

museum-digital.de → Local museums towards Europeana

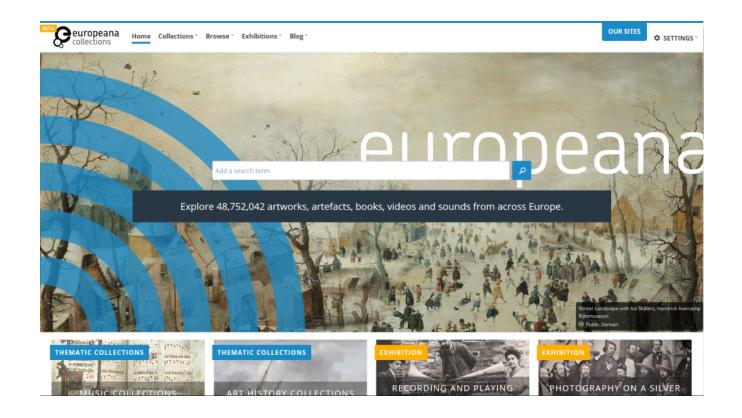






# Local museums to europeana: It's not that simple ...

- 1. europeana is an aggregator
- 2. europeana is aggregating museum-object information (text and image)
- 3. europeana is aggregating museum-object information that is online



# Local museums to europeana: It's not that simple ...

- 1. "local museum" is an aggregator!
- 2. "local museum" is an aggregator of museum-objects
- 3. "local museum" is an aggregator of museum-object-information
- 4. "local museum" is a creator of museum-object information
- 5. "local museum" is a publisher of online museum-object information



- Aggregator
- Creator
- Online-Publisher

Talking about museum-object information (image and text)

7

Aggregator

Talking about museum-object information (image and text)

- No information
- No information online



- No aggregation

Talking about museum-object information (image and text)

- No information
- No information online

X

No aggregation

Where does museum-digital help?

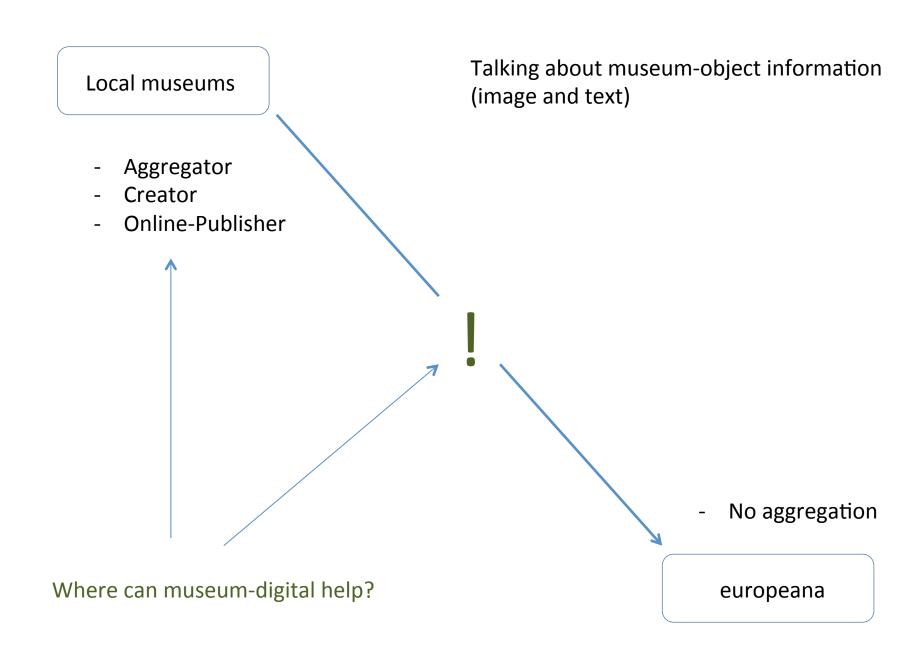
Talking about museum-object information (image and text)

- Aggregator
- Creator
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?

No aggregation

Where can museum-digital help?





museum-digital and museums in the real world (aggregation, creation, publishing of information)

# February 2009:

Some museums, small and big ones (6), in Saxony-Anhalt (one of the federal states of Germany) wanted to work on "digitisation of their objects". Institute for Museum-Research was called to take part in a newly formed working group of the museums.



