

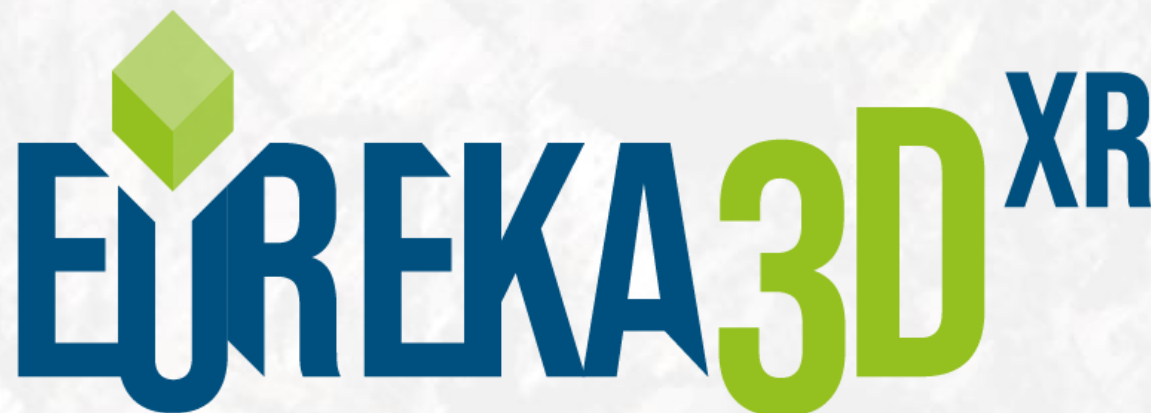


Marinos Ioannides

UNESCO Chair on Digital Cultural Heritage

Digital Cultural Heritage Research Centre MNEMOSYNE

Cyprus University of Technology, Cyprus



Our NAME

Mnemosyne == The Goddess of Memory – ancient Greek Mythology



Their Temple: **MUSEUM**



The Challenge for digitisation of Cultural Heritage

The need for a clearer understanding of roles in the digitisation process to create high-quality, authentic and sustainable Digital Cultural Heritage assets:

- Increasing demands for mass digitisation of Cultural Heritage/#DigitalTwins
- Growing multidisciplinary community using heritage data
- Ambiguity in terms like stakeholder, user, and reuser
- Push towards the circular economic model



The Challenge for digitisation of Cultural Heritage

- Who is Planning and based on which criteria/needs?
- Who is Digitising, When, Where, Which Object, How?
- Who is Processing/Modelling the Data?
- Who is Using and/or ReUsing the Data?



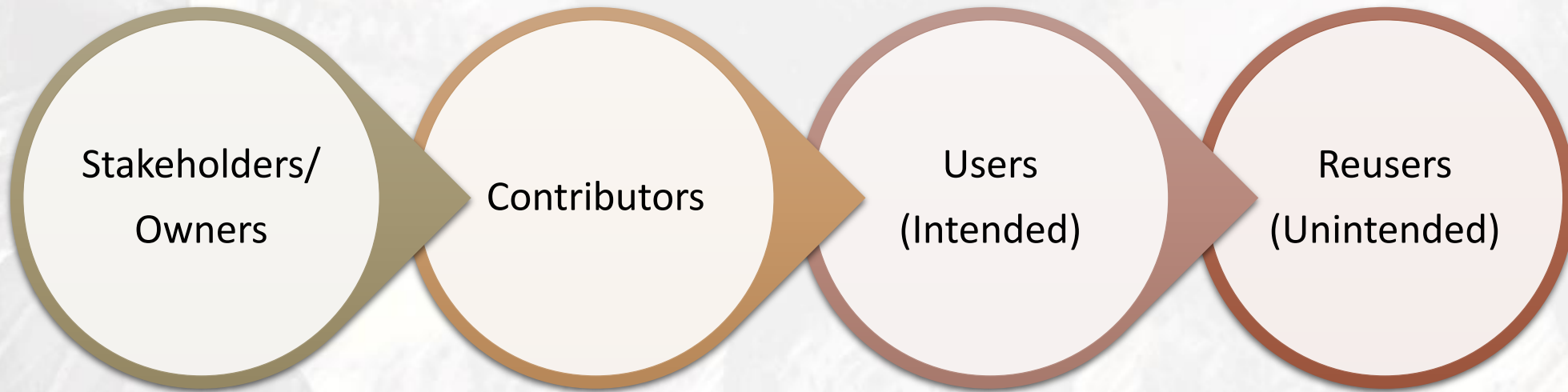
What needs to happen?

