

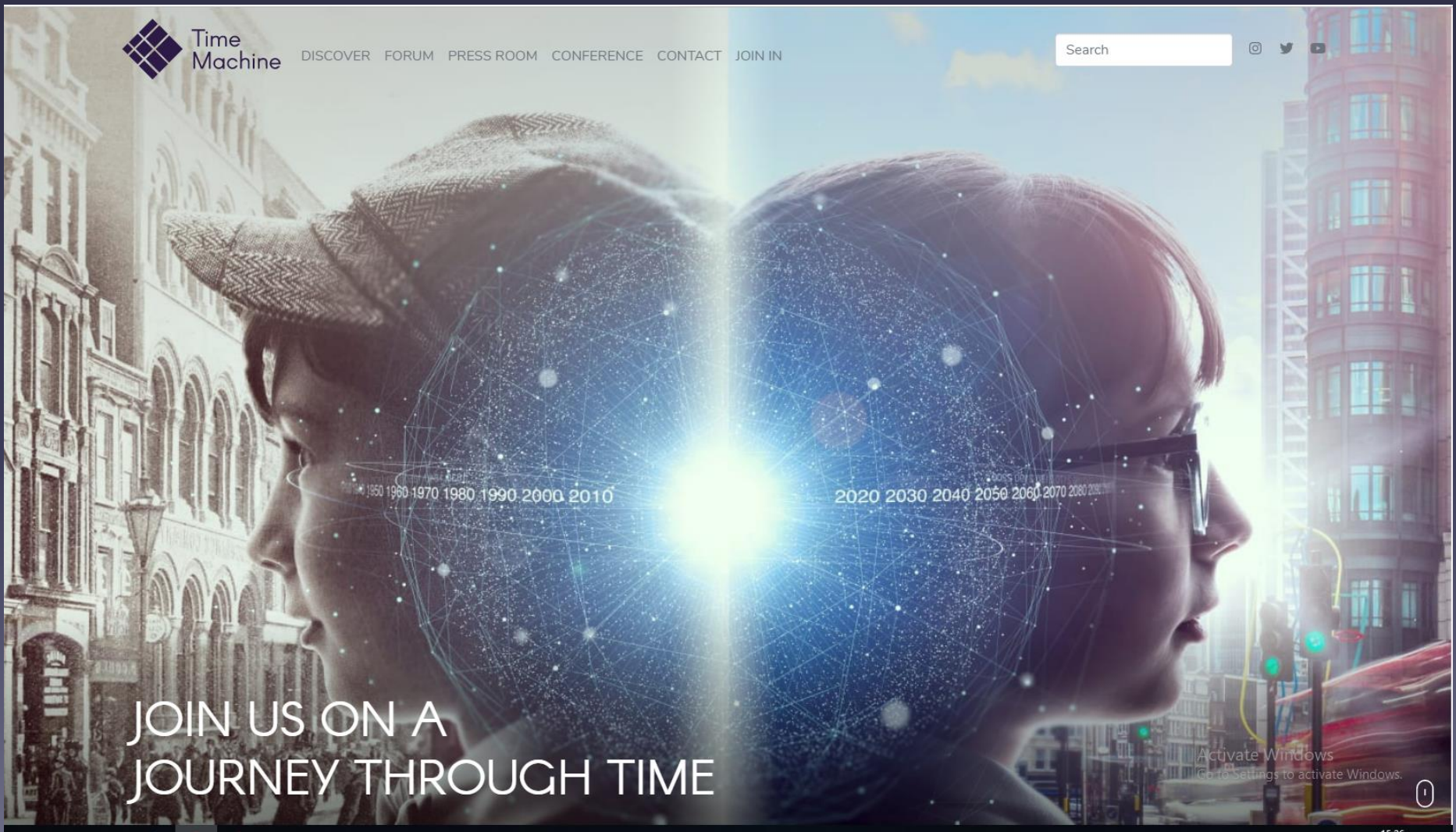
How can big data of the
past influence science
and research:
Time Machine idea
and
exploitation avenues
perspectives