A working group (still existing) was formed ...

# First step: An analysis of the situation in the participating museums:

- 1) Some museums had a database already some lived without a database
- 2) Some museums had many databases (up to 22 databases)
- 3) Some museums had Paradox 9 or other "outdated since years" databases
- One museum had dbase2-database with 2 or 3 fields per object (but 2 million objects in it)
- 5) Only few museums had photographs of their objects connected to the database
- 6) Information in database (if existent) was most often put into it by volunteers on the basis of catalog-card-entries which were up to 40 years old
- 7) The databases were of all kinds and manufacture
- No museum was able to export data (either database did not allow or museum did not know how to do)
- 9) No museum was publishing information about its objects directly from their database to their (or any other) website

After 6 years of work and observation we can say that the situation still is in many cases very much like this among those that did not join museum-digital yet.

The working group took a decision: As a first activity we wanted to evaluate the possibilities to publish collaboratively museum-object information and we wanted to create a system which makes integration into europeana and any other portals easy.

# Second step: Some more investigation

We analysed who was publishing which pieces of information about museum-objects.

As a result we got a list of 8 pieces of information plus at least one photograph as the "common ground". This was by accident identical with the "Object-ID"-List of ICOM and Interpol.













#### OBJECT ID CHECKLIST

#### □ TAKE PHOTOGRAPHS

Photographs are of vital importance in identifying and recovering stolen objects. In addition to overall views, take close-ups of inscriptions, markings, and any damage or repairs. If possible, include a scale or object of known size in the image

#### □ ANSWER THESE QUESTIONS:

Type of Object

What kind of object is it (e.g., painting, sculpture, clock, mask)?

What materials is the object made of (e.g., brass, wood, oil on canvas)? How was it made (e.g., carved, cast, etched)?

What is the size and/or weight of the object? Specify which unit of measurement is being used (e.g., cm., in.) and to which dimension the measurement refers (e.g., height, width, depth).

#### Inscriptions & Markings

Are there any identifying markings, numbers, or inscriptions on the object (e.g., a signature, dedication, title, maker's marks, purity marks,

#### Distinguishing Features Does the object have any physical characteristics that could help

to identify it (e.g., damage, repairs, or manufacturing defects)? Does the object have a title by which it is known and might be

#### identified (e.g., The Scream)?

What is pictured or represented (e.g., landscape, battle, woman holding child)?

When was the object made (e.g., 1893, early 17th century, Late Bronze Age)?

Do you know who made the object? This may be the name of a known individual (e.g., Thomas Tompion), a company (e.g., Tiffany), or a cultural group (e.g., Hopi).

#### □ WRITE A SHORT DESCRIPTION

This can also include any additional information which helps to identify the object (e.g., color and shape of the object, where it was made).

Having documented the object, keep this information in a secure place

The working group took a decision: As a first activity we wanted to evaluate the possibilities to publish collaboratively museum-object information and we wanted to create a system which makes integration into europeana and any other portals easy.

# Third step: Even more investigation

How long will it really take to get all information necessary?

We decided to work with the "collection-level". Each museum was asked to choose for each of its collections 5 objects and than start collecting the pieces of information and at least one photograph – taking the time it took to gather it all. Invitation to all museums in Saxony-Anhalt and to museums in Rhineland-Palatine to take part in the research.

Result: More than 50 museums participated. The situation was more or less the same everywhere: It took (minimum) 3 minutes to (maximum) 3 hours per object!



Knowing the situation a bit better we decided to give it a try – to create a tool to be used by MUSEUMS OF ALL KINDS to publish their museum-object information collaboratively ONLINE and to export this information to portals like europeana.

**Fourth Step**: A database on the basis of museumdat (later became Lido) was created. For the frontend (public presentation) of the objects a modell was created and – after careful investigation – improved.



(Earliest version of museum-digital available at the internet archive, dating Nov. 20,2009 – Images were not captured)

Earliest "online-publishing-plattform" for museum-digital was created mid 2009, it was a plattform for the museums in Saxony-Anhalt, soon afterwards a plattform for museums in Rhineland-Palatine was created, followed by Thuringia, Baden-Württemberg, …





The structure was (and is) always the same: Regional museum-associations take the responsibility for a version of museum-digital. They assist the museums in using the plattform and in the creation of "good data". Each museum participating in museum-digital can have a say in the creation and development of new features of the underlying software. But the underlying database always has the same structure.