- Clarify terminology used in Digital Cultural Heritage projects
 - Not just technical standards
- Define roles within the multidisciplinary community
 - We all speak our own discipline 'language'
 - Often the same terms mean different things
- Improve project planning, sustainability, and data reuse
- Align digitisation practices with circular economy concepts



What are the key Actor roles in digitisation?

There are four main roles in the Cultural Heritage digitisation process



What is the impact on digitisation?

- Lack of clarity on **why, what, when, where**, and for **whom** digitisation
- Risk of unfocused projects and inefficient resource allocation
- Increasing complexity with holistic digital documentation
- Trying to digitise everything without understanding what is needed
- Failing to document processes for later work or authentication
- Assumptions that FAIR and CARE Data principles are implicit



object Complexity

Geometry Structure

- Purpose of digitization
- Type (terrestrial, museum, underground..)
- Location
- Budget
- Time limits

Surface Texture

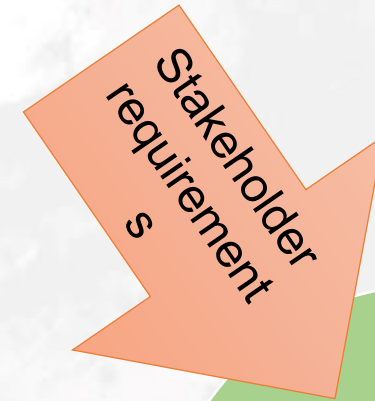
- Transportation
- Infrastructure
- Format, Standards
- Security, Safety
- Team (experience, qualifications, licensing...)
- Equipment
- Environmental conditions