TIME MACHINE



DISCOVER FORUM PRESS ROOM CONFERENCE CONTACT JOIN IN



1950 1960 1970 1980 1990 2000 2010

2020 2030 2040 2050 2060 2070 2080 2090

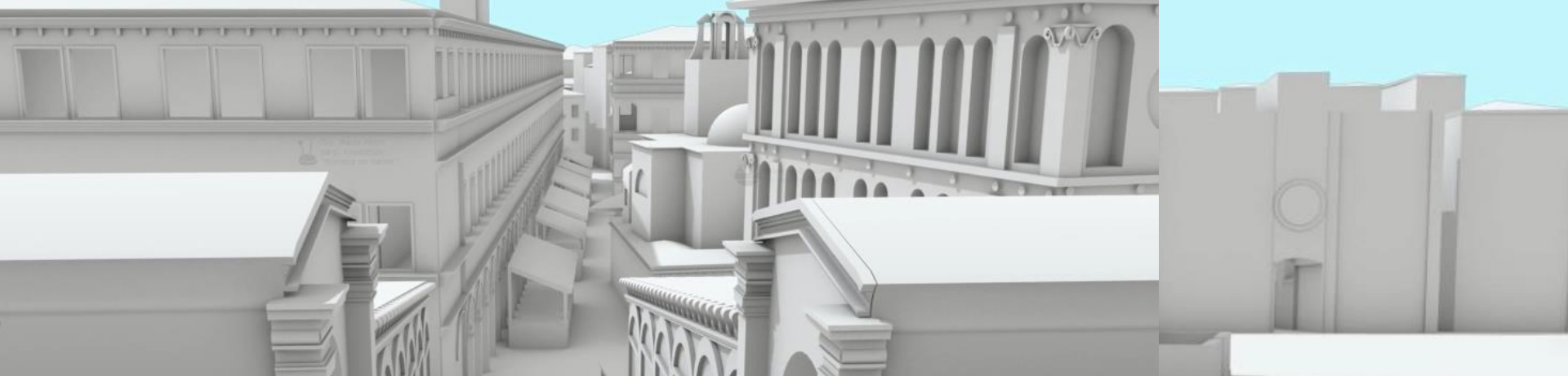
JOIN US ON A
JOURNEY THROUGH TIME

Activate Windows
Go to Settings to activate Windows.



TIME MACHINE-development

- ◉ Starting point Venice Time Machine (2012)
- ◉ Expanding project to Europe in general (2017)
- ◉ Request for consortium members (summer 2017)
- ◉ “F(uture and) E(merging) T(echnologies) Flagships” project (2018)
- ◉ CSA project (1.3.2019 - 28.2.2020)
- ◉ Time Machine Organization 2019/2020



Scola di San Rocco
"Botega da panni"



Zenura Loredana
"Magazen"



Andrea Mocenigo
"Botega da panni"



Lorenzo Tiepolo
"Botega d'orese"



Liberal Baglioni
"Botegha d'orese"
Scola di San Rocco
"Botegha d'orese"



Manfredo Manfrotto
"Botegha d'orese"



TIME MACHINE

- First of all ...

... a strong vision for the technological future of cultural heritage!

...

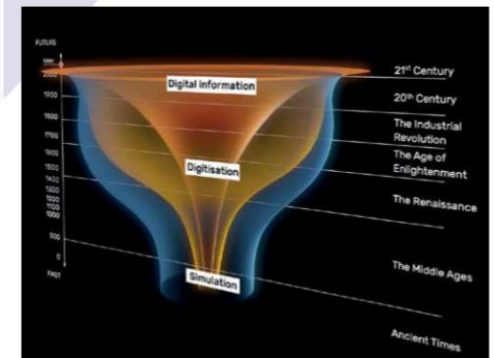
- Fundamental breakthroughs in artificial intelligence, robotics and ICT
- New technologies for a scanning infrastructure able to digitize massive amounts of objects
- Unique alliance between the best European players in humanities, sciences, technologies and culture

