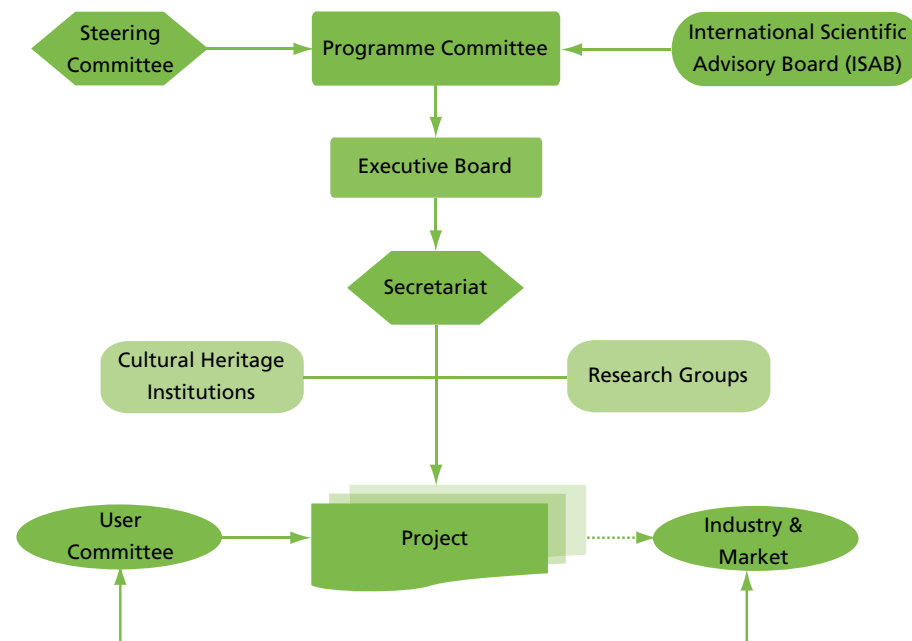


Funded Projects	Cultural Heritage institutions	Participating Partners
CHIP (Cultural Heritage Information Personalization)	Rijksmuseum Amsterdam	Eindhoven University of Technology, Telematica Instituut
CHOICE (Charting the information landscape employing Context Information)	Sound and Vision	Telematica Instituut, VU University Amsterdam, Max Planck Institute
CHoral (Access to oral history)	Rotterdam Municipal Archives	Human Media Interaction, University of Twente
MITCH (Mining for Information in Texts from the Cultural Heritage)	Naturalis	Tilburg University
MUNCH (Multimedia Analysis for Cultural Heritage)	Netherlands Institute for Sound and Vision	University of Amsterdam, VU University Amsterdam
MuSeUM (Multiple-collection Searching Using Metadata)	Gemeentemuseum Den Haag	University of Amsterdam
RICH (Reading Images in the Cultural Heritage)	National Service for Archaeology, Cultural Landscape and Built Heritage (RACM)	Maastricht University
SCRATCH (Script Analysis tools for the Cultural Heritage)	National Archive for the Netherlands	University of Groningen
STITCH (Semantic Interoperability to Access Cultural Heritage)	National Library of the Netherlands	VU University Amsterdam, Max Planck Institute
WITCHCRAFT (What is Topical in Cultural Heritage: Content-based Retrieval Among Folksong Tunes)	Meertens Institute	Utrecht University

Management structure



More information

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NWO

Continuous Access to Cultural Heritage (CATCH)

Cultural heritage is everywhere, and constitutes our communal memory.

CATCH is a computer science research programme for Continuous Access To Cultural Heritage. The programme aims to promote the development of innovative tools to increase the accessibility of our cultural heritage.

Continuous Access to Cultural Heritage

The collective memory of the Netherlands is preserved by our cultural heritage institutions. There are at least 80 large collections, together comprising many millions of objects. Despite major investments in the provision of digital access to these collections, the cultural heritage institutions are still struggling with a number of persistent obstacles. There is a strong sense of urgency to find new solutions to the provision of access to the data.