Material

- Dimensions
- Weight
- Permissions/touchable
- State of condition



process Complexity



EU Study VIGIE2020/654

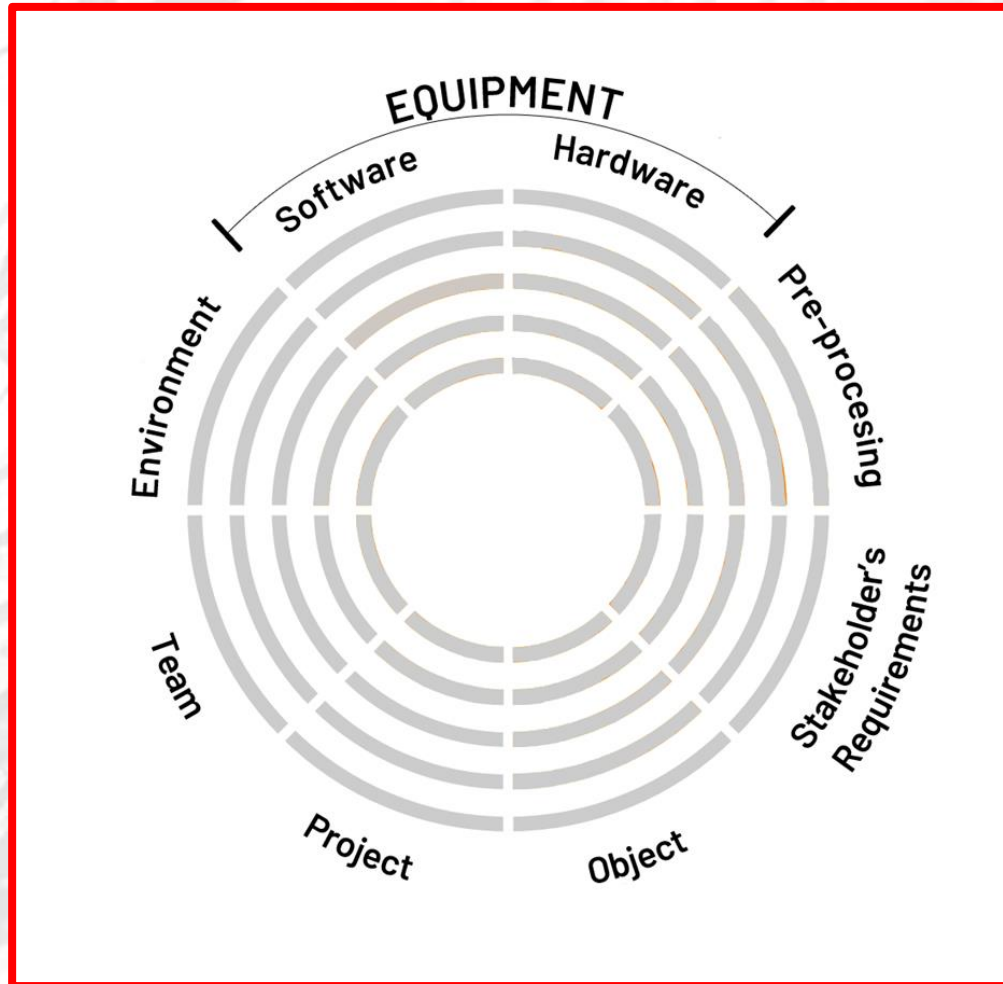


Paradata

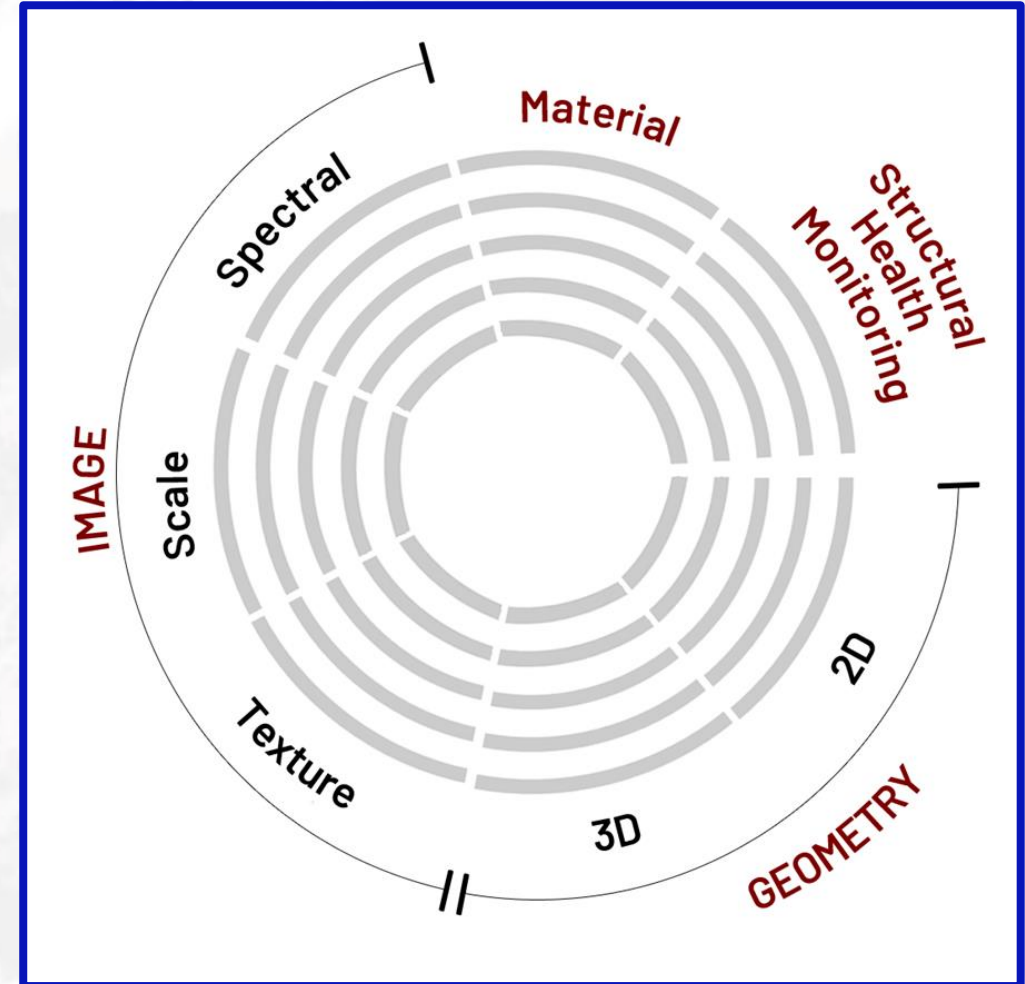
More than
