

INE

Meta Data



Northern Periphery and
Arctic Programme
2014-2020



EUROPEAN UNION
Investing in your future
European Regional Development Fund

Definition of a Museum

A museum is a non-profit, permanent institution in the service of society and its development, open to the public, which acquires, conserves, researches, communicates and exhibits the tangible and intangible heritage of humanity and its environment for the purposes of education, study and enjoyment.

ICOM

Virtual Museum

A virtual museum (VM) (according to the ViMM working definition]) is a digital entity that draws on the characteristics of a museum, in order to complement, enhance, or augment the museum through personalization, interactivity, user experience ^[1] and richness of content.

Both the 'physical' museum (PhM) and the VM share a common commitment to the institutional validation of content and quality of experience through curatorial process, inherent in the ICOM definition.

<https://www.vi-mm.eu/2018/01/10/the-vimm-definition-of-a-virtual-museum/>

Meta Data

metadata

'mɛtədəɪtə/

noun

noun: **meta-data**

a set of data that describes and gives information about other data.

Requirements???

Contains relevant information

Easy to enter/make

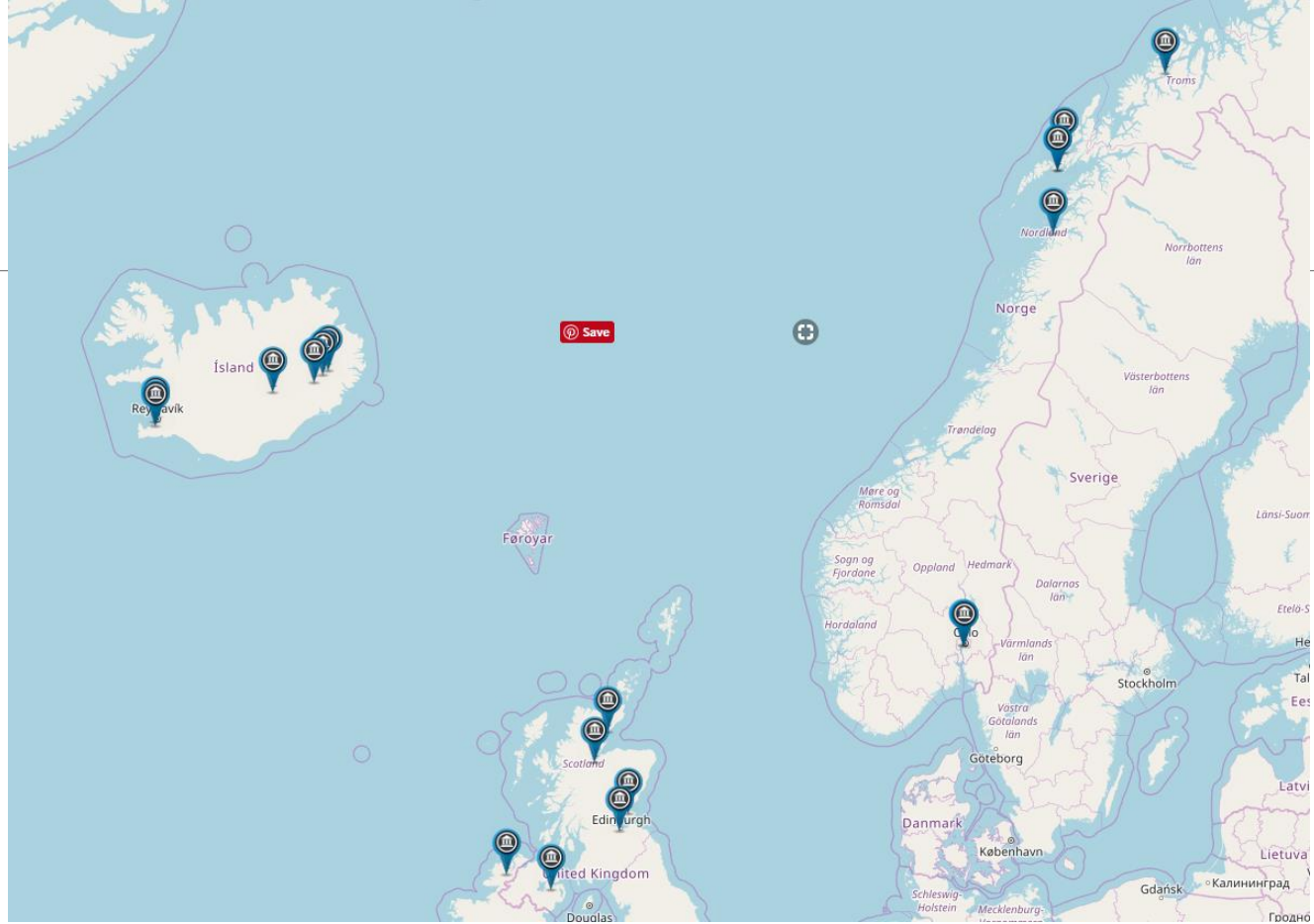
Provide context