With all the necessities / wishes coming from the museums themselves museum-digital meanwhile has more than 100 fields (most of them repeatable) for entering any piece of object information – with the 8 original fields remaining mandatory.

At a point in time the necessity was felt (among the museums but also highlighted by users) to create a version which incorporates all the objects from all the regional (and meanwhile also thematic) versions of museum-digital. 2012 the national version of museum-digital was created.



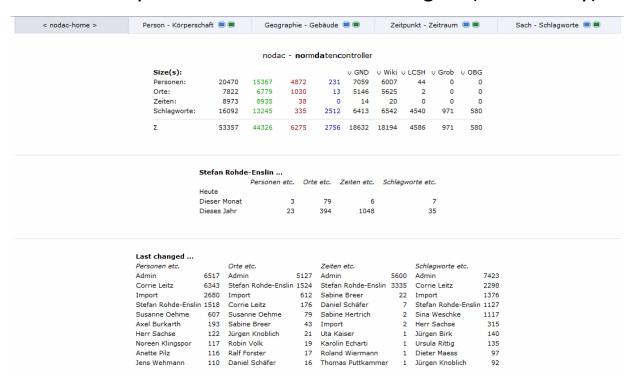
Updated daily by a tool (groupit) which allows creating sub-plattforms automatically (all school museums, all museums in a certain city, all art museums, ...)

With the creation of the "national database" another database was created:

"nodac" – a central database and interface to administer and enrich background information. Since than all entries for

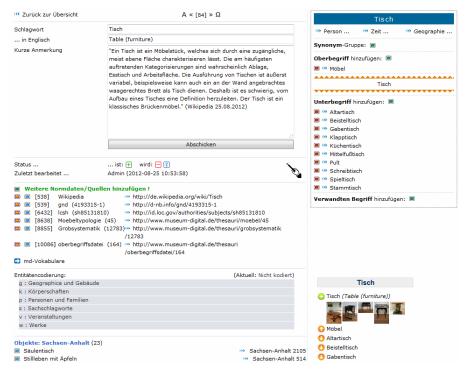
Persons/Bodies
Places/Buildings
Time
Subjects

are used collaboratively in all versions of museum digital (in Germany).



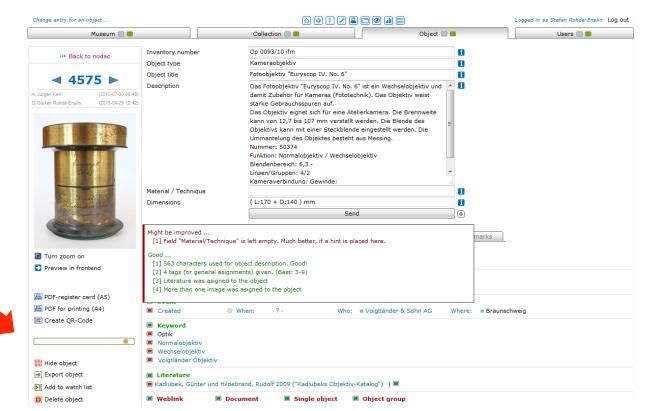
The administration and enrichment of these growing vocabularies is done by a selected group of people (choosen, trained and (sometimes) paid by museums or associations). This work is done centrally (one for all) which makes the creation of rich data easy.

Enrichment is done (and possible) with well used vocabularies (some are german, some are international ... i.e. gnd, ulan, ndb/adb, lcsh, iconclass, mindat, tgn, geonames, spengler, obg, grobsystematik, ...) a link to wikipedia-entries for the respective entities is given if possible.



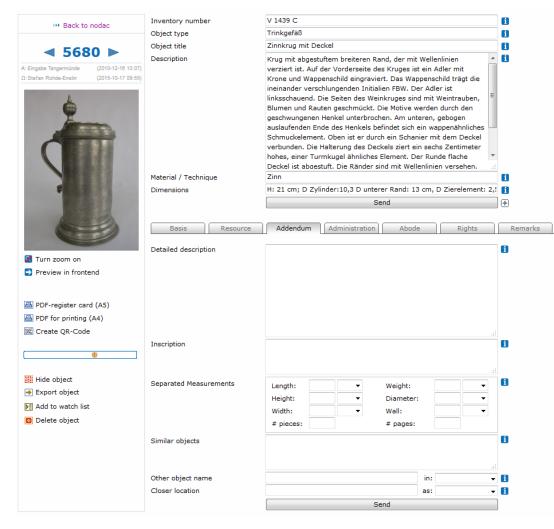
Starting from the point of "making publishing easy" – museum-digital developed possiblities for "making publishing of good data easy".