80K downloads

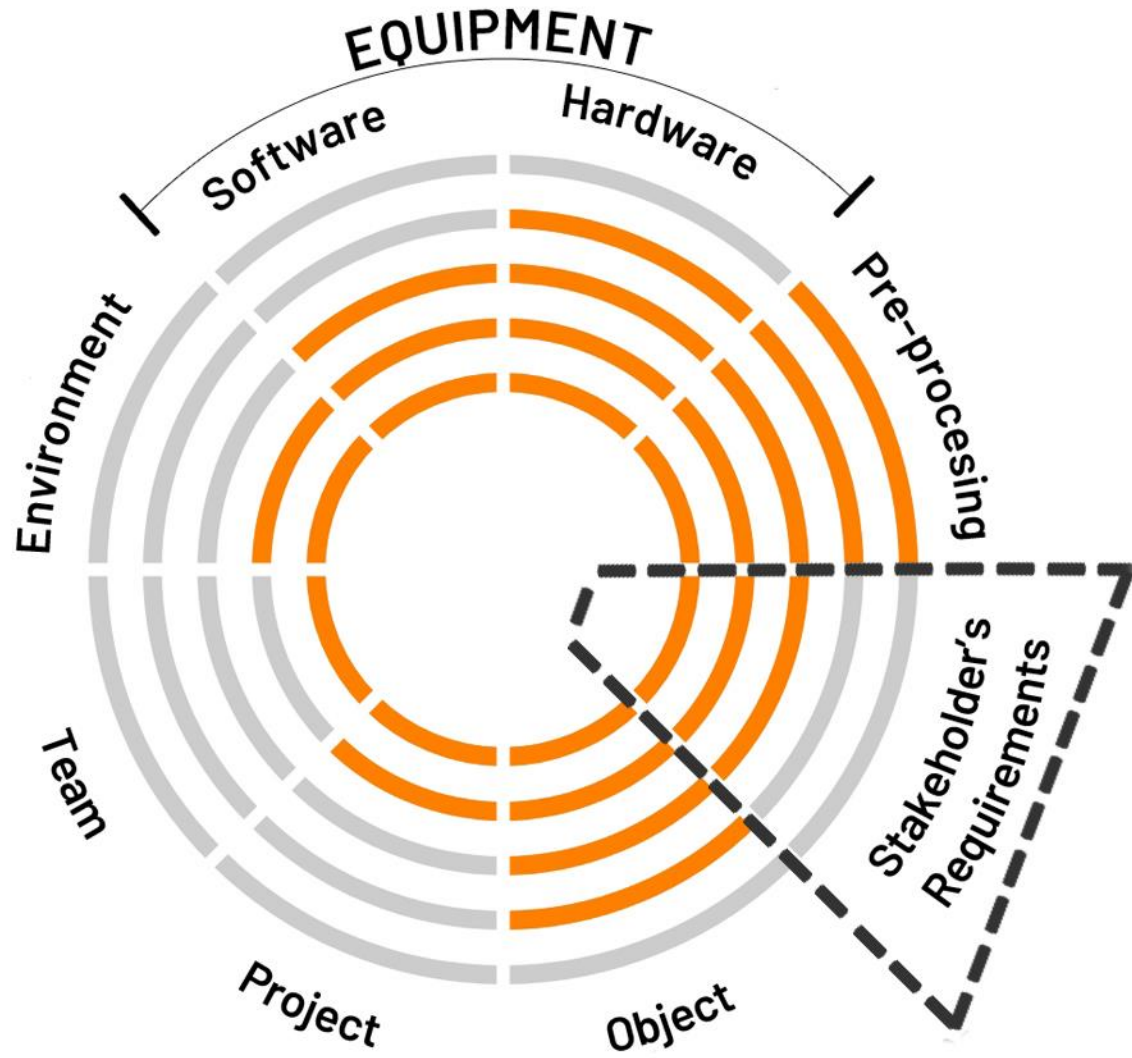


Process Complexity

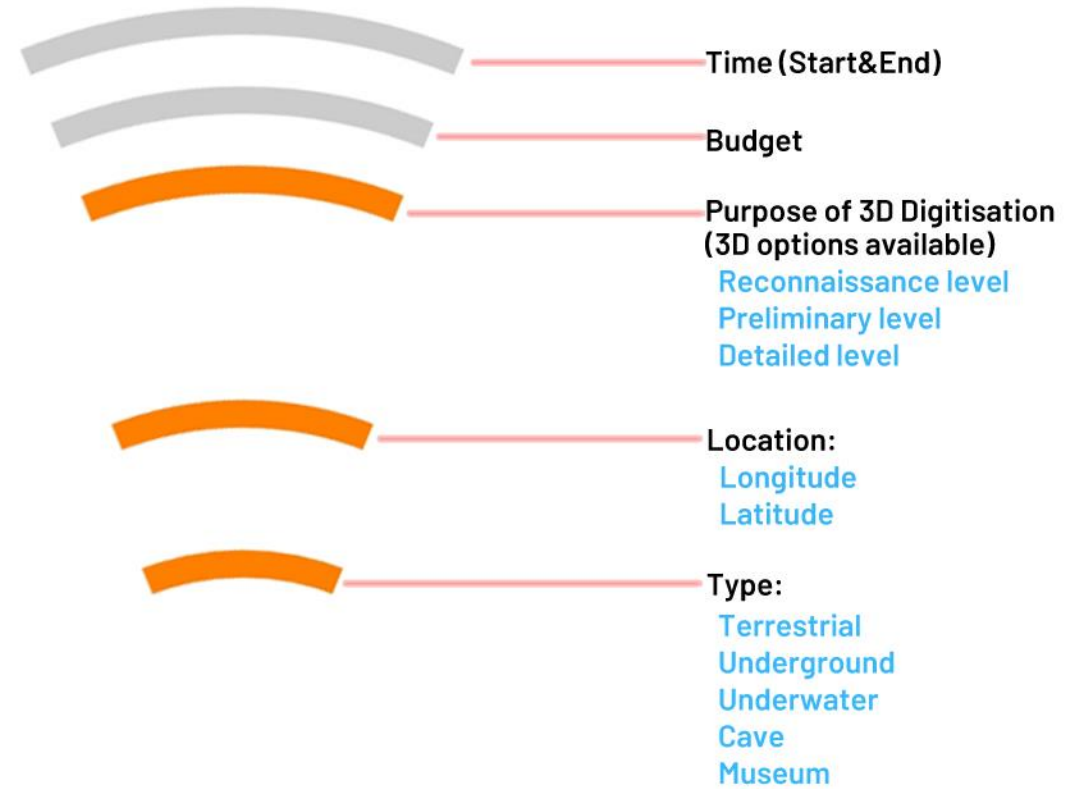


