



[Learn with us!](#)

CAPACITY RESILIENCE DIGITAL READINESS

Enabling a new generation of European professionals
in the field of Digital Cultural Heritage

[DCBOX
MAP](#)





ABOUT US

Digital Curator training & tool box

The main goal of DCbox is 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 Digital Curator

The Digital Curator is an emerging professional profile: its relevance has been emphasised by the CoVid-19 pandemic and the consequent need to rely on digital, smart and connected museums. Nevertheless, up to date there's no single, unanimously agreed reference framework as well as a reference curriculum to empower learners with skills, competences and expertise a DC should provide, that is a synthesis of technical knowhow and humanistic background.

It is for this reason that 6 different partners (4 Universities, 1 research centre, 1 academic network, and 1 IT private enterprise) from 5 different EU Mediterranean countries (Italy, Spain, Portugal, Serbia and Cyprus) have decided to join their forces and create the project



Mission

By providing European **teachers** and **students** with a **Digital Curation Toolkit**, an innovative digital and robust learning method, particularly focused on humanities and design disciplines and work-based learning activities for Higher Education Institutions (HEI) the project aims at

OUR RESULTS

PRIORITY: Stimulating innovative learning and teaching practices.

01 DC MAPPING & DESIGNING

A critical mapping and clustering of recognised skillset/regulation state of art across Europe, based on an in-depth analysis and collection of best practices among digital cultural heritage tools and strategies for museums and cultural organizations.

03 VIRTUAL EDUCATION AND CO-CREATION TOOLBOX

A virtual space for education, designing, prototyping, rousing creativity and increasing knowledge of students, trainers, mentors and institutions.

05 HANDS-ON AND EVALUATION TOOL

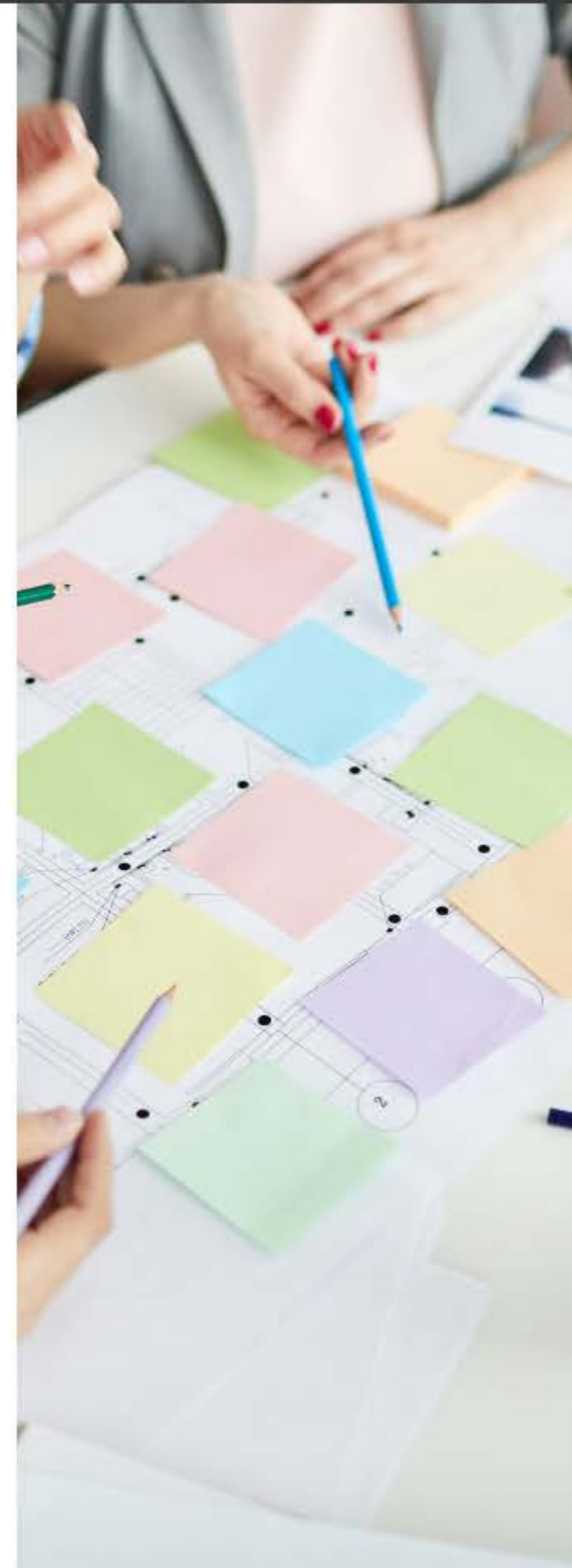
A tool-box in which learning outcomes will be tracked and evaluated (via the KPI definition/assessment), also reporting the hands-on experiences carried out during trainees co-tutored by universities and museums.