- The data administration tool for museums is intuitive wherever possible
- The data administration tool has many incentives for creating good data (e.g. pointing to typos, avoidance of images that are too small, many control and help features)
- The data administration tool also has implemented the "PuQi", a Publication Quality Index that produces hints what might be improved (from the standpoint of publication)



As time went on the possibilities of the museum-digital:plattform (backend) grew and more and more museums wanted to participate – among them more of those that did not have a database for yet.

The backend museum-digital (data administration) was expanded by many fields – in close cooperation with the museums it got all the features necessary for easily creating a good museum-inventory (with batch-processing, excel-list generation, controlled vocabulary interface, definition of own rules, literature administration, image manipulation tools, easy choose of rights statements (in accordance with europeana), catalog card printing, lido-export



Because the museums wanted to become visible worldwide. Museum-digital went multilingual.

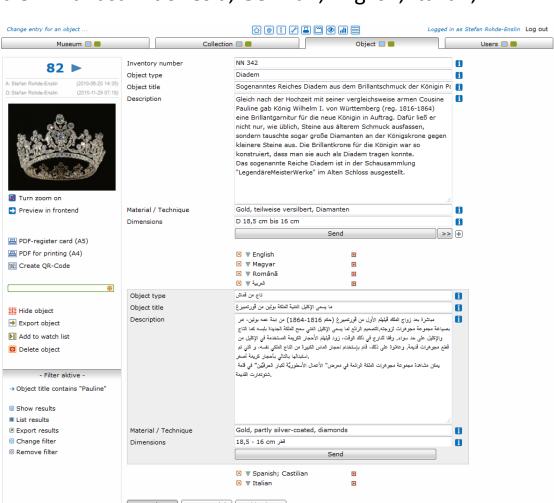
The frontend (public side) is available in Bahasa Indonesia, German, English, Italian,

Hungarian, Polish, Portuguese

The backend (administration side) is available in Bahasa Indonesa, German, English, Hungarian, Portuguese

Object-records can be entered in nearly every language.

[For translating the software a special tool called "translateit" was developed.]



With this possiblities it was easy to create múzeumdigitár - the version used in Hungary.





Múzeumdigitár is the fastet growing version of museum-digital. It has it's own facilities for import and data enrichment. Same holds true for a recently finalized version: museum-digital do brasil.

[Digitisation efforts of some of the hungarian museums are partly funded by the german embassy in Budapest (Deutsche Heimatstuben)]

Today about 50-60 Museums use museum-digital as inventory software too. In three of the federal states museum-digital is the software the museum-associations recommend for smaller museums.

In effect: In its current state museum-digital might be used for:

- Inventarisation only (there are even some "hidden versions of md" e.g. a church)
- Inventarisation and subsequent publication (without improvement of publicized data)
- Inventarisation and creation of publishable data (improving data in md only)
- Publication only (museum has whatever software they can afford for inventarisation)

As a total museum-digital now holds information about:

~140.000 museum-objects of which ~ 98.000 are published (Germany: ~69.000)

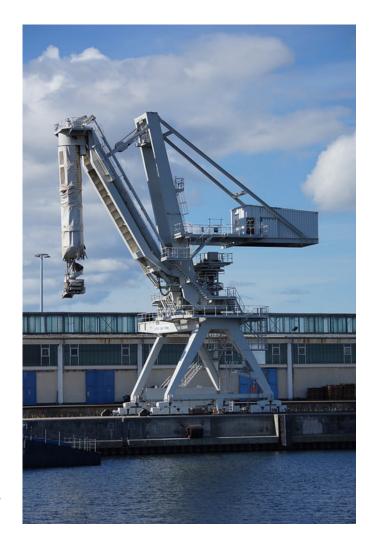
These multiple ways of usage (inv, inv+pub, pub) became possible after museum-digital got it's object-information-importing-tool (called "importit").