Provides meaning

Make the data discoverable

Consistent with open standards





Dublin Core Meta Data Initiative

<http://dublincore.org/>

<http://dublincore.org/documents/dces/>

ISO Standard 15836:2009 of February 2009 [ISO15836]

ANSI/NISO Standard Z39.85-2012 of February 2013 [NISOZ3985]

IETF RFC 5013 of August 2007 [RFC5013]

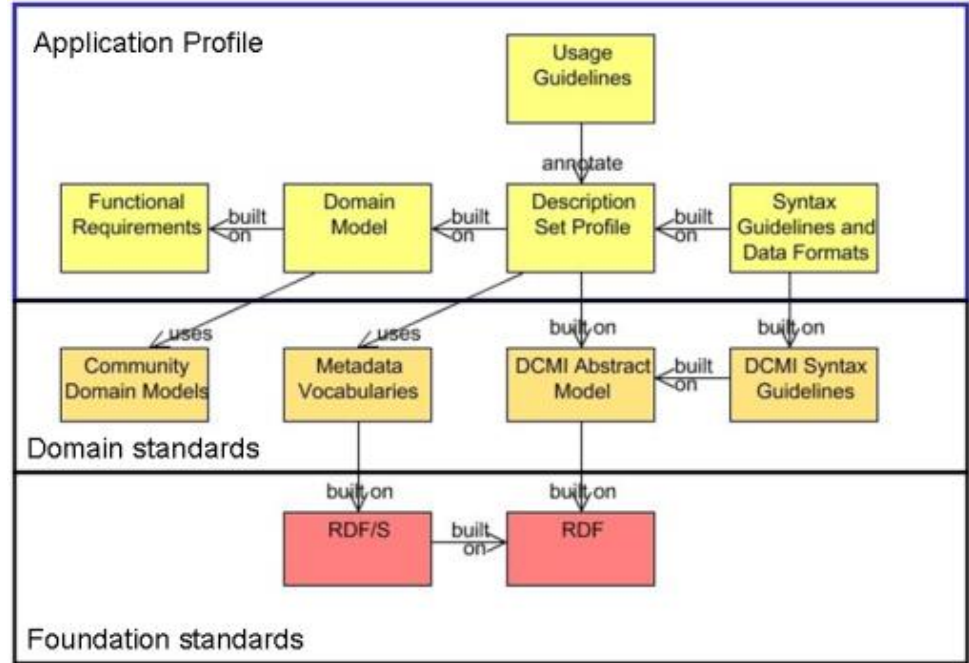
Framework

describes what a community wants to accomplish with its application (Function Requirements);

characterizes the types of things described by the metadata and their relationships (Domain Model);

enumerates the metadata terms to be used and the rules for their use (Description Set Profile and Usage Guidelines); and

defines the machine syntax that will be used to encode the data (Syntax Guidelines and Data Formats).



Functional Requirements

What do you want to accomplish with your application?

What are the limits of your application? What will it *not* attempt to do?

How do you want the application you create to serve your users?

Will your application need to perform specific actions, such as sorting, or downloading data in particular formats?

What are the key characteristics of your resources, and how does this affect your selection of data elements? For example, do you need to handle a variety of character sets?

