How can big data of the past influence science and research: Time Machine idea and exploitation avenues perspectives
JOIN US ON A JOURNEY THROUGH TIME
TIME MACHINE-development

- Starting point Venice Time Machine (2012)
- Expanding project to Europe in general (2017)
- Request for consortium members (summer 2017)
- CSA project (1.3.2019 - 28.2.2020)
- Time Machine Organization 2019/2020
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
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 ORGANIZATION

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

Join us on a journey through time
Time Machine Europe
Join in!