



***H2020-CS8-CSA-Virtual Multi-Modal museum (ViMM)***  
***15/12/2017 – Thematic Area (TA)6 WGs meeting - Agenda***



Venue: University of Geneva - Battelle, Building A, 7 route de Drize,  
1227 Carouge  
Room 319-320/ 2<sup>nd</sup> floor  
Time: 9.30am – 16.30pm

About ViMM

**Virtual Multimodal Museum (ViMM) is a high-visibility and participative Coordination and Support Action (CSA), funded under the EU Horizon 2020 programme (CULT-COOP-8-2016).** ViMM brings together Europe and the world's leading public and private sector organisations working on Virtual Museums and in the wider sector of Digital Cultural Heritage, to support high quality policy development, decision making and the use of technical advances. The partner consortium is supported by an expert Advisory Group in building the ViMM Framework, involving decision-makers and expert practitioners in defining and resolving issues spread across 7 interlinked Thematic Areas ('the 7 Ds'): **Definitions - Directions - Documentation - Dimensions -Demand - Discovery - Decisions**

Objectives of the Thematic Area 6 “Discovery”

The Discovery TA will improve understanding of new ways of taking into account the state of the art in smart technologies, metadata, digitization process and standardization in order to enable discovery for Virtual Museums of European digital content which was previously inaccessible, buried among huge amounts of data and/or not sufficiently tagged with adequate metadata.

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There is a need for best practice examples and guidelines for optimization of the digitization process and the management of the data created in it. When it comes to publishing the digitized entities, there is a necessity for cooperation. Information about how such cooperation works is still needed. One of the possible outcomes of such cooperation is automatic contextualization of the digitized content. The potential of such contextualization and related experiences need to be analyzed and advertised. In this workshop, with the experts, we will provide a state of the art from these 3 working groups.

### List of the working groups for the TA

WG 6.1 Digitalization

WG 6.2 Metadata

WG 6.3 Cooperation/standardization

## PROGRAM

9.00 am – 9.30 am	Arrival of workshop participants	
9.30 am – 9.35 am	Welcome by Prof. Nadia Magnenat–Thalmann and presentation of the Thematic Area activities <i>MIRALab/ University of Geneva, Switzerland</i>	
<b>SESSION I – Digitization</b>		
9.35 am – 9.50 am	Prof. Nadia Magnenat–Thalmann <i>MIRALab/ University of Geneva, Switzerland</i>	“Nadine, social companion@ArtScienceMuseum”
9.50 am – 10.05 am	Prof. Frank Boochs <i>Hochschule Mainz – University of Applied Sciences, Germany</i>	“Understanding the digitization of CH objects”
10.05 am – 10.20 am	Lisa Chen <i>Technical Communication Manager at Pix4D, Switzerland</i>	“Digital photogrammetry for 3D cultural heritage archives”
10.20 am – 10.40 am	<b>Discussion session</b> Chair: Prof. Nadia Magnenat – Thalmann	Limitation / Needs/ Future Minutes: Nadjma Cadi
10.40 am – 11.10 am	<b>Coffee and Tea break</b>	<b>Meeting room</b>

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SESSION II – Metadata and Semantics		
11.10 am – 11.25 am	Prof. Daniel Thalmann <i>EPFL and MIRALab Sarl</i>	“Semantics models in simulation of crowds in Pompeii”
11.25 am – 11.40 am	Prof. Gilles Falquet <i>CUI, University of Geneva</i>	“Building knowledge graphs to access and understand historical scientific manuscripts”
11.40 am – 11.55 am	Yacine Benmansour <i>Scientific coordinator at University of Applied Sciences Western Switzerland (HES-SO), Switzerland</i>	“Built cultural heritage and Building Information Modelling (BIM)”
11.55 am – 12.10 am	Dr. Rui Filipe Antunes <i>University of Lisbon, Portugal</i>	“Simulating the Populations of Medieval Mértola and Silves: Overview & Challenges”
12.10 am – 12.30 am	<b>Discussion session</b> Chair: Daniel Thalmann	Limitation / Needs/ Future Minutes: Simon Senecal
12.30 pm – 13.40 pm	<b>Lunch break</b>	<b>Cafeteria Battelle</b>
SESSION III – Cooperation/standardization		
13.40 pm – 14.00 pm	Victor – Jan Vos <i>Head of Programme and Policy at Europeana, Netherlands</i>	“Europeana – Cross-domain, cross-topic and multilingual access to digital CH objects”
14.00 pm – 14.20 pm	Asst Prof. Martha Vassiliadi <i>Aristotle University of Thessaloniki, Greece</i>	“Archaeologies of the future: Mixed Reality storytelling inspired by European literature”
14.20 pm – 14.40 pm	<b>Coffee and Tea Break</b>	<b>Meeting room</b>
14.40 pm – 15.00 pm	Asst Prof. Manolis Wallace <i>University of Peloponnese, Greece</i>	“From describing items to telling their stories”
15.00 pm – 15.20 pm	Dr. Dimitris Protopsaltou <i>SNFCC, Greece</i>	“The SNFCC, a public-private partnership. The library, the opera and the park”
15.20 pm – 15.40 pm	Prof. George Papagiannakis <i>University of Crete / FORTH, Greece</i>	“Enabling character simulation technologies across the XR continuum”
15.40 pm – 16.00 pm	<b>Discussion session</b> Chair: Prof. George Papagiannakis	Limitation / Needs/ Future Minutes: Eva Baka
16.00 pm – 16.20 pm	<b>Conclusion</b> Prof. Nadia Magnenat–Thalmann	