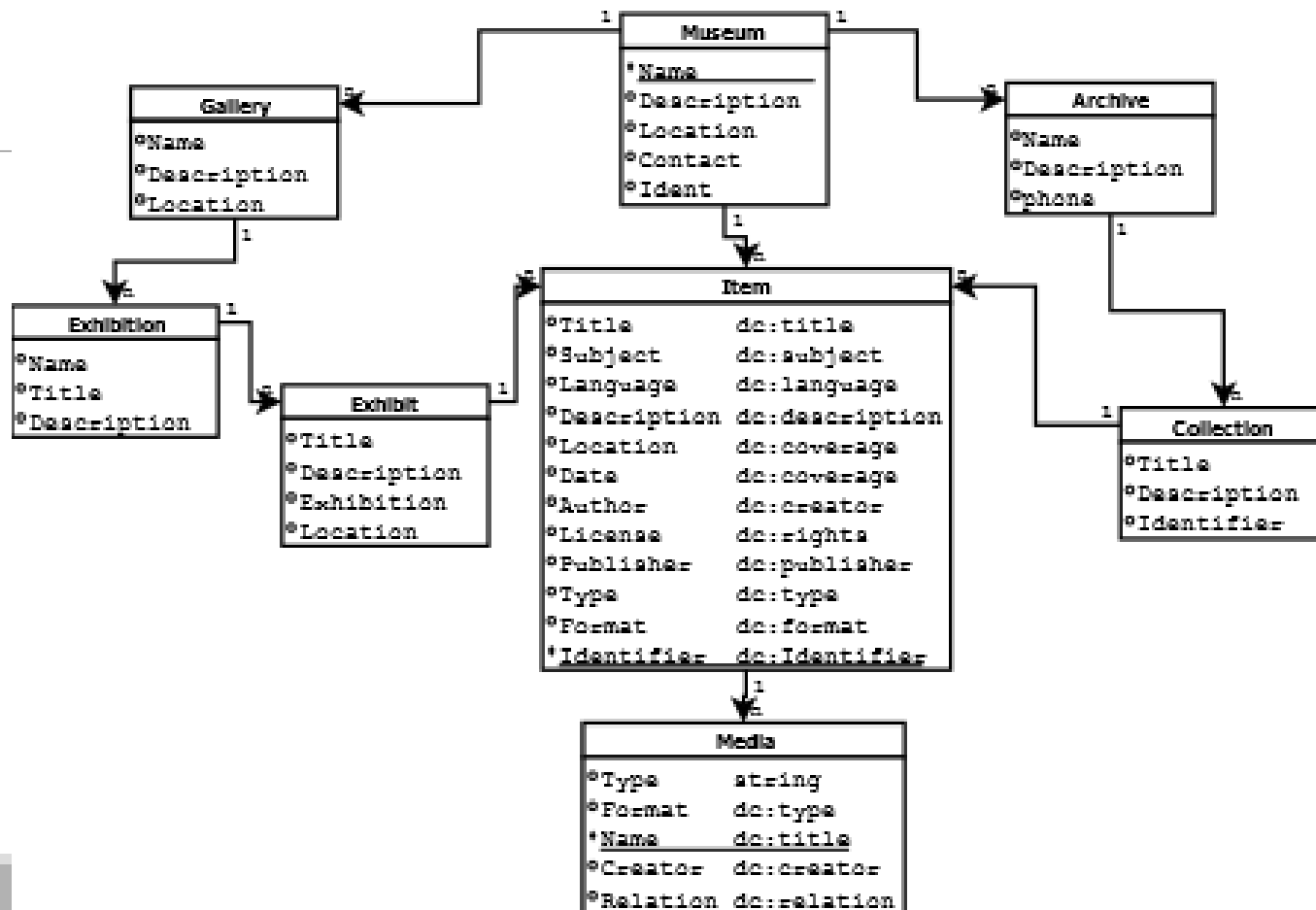
What are the key characteristics of your users? Are they associated with a particular institution or are you serving a general public? Do they all speak the same language? How expert are they in relation to the data your application will manage? How expert are they about the type of resources described?

Are there existing community standards that need to be considered?

Domain Model

After defining functional requirements, the next step is to select or develop a domain model. A domain model is a description of what things your metadata will describe, and the relationships between those things. The domain model is the basic blueprint for the construction of the application profile.