02 LEARNING MODULES

A career-based learning module based on a formal/informal education format (e.g. MOOC, virtual and real time lessons, virtual collaborative rooms etc.) for Digital Curator professionals (DCH curricula).

04 VIRTUAL EXPERIENCES PROTOTYPES

VE prototypes co-designed and tested by students through creative living labs focused on 5 different aspects of cultural heritage curation and assessing skills on 5 complementary technologies: Digital Library, Gaming, Immersive experience, Mobile geolocated app and Digital Storytelling.





UNIVERSITÀ POLITECNICA DELLE MARCHE

Ancona, Italy

The Università Politecnica delle Marche (UNIVPM) was established in 1971 as University of Ancona and in 2003 has changed its name in Università Politecnica delle Marche to stress its **scientific and technological mission and vision**.

- 17000 students
- Five faculties (Engineering, Science, Economic Sciences, Medicine and Agricultural Sciences),
- More than 7200 students, which permanently employ about 700 academics and 650 technical/administration staff

UNIVPM is very **active and performant in the European R&D&I secured 52 FP7 projects** with a total budget of over 12M€ and it is currently coordinating 3EU Projects and managing 40 of them with over 35 M€ in H2020.

UNIVPM offers Doctoral programs supporting students during their research.

The departments of UNIVPM that will be involved in the project activities are 2:









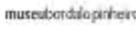



1. The Department of Construction, Civil Engineering and Architecture (DICEA) is the main unit in the DCbox project and it serves as LP, It is a teaching and research division dealing with digital transition, sustainable practices and security of Heritage and built environment. The DICEA research unit has 50 permanent positions full, associate and assistant professors, working with several PhD students and post-doc research fellows, and 12 persons in the technical staff. **It is recognized by the Italian Ministry and the third evaluation agency, ANVUR, as Department of Excellence.**
2. The Department of Information Engineering (DII) employs 137 people: 47 permanent staff (full, associate and assistant professors), 15 administrative and technical staff, 49 PhD students and 26



ASSOCIATED PARTNERS

Associated partners

The associated partners are museums and cultural institutions based in all the involved countries of DC Box. They are engaged in the experimental-virtual work-based learning experiences, they are stakeholder for the virtual prototypes of DC Box and will serve as demonstration sites of the digital transformation of tools and processes. The associated partners also host the traineeships for the Higher Education students.

<p>Academia Portuguesa de Cinema</p> 	<p>Civic network museums of Ascoli Piceno</p> 	<p>Civic Gallery "Francesco Podesti" in Ancona</p> 	<p>Byzantine Museum of Nicosia</p> 
<p>Chamber of Commerce and Industry of Serbia</p> 	<p>Municipality of Fuente Obejuna</p> 	<p>Local Action Group of Alto Guadiato</p> 	<p>Ponisavlje – Pirot Museum</p> 
<p>Museu Bordalo Pinheiro</p> 	<p>Museu da Lourinhã</p> 	<p>Centro de Estudos Históricos da Lourinhã</p> 	<p>Aspiring Geoparque Oeste</p> 





DOCS & TOOLS

Documents

[Digital Curator mapping and design](#)

The present **"Digital Curator Mapping & Design Report"** comprises the DCbox partners countries' reports on two issues, the digital transformation of museum and the educational pathways to qualify as Digital Curator.