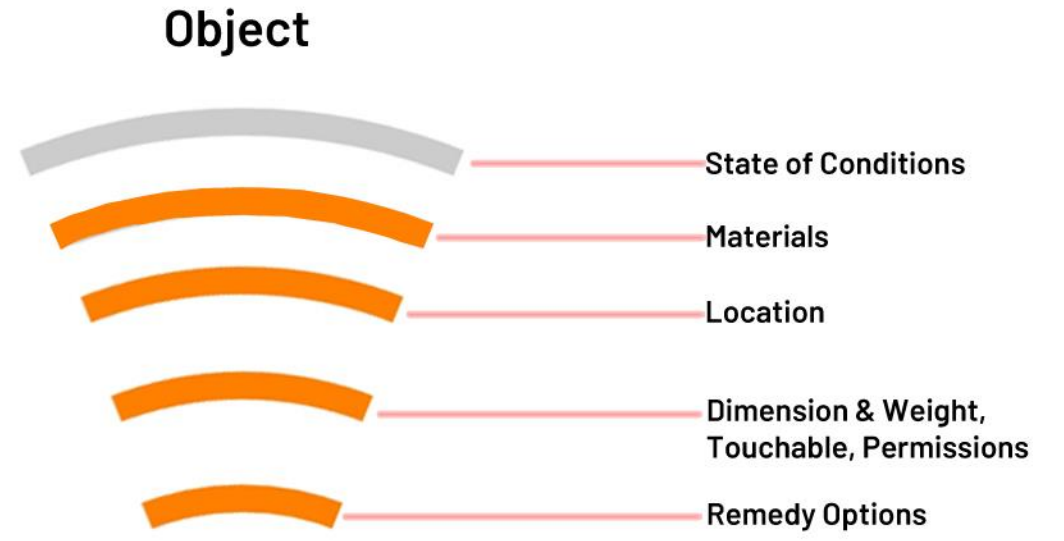
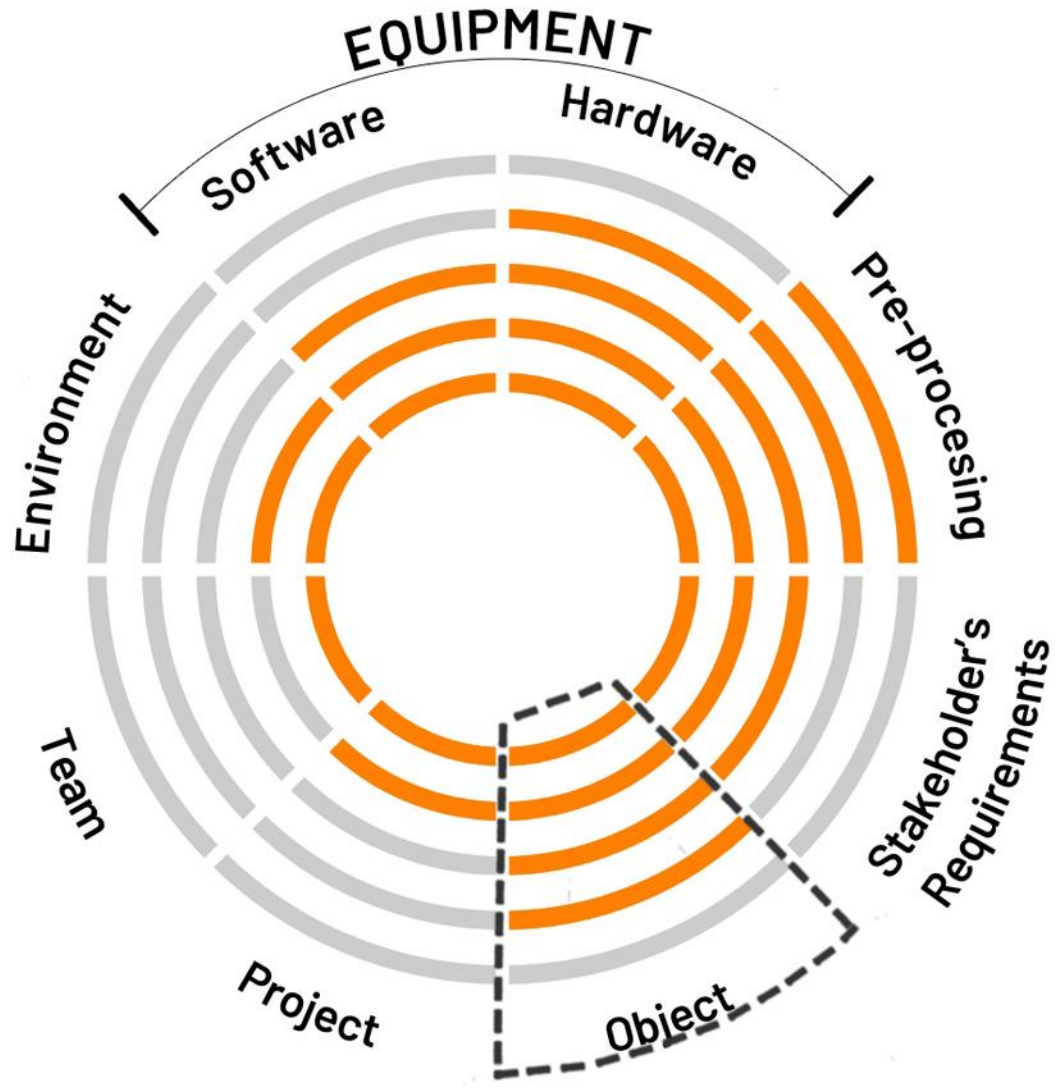
Process Quality