Schema for archives and collections



Defining Metadata Terms

After we have defined the domain model for our metadata, we need to choose properties for describing the things in that model. For example, a **Book** can have a **title** and **author**. The author will be a **Person** with a **name** and an **email address**

The next step, then, is to scan available RDF vocabularies to see whether the properties needed have already been declared and are available for use. Using existing properties, when appropriate, requires less effort and increases the interoperability of your metadata. If the properties one needs are not already available, it is possible to declare one's own,

Dublin Core Element set

<http://dublincore.org/documents/dces/>

Contributor, Coverage, Creator,

Date, Description, format

Identifier. Language, Publisher

Relation, Rights, Source

Subject, title, type

Contributer

Term Name: contributor

URI: <http://purl.org/dc/elements/1.1/contributor>

Label: Contributor

Definition: An entity responsible for making contributions to the resource.

Comment: Examples of a Contributor include a person, an organization, or a service. Typically, the name of a Contributor should be used to indicate the entity.

Term Name: coverage

Application Profile

Label		Type	Note	Version	Made	Definition	Comment
Title	The name of the resource	Title		Phys	Free	A name given to the resource.	Typically, a Title will be a name by which the resource is known.
Language	The language of the resource	Title		Phys	Free	A language of the resource.	Recommended best practice is to use a controlled vocabulary.
Creator	The entity responsible for making the resource	Creator	of physical resource	Phys	Choose?	An entity primarily responsible for making the resource.	Examples of a Creator include a person, an organization, or a service.
Contact	The entity to contact	Contributor	Management	Digital	email	An entity responsible for making contributions to the resource.	Examples of a Contributor include a person, an organization, or a service.
Description	A description of the resource	Description		Phys		An account of the resource.	Description may include but is not limited to the following: abstract, keywords, and other descriptive text.
Author	The entity primarily responsible for making the resource	Creator	of digital resource	Digital	free	An entity primarily responsible for making the resource.	Examples of a Creator include a person, an organization, or a service.
Area created	Area physical resource	Coverage	Lat, long of origin	Phys	Choose from map	The spatial or temporal topic of the resource, the spatial applicability, and the temporal applicability.	Spatial topic and spatial applicability may be used together.
Area found	Area physical resource	Coverage	Lat, long of discovery	Phys	Choose from map	The spatial or temporal topic of the resource, the spatial applicability, and the temporal applicability.	Spatial topic and spatial applicability may be used together.
Area current	Area physical resource	Coverage	Lat, long of current	Phys	Choose from map	The spatial or temporal topic of the resource, the spatial applicability, and the temporal applicability.	Spatial topic and spatial applicability may be used together.
Subject	The topic of the resource	Subject	Subject classification	Phys	Choose from list	The topic of the resource.	Typically, the subject will be represented using a controlled vocabulary.
Publisher	Who is making the resource available	Publisher		Digital	free	An entity responsible for making the resource available.	Examples of a Publisher include a person, an organization, or a service.
Size	Physical dimensions	Format	physical dimensions	Phys	choose	The file format, physical medium, or dimensions of the resource.	Examples of dimensions include size and volume.
Type	Media type	of media	classification	Digital	choose	The nature or genre of the resource.	Recommended best practice is to use a controlled vocabulary.
Format	File format	Format	file format	Digital	choose	The file format, physical medium, or dimensions of the resource.	Examples of dimensions include size and volume.
License	Rights held over the resource	Rights	license	Digital	choose	Information about rights held in and over the resource.	Typically, rights information includes a statement of applicable laws.
Cleared for release	Cleared for public release	Rights	binary	Digital	select		
Social Media	Location of social media	relation		Digital	url	A related resource	Recommended best practice is to identify the related resource.
Organisation	Organisation responsible for making contributions to the resource	Contributor		Physical	select	An entity responsible for making contributions to the resource.	Examples of a Contributor include a person, an organization, or a service.
Collection	Digital collection	relation		Digital	select	A related resource	Recommended best practice is to identify the related resource.
Country	Country physical resource	Coverage	The country	Physical	select	The spatial or temporal topic of the resource, the spatial applicability, and the temporal applicability.	Spatial topic and spatial applicability may be used together.
URL	Link to a digital resource	Source	Link to a source	Digital	url	A related resource from which the described resource is derived.	The described resource may be derived from the related resource.
Made	When made	Date	Date made	Phys	free	A point or period of time associated with an event in the lifecycle of the resource.	Date may be used to express temporal applicability.
Discovered	When discovered	Date	Date discovered	Phys	free	A point or period of time associated with an event in the lifecycle of the resource.	Date may be used to express temporal applicability.
Uploaded	When uploaded	Date	Date created	Dig	Auto	A point or period of time associated with an event in the lifecycle of the resource.	Date may be used to express temporal applicability.
Modified	When modified	Date	Date created	Dig	Auto	A point or period of time associated with an event in the lifecycle of the resource.	Date may be used to express temporal applicability.



