media Group, VU University Amsterdam, The Netherlands
l.m.aroyo@cs.vu.nl
3 ENEA, Italy
luciana.bordoni@enea.it
4 School of Information Technology, University of Sydney, Australia
judy.kay@sydney.edu.au
5 Information Systems Department, University of Haifa, Israel
tsvikak@is.haifa.ac.il

The international workshop on Personal Access to Cultural Heritage (PATCH, http://patch2013.wordpress.com/) is a forum for researchers and practitioners who are working on various aspects of cultural heritage and are interested in exploring the potential of state of the art technology to enhance the CH visit experience.

Personalization seems to carry a great potential for cultural heritage (CH), enabling users to cope with ever growing CH material. However, unlike other domains and tasks, where users may have well defined needs and preferences, CH may be a bit challenging as users tend to explore cultural heritage sites as leisure activities, many times with friends and family and are open to new experiences. Hence the question is how to model and support users in this domain, taking into account its specific peculiarities.

PATCH aims at building a research agenda for personalization in CH in order to make the individual CH experience a link in a chain of a lifelong CH experience which builds on past experience, is linked to daily life and provides the foundation for future experiences. The workshop aims to be multi-disciplinary. It is intended for researchers, practitioners, and students of information and communication technologies (ICT), cultural heritage domains (museums, archives, libraries, and more), and personalization.

PATCH 2013 presents novel research ideas, projects and scientific findings focused on the following aspects. The first and largest was personalization of city tours and touristic experiences, bringing lessons learned at the indoors and online museum visitors guide systems to the outdoors – cities and other CH sites and linking them. This is an important new area based on active involvement of a broad range of people to enhance the management of cultural heritage information. In this way the experiences are connect to "daily" lives and the user is not only the information consumer but also the producer. Then another aspect was the introduction of web of things to CH – personalization of visitors' interactions with smart CH objects. A somewhat unusual suggestion for integration of virtual reality into CH related application is also presented and finally, the delicate and challenging matter of how to involve curators in the process of creating personalized information for visitors.

Considering the submissions, it seems that the overall direction is towards integrating the outdoors, indoors and online CH sites via semantic web technologies and internet of things into a continuous personalized CH experience. A key issue is that of participation: to allow the user to participate not only in the consumption of information but also in the interpretation and discussion around the information as well as in the creation of new content. People are no longer passive users or consumers of information but take part in the production, they became "prosumers" of information.

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Liliana Ardissono – University of Torino, Italy

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