[Modules and DCBox Curriculum](#)

The two fold analysis provides a sound base for identifying the main path that has to be developed as strategic for training the next generation of Digital Curators.

[Definition on platform requirements](#)

This report focuses on the Mediterranean arena, however, in order to gather successful examples all over Europe, excellence stories have been collected and integrated in the final conclusion remarks.

This report is intended to serve as white paper for identifying the professional profile of a Digital Curator and to lay the foundations for a theoretical and practice-based framework of creating a training profile for a Digital Curator.

Tools

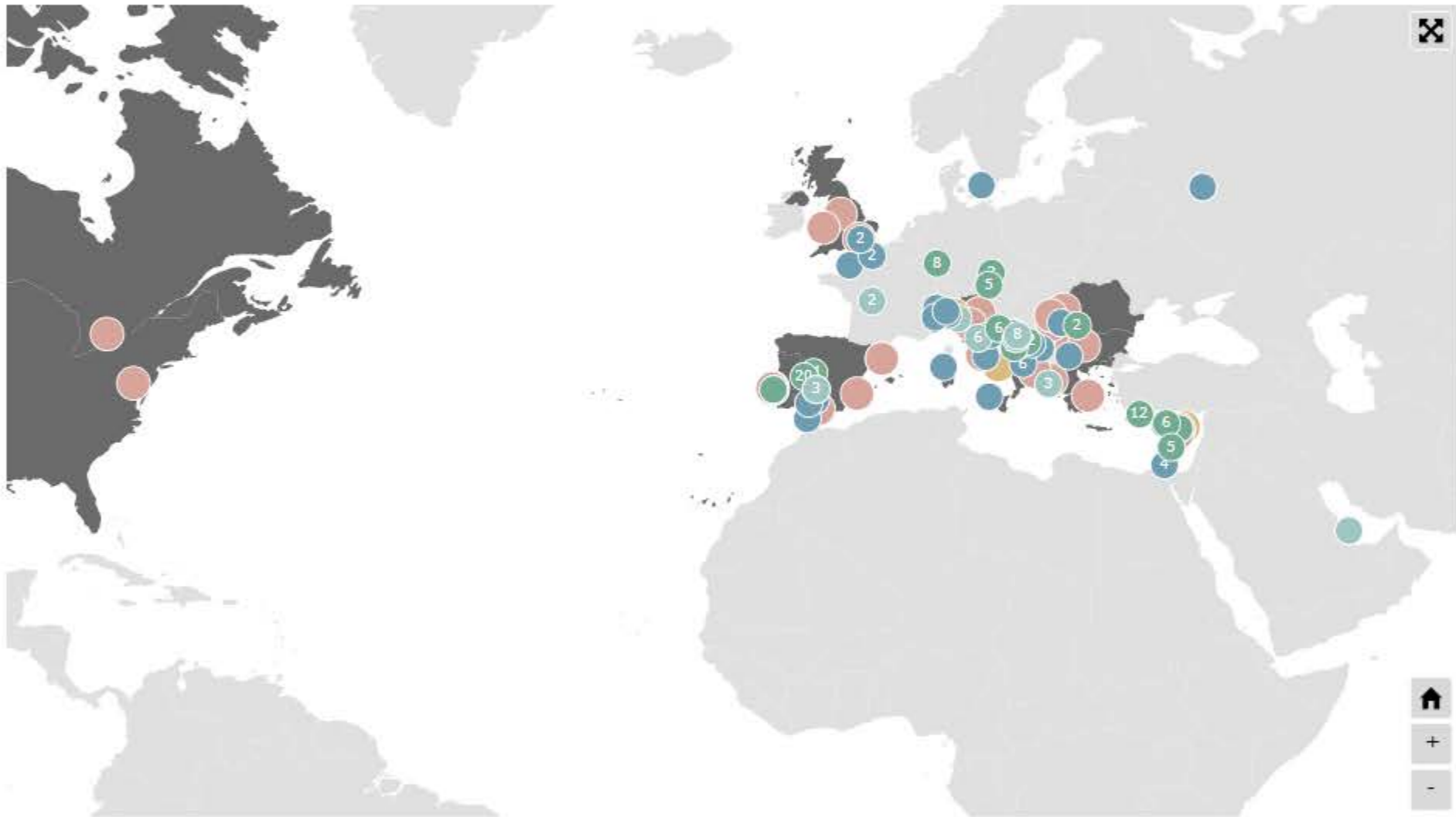
[Data collection](#)