360 Tours



3D Galleries



Videos



Images

Medieval

Reconstructions

3D

Audio

Iron Age

Video

Fishing

Upload

Edit

Download

Search

T Toolkits

Virtual Reality

Wiki

Upload

Guides

3D Exhibits



UPLOAD FORM

Organization

Collection

Tangible Heritage

Intangible Heritage

Title:

Title

Subject:

Nothing selected

Description:

Description

Maker/Creator:

Maker/Creator

Creation Date:

Date & Time

Size:

size

size

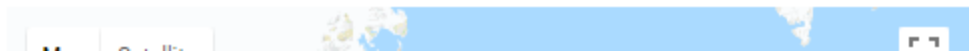
size

cm

Language:

Language

Location:



Current:



Title:


Language:

Creation Date:

Maker/Creator:

Contact:

Location:



Current: Latitude Longitude

Origin: Latitude Longitude

Find: Latitude Longitude

Subject:

Description:

Author:

Publisher:

Size:

Type: **Format:**

License: **Cleared for Release:**

Archive: **Social Archive:** **Wiki:**

Organisation: **Collection:**

Country: **URL:**

Item ID	Title	Description	Added	Updated
1	Museum Nord	Museum Nord is a non-profit, government-supported organisation within the national museum network, operating 21 different museums in northern Nordland. Museum Nord contributes to the collection and documentation of historic sites and objects, carrying out research, and disseminating and promoting the cultural and natural history of Ofoten, Vesterålen and Lofoten. In this context the museum works with the preservation of archaeological and architectural monuments and physical environments of cultural significance. Museum Nord was founded in 2002, with the aim to cooperate and professionalise all the public museums in these three regions, and to communicate heritage knowledge to a wider audience.	Friday 15th of September 2017 12:32:07 PM	Friday 19th of January 2018 02:23:34 PM
2	Museum Nord Collection		Friday 15th of September 2017 12:48:57 PM	Friday 18th of September 2017 02:54:39 PM
3	Norwegian Fishing Village Museum	Welcome to Å, at the end of E10 the King Olav's Road. Here you will find the picturesque Norwegian Fishing Village Museum and experience everyday life at the Lofoten fisheries over the last 200 years. Visit our buildings. Participate in demonstrations and activities: - The old stove oven bakery (1844) with delicious bread and cinnamon buns - The big boat house with traditional wooden boats (Norland boats) - The cod liver oil factory - and increase your vitamin D dose - The home of the fisherman's family - LATEST EXHIBITION: The post office, where the expedition of the steam ships were held - The drying loft with temporary exhibitions - The woodshed - The Forge, where the blacksmith was working - Historical gardens - The old grocery shop, located in a house built in 1843. Locally produced food, textiles, local literature, clothing, fishing equipment - and a basic selection of groceries - Activity room, specially made for children. The Norwegian Fishing Village Museum offers guiding in Norwegian, English and Spanish, from 15 to 60 minutes. In the summer season guiding may be available in other languages.	Friday 15th of September 2017 01:04:32 PM	Thursday 18th of January 2018 11:08:53 AM
4	Norwegian Fishing Village Museum		Friday 15th of September 2017 01:28:02 PM	Friday 18th of September 2017 02:54:17 PM
5	Museum Nord		Friday 15th of September 2017 02:55:53 PM	Friday 18th of September 2017 02:55:53 PM
7	Norwegian Telecom Museum, Sørvalgen	Why did the first morse code signal in Northern Europe emanate from the telegraph station in Sarvggen, far west of Lofoten, in 1868? The telegraph was developed as early as 1861, with Sarvggen as the terminus. Why? And where were these signals sent? To which ship was the same wireless message sent in 1907?	Friday 15th of September 2017 04:29:06 PM	Tuesday 16th of September 2017 03:19:52 PM
8	Norwegian Telecom Museum, Sørvalgen		Friday 15th of September 2017 04:30:04 PM	Friday 18th of September 2017 04:31:15 PM