This tool is able to digest

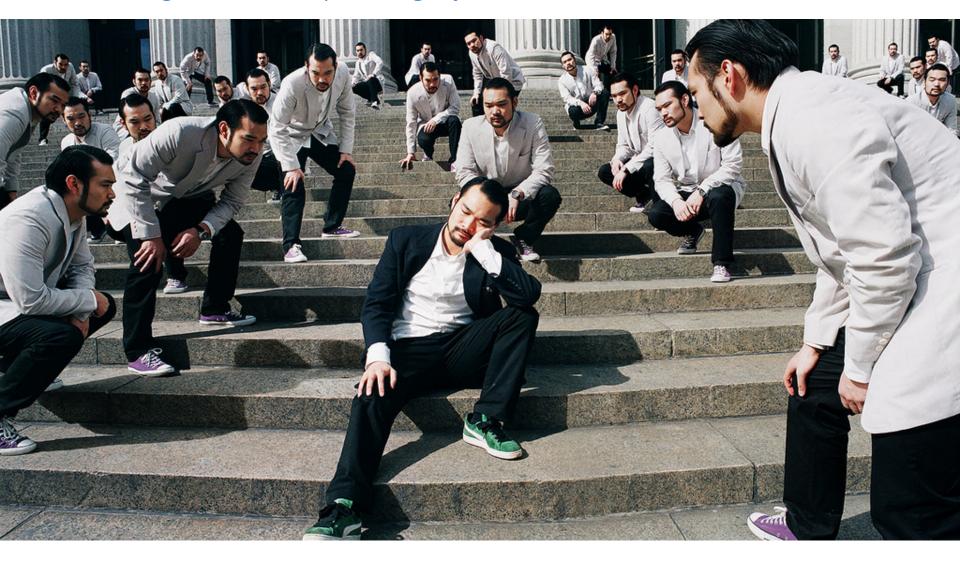
- All kinds of csv
- All kinds of xml

And it has pre-prepared routines for imports from - Adlib, - BeeCollect, - EDM, - Faust, - Gos, - Hida, - Lido, - museumdat

Meanwhile three inventory software products have a special "Export for museum-digital"-Button (Adlib, FirstRumos and Primus). Using this button these products are able to export in museum-digital.xml which is most easily imported into museum-digital (of course).



With this tool it is also possible to aggregate (only) object information from objects published somewhere else.



museum-digital helps in fulfilling the prerequisites for participation in europeana. It makes

- Aggregation of information
- Creation of information
- Improvement and correction of information
- Publication of museum-object information an easy effort.

But that is not all. It is still a big effort for the museums to collect, create and improve their object-information ... and than to clear all the rights of all kinds to finally publish the information.

Incentives are necessary!

Some revenue ... for example

 All museums participating have access to an easy to use inbuild QR-Code generator. This facility is used more and more (lately: Technikforum Backnang with QR-Code engraved in aluminium)



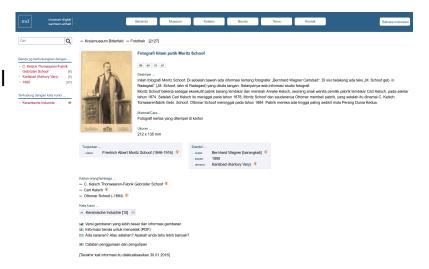
 All museums can use (together with others or on their own) a tool called "themator" to build small thematic portals. These stories might be used as digital extension for a real world exhibition (i.e. in the sense of "digital exhibition") or for any other purpose.



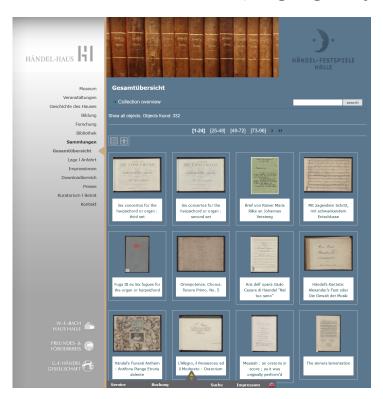
 All museums can automatically create digital exhibitions for OFFLINE presentation (in the browser) with an inbuild HTML-Generator

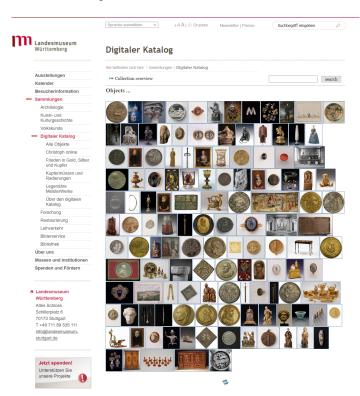


- All museums can publish their objectinformation (or part of it) in whatever language they want. The museum-digital website itself and even the backend is multilingual. This enables museums to take part in transnational or international projects.