The present tool allow to access to the **data collection** about the mapping exercise of digital practices in museums and heritage sites across Europe, made by the partnership.

[Learning Modules grid](#)

DCBOX MAP

All



BEST PRACTICE/ TECHNOLOGY

- 3D print
- AR (sensor-based)
- AR (vision-based)
- Cataloguing
- Mixed Reality
- IVR (CAVE)
- IVR (HMD)
- non-immersive VR

TRAINING PROGRAMME/ LEVEL

- user guidance
- user tracking behaviour
- virtual tour
- web
- bachelor degree
- master degree
- PhD
- post-graduate
- training course



NEWS

Latest News



UNIVPM Multiplier Event
November 16, 2023

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Save the Date: UNIVPM Multiplier Event
November 10, 2023

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DCBox Project at #ErasmusDays
October 18, 2023

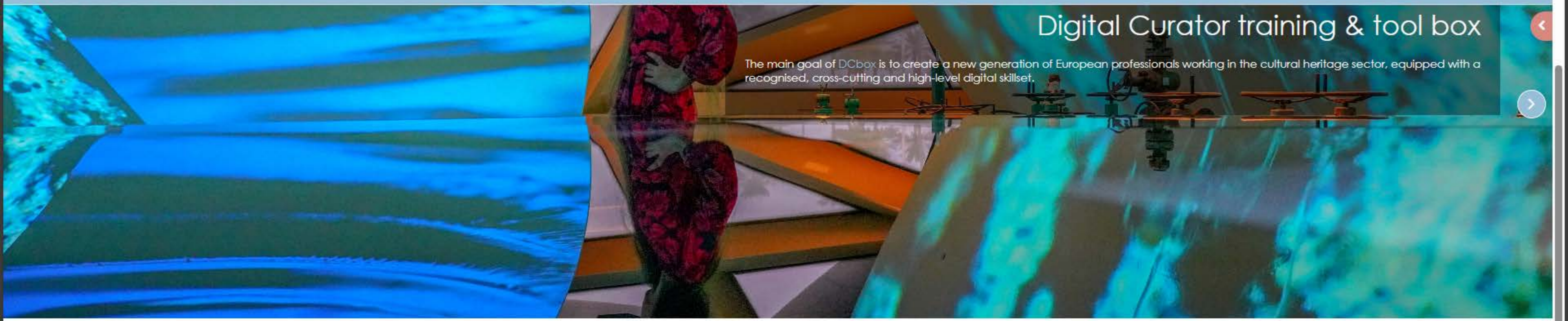
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Next generation heritage jobs: digital curator. European Heritage Tribune talks about DCbox
September 1, 2023

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Categories



Supporting the Digital Transformation of Museums

The DCBox approach

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Nevertheless, up to date there's no single, unanimously agreed reference framework to empower learners with skills, competences and expertise a DC should provide, that is a synthesis of technical knowhow and humanistic background.

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The course consists of four areas divided into eight modules that integrate to offer general training on the topic of Digital Cultural Heritage. By following all modules in sequence, you will have a complete overview to interact with other professionals and experts in this interdisciplinary field.