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## Short bio of the experts

### **Nadia Magnenat – Thalmann**

Nadia Magnenat Thalmann is the Founder and Director of the MIRALab, an interdisciplinary lab in Human Computer Animation, University of Geneva, Switzerland. She is also Director of the Institute for Media Innovation in NTU, Singapore. Her research domains are Social Robots, mixed realities and medical simulation. In Singapore, she has developed the robot Nadine alike of herself that is able to speak, recognize people and gestures, express mood and emotions, and remember actions. She has participated to more than 50 EU research programs and coordinates several of them. All over her career, she has received several artistic and scientific Awards, among them the 2012 Humboldt Research Award, and two Doctor honoris Causa (from University of Hanover in Germany and from the University of Ottawa in Canada). She is Editor-in-Chief of the Journal the Visual Computer (Springer-Verlag) and is a Member of the Swiss Academy of Engineering Sciences.

### **Frank Boochs**

Frank Boochs is a Professor for applied informatics, at the University of applied sciences, in Mainz in Germany. His research topics are the use of images and point clouds for the generation of different types of knowledge concerning the objects captured. He also works on spectral image characteristics for the detection and classification of objects. He is the managing Director of the Institute for spatial information and surveying technology. From 2013 to 2016, he was the chair of the cost action TD1201 in colour and space in cultural heritage.

### **Lisa Chen**

Lisa Chen holds a geodetic science and surveying degree and is currently the technical communication manager at Pix4D.

### **Daniel Thalmann**

Daniel Thalmann is a Swiss and Canadian Computer Scientist. He is currently Honorary Professor at EPFL, Switzerland, and Director of Research Development at MIRALab Sarl. Pioneer in research on Virtual Humans, his current research interests also include social robots, crowd simulation and Virtual Reality. He is co-editor-in-chief of the Journal of Computer Animation and Virtual Worlds, and member of the editorial board of 12 other journals. Daniel Thalmann has published more than 600 papers in Graphics, Animation, and Virtual Reality. He is coeditor of 30 books, and coauthor of several books. He received his PhD in Computer Science in 1977 from the University of Geneva and an Honorary Doctorate from University Paul-Sabatier in Toulouse, France, in 2003. He also received the Eurographics Distinguished Career Award in 2010, the 2012 Canadian Human Computer Communications Society Achievement Award, and the CGI 2015 Career Achievement. More details on [http://en.wikipedia.org/wiki/Daniel\\_Thalmann](http://en.wikipedia.org/wiki/Daniel_Thalmann)

### **Gilles Falquet**

Gilles Falquet holds MSc and PhD degrees in Computer Sciences from the University of Geneva (Switzerland). He is currently an associate professor at the Computer Science Centre of the University of Geneva. He is teaching algorithm and data structures, human-computer interface design, and knowledge representation. His research interests include: semantic digital libraries and virtual documents, ontology management systems, point of views in ontologies, knowledge-based indexing and information retrieval, and knowledge visualization. He has co-authored numerous publications on these topics in books, journals or conference proceedings.

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### **Yacine Benmansour**

Former research assistant at Miralab Yacine Benmansour is working since 2008 at hepia-University of applied sciences of Geneva in ICT R&D projects related to engineering and construction. Spatialized in virtual reality and multimedia, he is experienced Research Project manager with a demonstrated history of working with industry in the higher education level. He is mainly dedicated to applied research in Geo data science : Geo-information, Geographic Information Systems (GIS), Building Information Modeling (BIM), BIM-GIS convergence, Geo data treatment process optimization, Project life cycle Management. Strong project management professional with a Master of Advanced Studies focused in Urban Management from University of Geneva.