Stakeholder's Requirements





Virtual Saint Neophytos Simulation

VR Experience with Meta Quest 3 Headset



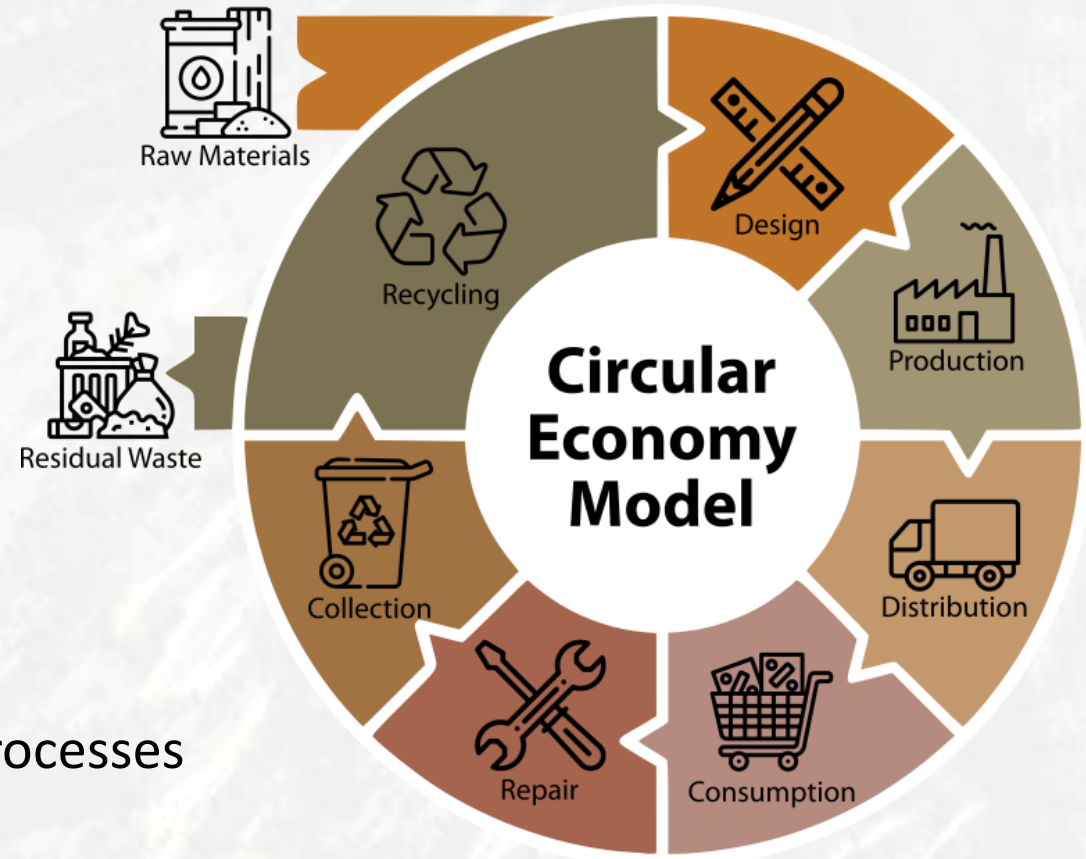
Shifting from a Knowledge to Circular Economy

Knowledge Economy:

- Linear transformation (After Ackroyd 1989)
 - Data
 - Information
 - Knowledge
 - Wisdom

Circular Economy:

- Focus on lifecycle of resources
- Putting the right resources in place
- Minimising waste and maximising reusability
- Based on provenance and trust or materials and processes