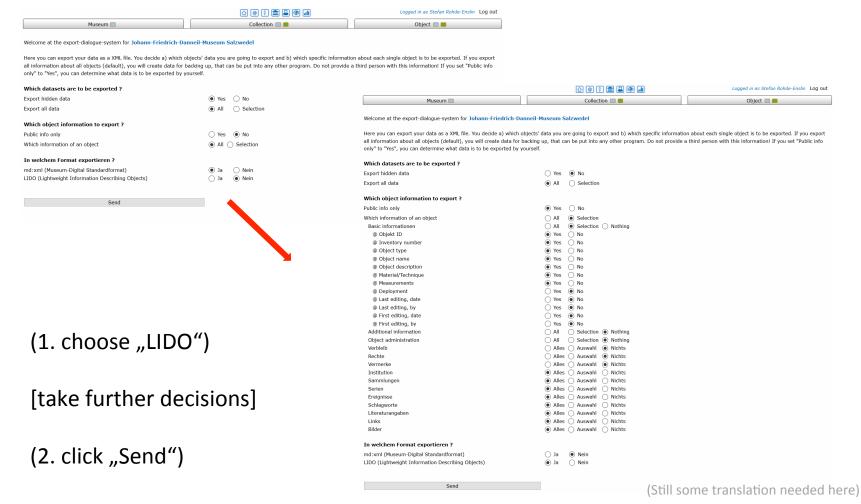
- All museums can incorporate their objects that are displayed at museum-digital into their own website (language adjusted, with adjusted search functionalities)





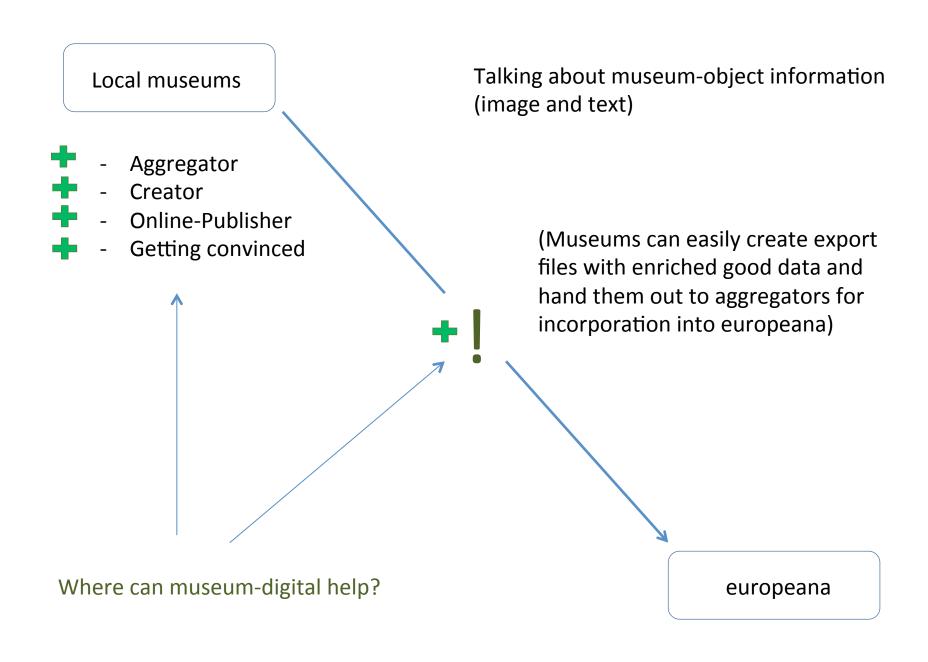
 Each museum can unpublish, correct, delete, export the object information at any time (24/7).

Each museum can export its object information in LIDO-Format with two clicks.
 They can decide (through an easy to use interface) which parts of object information they want to export. And they can send these export-files to any portal or aggregator.