### **Rui Filipe Antunes**

Rui Filipe Antunes is a Visual Artist, Academic, and Researcher in real time animation and interactive technologies. Currently, a Marie Curie Fellow (Individual Global Fellowship) at BioISI, Faculdade de Ciências, University of Lisbon and MIRALab, University of Geneva. His present research is about the animation of groups and crowds of virtual humans. The main interest is the exploration of the framework of Artificial Life in this type of simulations. The ultimate goal is the use of these methods in Cultural Heritage simulations of the past. Examples of this practice include the 3D simulations of the city of Lourenço Marques, in the colonial period of Mozambique preceding its independence, and the Medieval villages, and Silves, in the South of Portugal.

### **Victor-Jan Vos**

Victor-Jan Vos Studied Media Studies in Amsterdam, Victor-Jan is now facilitating, coaching and managing the team responsible for Project Coordination, R&D, IPR and Knowledge Management, as well as creating proposals under European funding frameworks to run projects that push the boundaries on multilingualism, interoperability, re-use of digital objects and access to cultural heritage across borders. He likes long-distance walks, films, running and photography.

### **Martha Vassiliadi**

Martha Vassiliadi is currently Assistant Professor of Philology at the Aristotle University of Thessaloniki, Greece. Prior to this post, she was a Lecturer at the same department and before that a Lecturer of Modern Greek at the University of Geneva, Switzerland. Her research is published in three main axes:

- 1) The poetry by CP Cavafy, namely: a) late antiquity and decadence topoi as poetical pattern in Cavafy's Canon, b) exploring the dynamics of the female element in his poetry, c) reading the late style poems as an indicator on the erotic mystification of the proletariat.
- 2) The representation of biblical heroines in French and Greek literature. Her research on mainly Salome and other biblical heroines in modern Greek literature focuses on textual images of women in the beginning of the 20th century that circulate myths of violence, power and eroticism.
- 3) The Epistolary novel, private letters and correspondence: issues of poetry and intimacy in the personal correspondence of writers and poets ( Seferis, Cavafis)

### **Manolis Wallace**

Manolis Wallace is currently an Assistant Professor at UOP's Department of Informatics and Telecommunications and the director of the knowledge and Uncertainty Research Laboratory. He holds a degree in Electrical and Computer Engineering from the National Technical University of Athens and a PhD in "Intelligent knowledge-based systems in uncertain environments" from the same university. His earlier positions include that of project coordinator for the Foundation of the Hellenic World, where he supervised more than 15 national and EU projects with a total budget exceeding 10M euros, and chair of the Department of Computer Science of the Athens Campus of the University of Indianapolis, where he founded and directed the graduate program in computer science. Manolis' research interests include semantics, reasoning under uncertainty and adaptation to the user, areas in which he has edited about 20 journal special issues, books and conference proceedings. He has published more than 80

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articles in journals and conferences, is a senior member of the IEEE and a co-founder and permanent Steering Committee member of the Semantics and Social Media Adaptation and Personalisation (SMAP) workshop series.

### **Dimitris Protosaltou**

Dimitris Protosaltou is CEO at the Stavros Niarchos Foundation Cultural Center. Co-founder of Future Library, a non-profit organisation with the aim to develop a network of public libraries. Sponsor in the International Network of Emerging Library Innovators established by Global Libraries Initiative of the Bill & Melinda Gates Foundation. Previously associate partner of the Veria Central Public Library responsible of its innovation strategy that has led to the Bill & Melinda Gates Foundation award for promoting access to learning in 2010 (USD 1 million). Co-founded Digital Humans to research and develop a Virtual Try-On application for fashion retail. 10 years in R&D in information systems and interaction as a PhD, post doc and scientific collaborator at MIRALab.

### **George Papagiannakis**

George Papagiannakis is a computer scientist specialized in computer graphics and virtual-augmented reality. He obtained his PhD in Computer Science at the University of Geneva in Switzerland in 2006, his M.Sc. (Hons) in Advanced Computing at the University of Bristol in UK and his B.Eng. (Hons) in Computer Systems Engineering, at the University of Manchester, UK. He is Associate Professor of Computer Graphics at the Computer Science department of the University of Crete, Greece and Affiliated Research Fellow at the Computer Vision and Robotics Laboratory in the Institute of Computer Science of the Foundation for Research and Technology Hellas, Heraklion, Greece. Since 2016 he is also CTO at [ovidVR](https://www.ovidvr.com/), reshaping surgical medical training in VR/AR.

Prior to this post, he had worked as a senior researcher and research assistant at MIRALab, University of Geneva and he is a member of CGS (Board Member), IEEE, Eurographics, ACM and SIGGRAPH professional societies. In 2011 he was awarded a Marie-Curie Intra-European Fellowship for Career Development from the European Commission's Research Executive Agency. He was conference chair of the Computer Graphics International 2016 Conference, in cooperation with CGS, ACM, ACM SIGGRAPH and Eurographics Associations.

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