TIME MACHINE - objectives

- To move through time as easily as we move through space
- To simulate possible futures / possible pasts
- To integrate historical data into people's everyday lives
- To change the nature and scale of methods in many fields of research

Simulation: Big Data of the Past

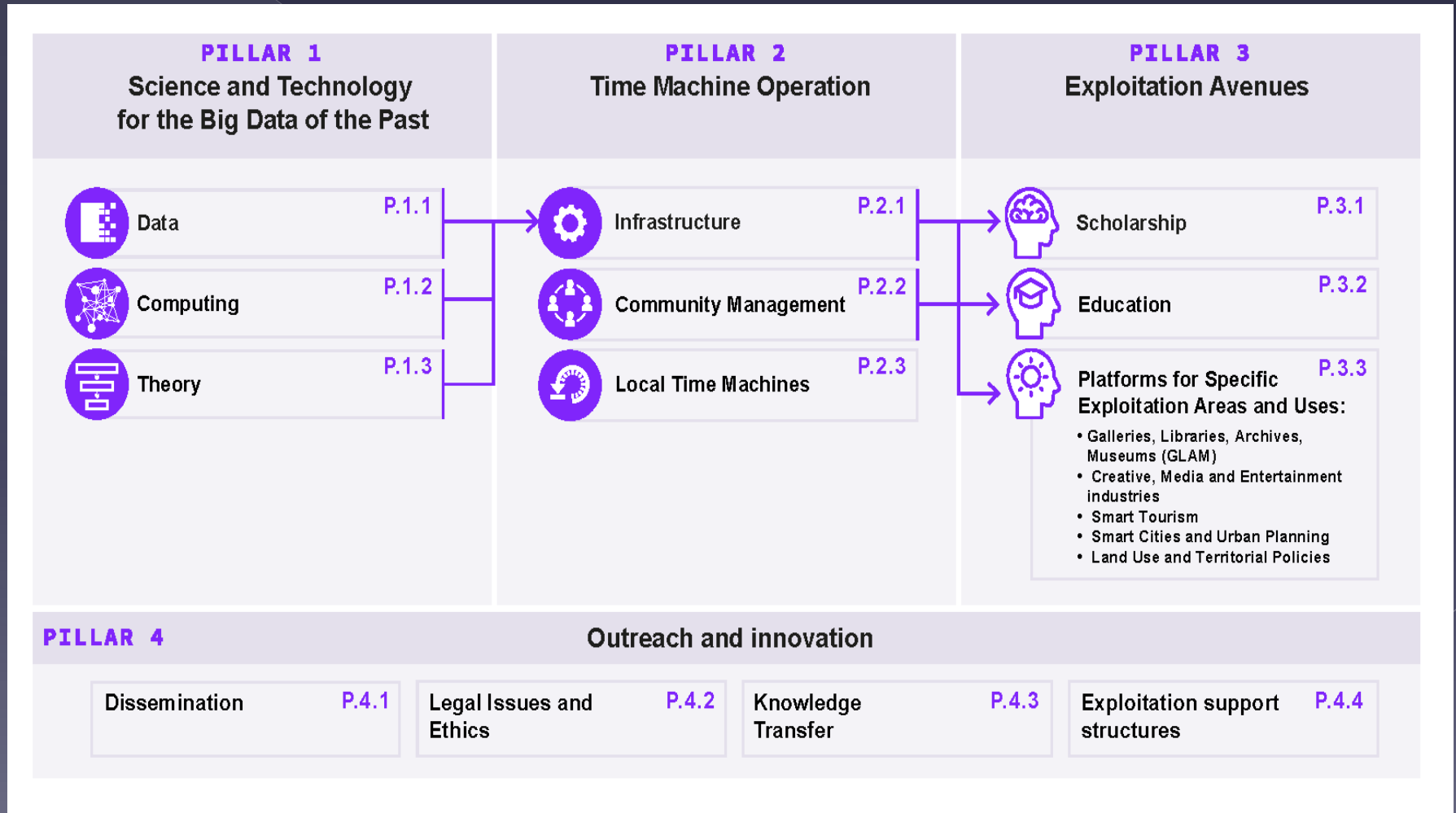
The further we go into the past, the less digital information we have. Massive digitisation of historical sources permits to extract more data. Simulation based on this data permits to infer additional data and generate new hypotheses.



