# C4Education – Virtual Lab Develops Digital Heritage Tools With Europe in Mind

Digital museum applications are becoming increasingly important for communicating knowledge about cultural heritage. Virtual city guides, museum applications or virtual exhibitions are popular formats for this purpose. However, not only is there a lack of suitable solutions and know-how for the use of digital tools, but there is also no central platform with a focus on digital applications for European cultural and tourism institutions.

The initiators of the international innovation project C4Education intend to change just that. Together, the project partners are developing a virtual lab for digital tools to advance knowledge transfer in the field of cultural heritage, bundle these tools and offer them commercially to small and medium-sized museums, tourism agencies and other cultural institutions.

## Project Partners From Research, Digital Heritage and Media

C4Education starts in July 2022. The two-year project is coordinated by Junior Professor Dr. Sander Münster (University of Jena) at the Chair of Digital Humanities, who is also secretary general of the Time Machine Organisation (TMO). C4Education combines the expertise of leading European organisations in the field of digital heritage. In addition to the TMO, ICARUS - International Centre for Archival Research, the innovation platform META, the interregional "Virtual and Smart Cultural Tourism" partnership and the Netherlands Institute for Sound and Vision are also involved.

Together, the project partners are developing a digital platform with an application marketplace that includes certification criteria and distribution models for digital cultural heritage. In addition to this business platform, there will also be a training platform with self-learning tutorials and webinars to learn the technical application of these digital tools.

C4Education does not limit itself to the short-term further development of digital tools and their dissemination but would like to contribute to knowledge transfer at the interface of digital heritage and audiovisual media in the long term with a proven business model: "A Europe-wide visible platform for digital applications in the cultural heritage sector is still missing. We want to close this gap with C4Education," says Junior Professor Dr. Sander Münster.

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