Deliverable 1.4 Preliminary index of the DC roadmap





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About DCbox

DCbox "Digital Curator Training & Tool Box" works to create a new generation of European professionals working in the cultural heritage sector, equipped with a recognised, cross-cutting and high-level digital skillset. The project is funded by the Erasmus+ programme of the European Union during the period November 2021 - May 2024.

DCbox is implemented by:

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Executive Summary

This document represents Del 1.4, which is chapter 7 of the R1 main report "Digital Curator Mapping & Design Report". This last also embeds deliverable "D1.1 - Report of the higher-education programs specificities in each country" (chapter 4 and 5) and the deliverable "D1.2-Analysis and collection of DCH best practices and strategies" (chapter 3).

This document defines a preliminary index of a Digital Curation (DC) roadmap and the key areas for training the next generation of Digital Curators. discussing the absence of a unanimously agreed reference framework for Digital Curators, outlining the specific domains of expertise that Digital Curators should possess with the emphasis on the need to customize educational offerings to blend these multidisciplinary areas for training professional Digital Curators.



Table of Contents

Exe	cutive Summary	4
1.	Preliminary index of the DC roadmap	6



1. Preliminary index of the DC roadmap

As stressed at the DCbox proposal stage, and confirmed by the outcomes of this study, to date there is no single, unanimously agreed reference framework to empower learners with skills, competences and expertise a DC should master, such as a synthesis of technical knowhow and humanistic background. This chapter of recommendations also constitutes a preliminary index of the Digital Curation roadmap.

The main areas which have been identified as strategic for training the next generation of Digital Curators can be summarised as follow:

(**Digital**) **Humanities (DH):** Incorporate educational methodologies for communication and learning of the digital humanities and heritage related projects; Recognise the main challenges in the area of study of digital humanities and heritage (technical and ethical).

(**Digital**) **Museology:** Knowledge of skills in the application of the intellectual foundations of museum work; transformations of the museums' role in contemporary societies due to the integration of technological interfaces when interacting with knowledge; understanding of the new relationship of museums with their audiences, reflecting on new educational models and opportunities offered by technology, and critical use of ICT for the creation of new curation models for the museum of the future.

Digitization and VR: Digital documentation of cultural material; knowledge to use advanced procedures and techniques of computer 3D modelling and animation; create interactive visualizations and user intuitive interfaces for various types of augmented (AR) and virtual (VR) realities.

(**Digital**) **Management:** Role of museum management and the basis of museum governance as well as cultural policy-making at national, European and International level; regulatory and legal issues raised in relation to information and digital media management.

(**Digital**) **Design:** Skills and competence required to solve problems creatively and be in charge of complex design processes; recognise and assess the ethical challenges; Produce technically and aesthetically high-quality design work.

(Digital) Communication: Public engagement through the effective use of digital methods and applications; Expanding Roles of Museum Marketing and Communications; use of computer technology in the communication and transmission of culture to specialist and non-specialist audiences.

The DCbox agenda for the customization of an educational offer aiming to train a professional Digital Curator should consider all the above-mentioned multidisciplinary areas, selecting specific topics and subjects, blending them to reach a unique mix of functional expertise, both theoretical and practical.