Rethinking our view on data

Cultural Heritage data should be viewed as a valuable raw material

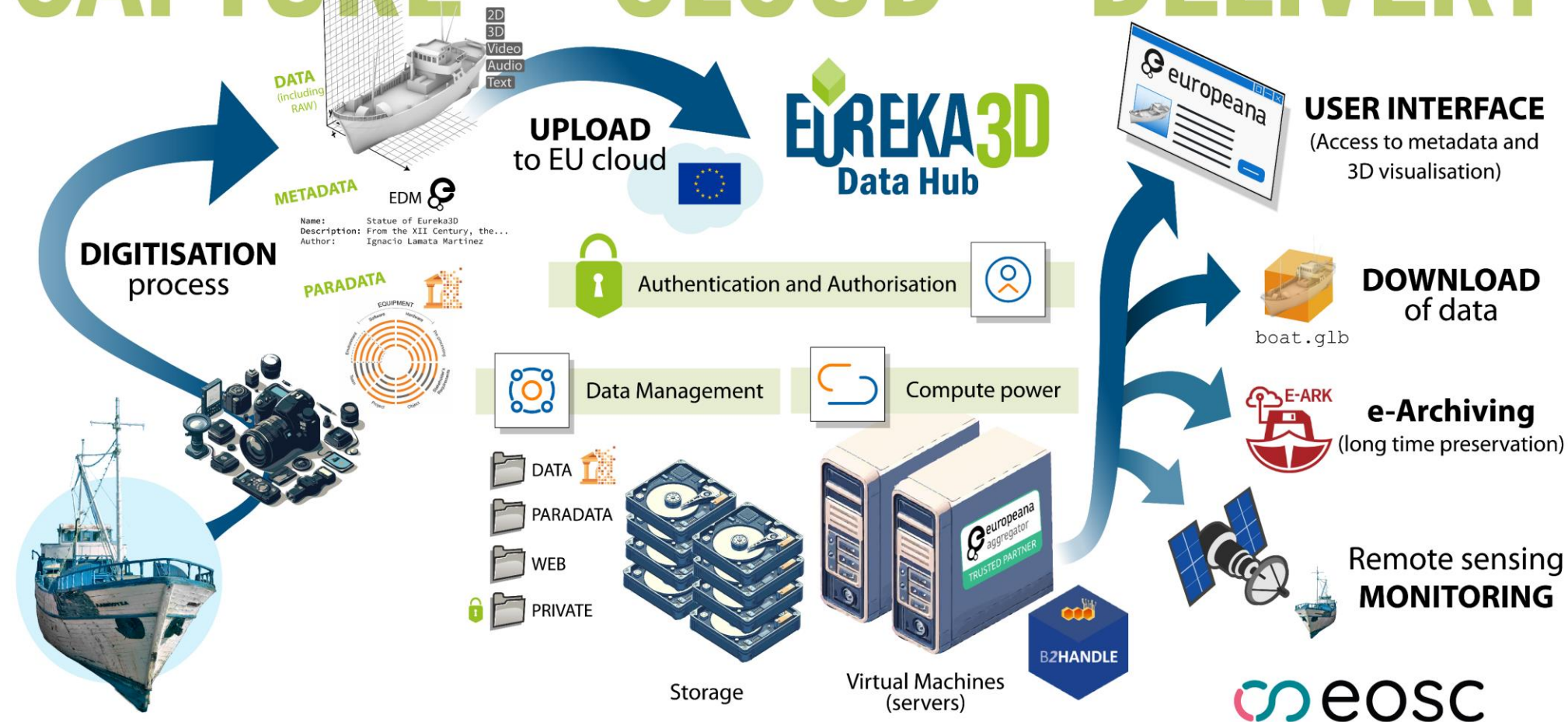
- Digital products (XR exhibits, apps, etc.) may become obsolete
- Data retains long-term value for future research and reuse

Paradata documents how digital records are created

- Helps evaluate quality and reliability of digitisation (Provenance)
- Supports transparency and reproducibility (Trust)
- Enables better long-term preservation strategies



CAPTURE CLOUD DELIVERY



Final thoughts

- Clear definition of roles improves collaboration and project success
- Data should be treated as a long-term cultural asset
- Circular data thinking supports sustainability and reuse
- Harmonised terminology will benefit the Cultural Heritage community
- Digitizing for the #3DforCulture (#DigitalTwin), or for #Identity, or #Memory (#MemoryTwin).



Digital Heritage Summit



26-29/5/2026 – UNESCO Chair on Digital Cultural Heritage, Limassol, Cyprus





Thank you for your attention



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Chair

EUREKA3D^{XR}

Eureka3D and Eureka3D-XR projects are co-financed by the Digital Europe Programme of the European Union, GA n. 101100685 - 101174054