TIME MACHINE -outcomes

- open science, open access to public resources
- advancing the state of art in many fields,an economic motor,
- giving rise to new professions,
- new services and new products,
- impacting not only on education, cultural heritage and creative industries, but also policy making, and economic, societal and environmental modelling

TIME MACHINE - project



TIME MACHINE ORGANIZATION

- ◉ Organization for international cooperation in technology, science and cultural heritage
- ◉ Make a technological revolution happen!
 - Develop ground breaking new open source technologies for cultural heritage
- ◉ Shape a strong alliance between cultural heritage institutions, science and industry (financially independent from project funding)

TIME MACHINE ORGANIZATION

- ◉ Further advance, lobby and lance new or alternative ways of collaboration and interaction based on a strong cross-organizational, cross-sectoral, participatory approach
- ◉ Create the framework conditions for funding the development of new cultural heritage related technologies by lobbying on EU and member states' level

TMO - goals

- Create a large scale research initiative project (formerly “Flagship”) on European Level
- Make projects of different kinds possible
- Open up new and alternative ways of funding (partnerships with economy, philanthropic organizations, civil society, crowd funding, etc.)
- Enhance and further develop interdisciplinary higher education curricula on sciences related to cultural heritage (Digital Humanities, robotics, AI, etc.)
- Work towards a truly open science initiative providing a free and open source framework and building open data for cultural heritage

TMO - activities

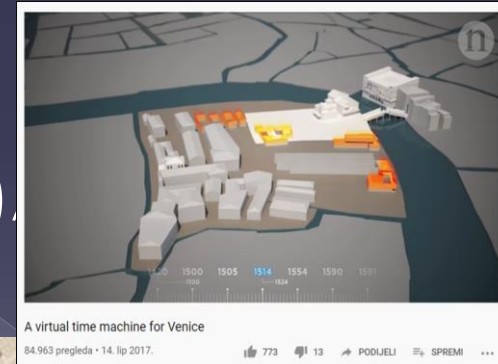
- ◉ Platform for carrying out projects in different funding programmes with different consortia
- ◉ Develop technologies in order to further advance the digital use and reuse of cultural heritage
- ◉ Build an infrastructure in order to implement TMO's goals and activities (servers, databases, platforms, etc.) as well as to strengthen the practical capabilities of TMO and its members
- ◉ Create an environment for continuous exchange of knowledge, best practice and expertise in order to boost current and future

TMO - services

- Provide open source tools and technologies
- Support in different fields (use of technologies and infrastructure, project building, etc.)
- Regular newsletters and communication between members
- Communication hub (provision of PR materials to be used at different occasions like folders, ppt-templates, rollups, manifesto, fact-sheets, etc.)

LOCAL TIME MACHINES

Amsterdam TM (1500 - 2000), Antwerp TM (1500 - 2000), Barcelona TM,
 Broumov TM (1200 - 2020), Budapest TM (1680 - 1990),
 Colone TM (1500 - 2000), Dresden TM (1200 - 2000),
 Dubrovnik (1400 - 1450), Ghent-Bruges TM (800 - 2000),
 Innsbruck (1500 - 2020), Jeruzalem TM (2000 BC - 2000),
 Limburg TM (1000 - 2018), Lower Austria TM (800 - 2000),
 Luxembourg TM (1800 - 2000), Naples (800 - 2000),
 Nuremberg TM (1000 - 2000), Paris TM (1000 - 2000),
 Regensburg TM (1200 BC - 2000), Utrecht TM (0 - 2018),
 Venice TM (1000 - 2000), Vienna TM (1200 - 2000)



<https://www.timemachine.eu/time-machine-organisation//>



Join us on a
journey
through time

Time Machine Europe



Join in!