- Most of all, the code of museum-digital:software is google optimized (revision once a month). The museums understand that by grouping objects from many museums together a fair amount of search-engine optimized pages is generated – publishing together is much more effective than doing it as a single museum.
- Museum-digital is fully responsive, so the objectinformation is available on all devices
- The use of museum-digital is free of charge
- Museum-digital offers possibilities for regular users to get into direct contact with the museums. Through questions and contributions from the public the museums are often able to improve their object information.
- Through all this the museums by and by get convinced that publishing object information is a must!





#### Conclusion:

museum-digital makes it a delight to aggregate information museum-digital makes it very simply to publish object information and use it in many ways museum-digital makes museums convinced that publishing object information is a must

In a word: museum-digital makes museums (the documentation part) "internet ready"

Doing so: Museums get europeana-ready.

#### And additionally:

The way from museum-digital towards europeana is quite simple whatever aggregator is in between. There is an established working infrastructure through the line of Athena-LinkedHeritage-AthenaPlus-Projects using MINT-Tool. Museums participating in museum-digital are also working with europeana Food and Drink (Hungarian museums). Museum-digital also deliveres data to ddb (German digital library) from where they might reach europeana (in the control of these data MINT-Tool also is used).



To let things grow soil has to be prepared and seeds have to be sown

Terima kasih- Stefan Rohde-Enslin, Institut für Museumsforschung (SMB-PK), February 2016

#### Rice terraces:

https://www.flickr.com/photos/andrew\_annemarie/12641881654/in/photolist-kg7WYN-kfYtuM-kg5xXa-7dqJTs-kg2RRo-kfWR14-kfU63v-kfUHqR-kfUqzf-kfWS85-kg4Qbq-7dqwAy-7dqL1L-7dmYGV-7dqtpm-7dqLWm-7dmPYM-kfUrm4-kg2Etz-kg2yRG-kfVXjP-7dn1YR-7dn37p-7dmY2Z-7dmCAn-7dqg1G-7dmRot-7dqq77-7dqy3b-7dmpCe-7dmnt2-kfUXM5-kg2h1h-7dmw5Z-7dqiom-7dmsfv-dSuGuf-kfaqLK-4vRJHx-7dn4fn-7dn6Ec-dSuG9A-kg3YuR-kfqyLa-kg7CrY-kfozHB-kfpDc6-kg4Woz-kg3Egt-kfVyiE/

#### **Digitising Wax Cylinders:**

https://www.flickr.com/photos/bluefootedbooby/4049418840/in/album-72157622548230883/

#### Objekt-ID:

http://archives.icom.museum/objectid/checklist/english.pdf

#### **Rostocks sugar terminal:**

Bertram Nudelbach (Photographer) ... https://www.flickr.com/photos/nudelbach/23838771426/in/photolist-CjxWds-611c6y-eeD77s-6mQhYq-gc55k3-ZSyoK-7pPuZh-4TkWnS-5ivJhu-58RDAh-8BxVyV-f552E-6NwZZu-71vjsw-8i8Hr6-8uWBG-9BNC5X-D2W89U-gd6L4y-7LNeKy-56zAhj-6G2BmT-qzsSbM-5dAnJz-7hTDu4-cDjNfd-mpKgLR-5nuMVG-4TwJpv-bVND66-ajzh5h-jWk6qY-A4Ybf-5YXhPF-8P9Eu6-PVtLs-6b9Wcf-8WY4ge-66exne-4t23jh-3wKH8K-2gZCuy-973DB-3nP484-f3XZZE-5RPb7F-9Qx2Xi-fxxi4b-fPRFqG-2qEhuL

#### Weenache Museum:

- https://www.flickr.com/photos/grangerphotography/4481052271/in/photostream/
- https://www.flickr.com/photos/grangerphotography/4481701772/in/photostream/

#### **Ploughing at Spituk:**

https://www.flickr.com/photos/andreakirkby/11205754325/in/photolist-i5dqmM-i5dyTC

#### Appendix ...

Already in Nov. 2009 first museumobject-data were – in the framework of the Athena-Projectsent to the colleagues from NTUA in Athens to create what later became the mint-Tool. A regional newspaper celebrated this fact.

(Anyway it was only 62 datasets in museumdat format)