CATCH is a computer science research programme for Continuous Access To Cultural Heritage. Its aim is to promote the development of innovative tools to increase the accessibility of the Dutch cultural heritage. Within the framework of this research programme, scientifically relevant methods are being developed for the acquisition of new fundamental and applied knowledge about IT-based solutions.

Example CATCH project

Multiple-collection Searching Using Metadata (MuSeUM)

MuSeUM addresses the prototypical problem of a cultural heritage institution with the ambition to disclose all of its content in a single, unified system. Institutes use various systems, each dealing with a small part of the collection and each constructed for different purposes, at different times, by different people, working in different traditions, based on different design principles, with different access methods, etc. This project will investigate theoretically transparent ways of combining modern information retrieval methods based on statistical language modeling with varying amounts of metadata and non-content features. *MuSeUM is a project of the University of Amsterdam and the Gemeentemuseum Den Haag.*

Challenges

The challenges to the CATCH programme are: (1) to achieve multidisciplinary collaboration between the cultural heritage field and IT research, (2) to make excellent research contributions, and (3) to produce intelligent and personalised tools. This will ensure that the IT research contributes to knowledge enrichment within the cultural heritage domain.

Themes

The CATCH strategy centres on three issues relevant to the cultural heritage: how to link different collections, how to add information to data automatically or semi-automatically, and how to provide information in a user-friendly way. These issues translate into the following research themes:

1. Semantic interoperability through metadata
2. Knowledge enrichment through automated analyses
3. Personalisation through presentation.

Unique CATCH formula

Since 2004, ten CATCH teams have been engaged in research at nine cultural heritage institutions in the Netherlands. Each team operates within a single heritage institution and consists of one graduate student, one postdoc and one IT programmer, supervised by both a scientific advisor and a heritage manager. The team members are appointed with due consideration to the research issues described in the project proposal. Together, they try to tailor their research to accommodate the specific wishes and needs of the host heritage institution.

Duration

The CATCH programme is to run from 2004 to 2010.

Finances

The programme is a coordinated effort by two NWO divisions: Physical Sciences (EW) and Humanities (GW). NWO's estimated contribution to the programme is 6 million Euros, while the cultural heritage institutions are expected to make a collective contribution of 1.5 million Euros in kind.

Example CATCH projects

Semantic Interoperability To access Cultural Heritage (STITCH)

Cultural heritage collections are typically indexed using metadata derived from a range of different vocabularies, such as AAT (Art and Architecture Thesaurus), Iconclass and in-house standards. This raises problems when multiple collections are to be accessed or exploited in a common environment. The prime research objective of this subproject is to develop theory, methods and tools to allow metadata interoperability through semantic links between the vocabularies. This research challenge is similar to what is called the "ontology mapping" problem in knowledge representation research.

STITCH is a project of the National Library of the Netherlands (KB), the Vrije VU University Amsterdam and the Max Planck Institute.

Multimedia aNalysis for Cultural Heritage (MuNCH)

MuNCH focuses on knowledge enrichment by means of automated analyses of digital images and video. With the advent of digital communication, we live in exciting times: we now have broad- and narrow casting via the Internet, passive and active viewers, direct or delayed broadcasts, and digital pictures delivered in the museum or at home. At the same time, picture and television archives are turning digital. In these demanding times, archives are likely to be swamped with information requests unless they move swiftly to partially automatic annotation and digital retrieval. The aim of this project is to provide faster and more complete access to pictures in cultural archives through digital analysis.

MuNCH is a project of the University of Amsterdam, the VU University Amsterdam, the Netherlands Institute for Sound and Vision and the Digital Heritage Netherlands (DEN).

Cultural Heritage Information Personalisation (CHIP)

The CHIP project is investigating how interaction with Dutch cultural heritage information can be enriched. Its aim is to guide each visitor through the virtual cultural heritage of the Netherlands in ways tailored to his/her individual needs. Research focuses on the presentation of digitised cultural artefacts and related information, navigation by means of structures that connect artefacts, collections and artists, and personalisation at the individual and group level.

CHIP is a project of the Rijksmuseum, the Eindhoven University of Technology and the Telematica Instituut.