9	Skaifnes Gård (Farm)	Skaifnes Farm is beautifully located between the sea and the green mountains of Lofoten, close to the Sannesvik and Liv på Vesthøgdy. The farm consists of a farmhouse, barn, dock and boathouse. The buildings are open to visitors and a skilled guide is available. If you're interested in the history of Lofoten, this is the place to learn about fishermen and farmers who lived between the sea and a somewhat barren soil. Visit Skaifnes Farm for an authentic and genuine Lofoten experience. Guided tours are available in the summer, and there is traditional market around June 20th every year.	Monday 18th of September 2017 11:15:38 AM	Tuesday 26th of September 2017 03:15:59 PM
10	Skaifnes Gård (Farm)		Monday 18th of September 2017 11:16:41 AM	Monday 18th of September 2017 11:17:43 AM
11	Fygje Museum	2 km from Leknes to Stamsund on Fygje is Vesthøgdy Museum Fygje. The museum consists of the Old School (1896), and a "Rorbu" fisherman's cabin (1834). The old school has an inventory of classroom artifacts, as well as interiors of other rooms and exhibitions on a shoemaker's shop, home teacher, textile crafts and a dental office. Fygje Museum includes a diverse collection of objects from Vesthøgdy's past. The fisher-farmer lifestyle has received special attention in the exhibition with the display of related artifacts and environments, such as the robu which provides insight into the fishermen's daily life. The premises are also used for school purposes by the council and other boards and committees.	Monday 18th of September 2017 11:21:52 AM	Tuesday 26th of September 2017 03:16:53 PM
12	Fygje Museum		Monday 18th of September 2017 11:22:36 AM	Monday 18th of September 2017 11:22:59 AM
13	Lofotr Viking Museum	Lofotr Viking Museum in Borg features the largest Viking-era house ever found. The impressive 83-meter (272-ft) structure is reconstructed in full size, just off the original house site. Come join a thousand-year journey at our "living museum"! You can partake in a Viking feast, where we offer you singing, dancing and a delicious meal. In summer you can row a Viking ship, shoot with a bow and arrow, and join other Viking activities. A fun, interactive experience for all ages! Adjacent to the chieftain's house, we offer modern exhibits of archaeological finds, the story of Borg, and a movie, "The Dream of Borg". Every year in August, Borg hosts a five-day Viking festival featuring more than 100 Vikings from near and far, a market, game shows, games, competitions, lectures, theater, concerts and more. The festival is very family-friendly and popular among visitors and locals alike.	Monday 18th of September 2017 11:26:59 AM	Tuesday 26th of September 2017 03:22:10 PM
14	Lofotr Viking Museum		Monday 18th of September 2017 11:27:52 AM	Monday 18th of September 2017 11:38:43 AM
16	SKRE Heritage Center	SKRE Heritage Center is situated in Stovigåan near Kabelvåg, and consists of the Lofotr Gallery Espoin. Here you can experience close contact with the nature, culture and history of Lofoten.	Monday 18th of September 2017 11:37:52 AM	Monday 18th of September 2017 11:38:43 AM

Archive and meta data: upload form

Title:


Language:

Date:

Creator of object:

Contact:

Location (origin of object):



Subject:

Description:

Author:

Publisher:

Size:

Type: **Format:**

Oral History Archive searchable from the web

EU-LAC

Plugins Appearance Users Settings Welcome, Super User Log Out

- Dashboard
- Items
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- OAI-PMH Harvester

Add an Item

Press **F11** to exit full screen



Dublin Core

Item Type Metadata Scripto Files Zoom Tags Fedora Map ImageMap

Dublin Core

The Dublin Core metadata element set is common to all Omeka records, including items, files, and collections. For more information see, <http://dublincore.org/documents/dces/>.

Title A name given to the resource

Add Input

Use HTML

Subject The topic of the resource

Add Input

Use HTML

Description An account of the resource

Add Input

Use HTML

Creator An entity primarily responsible for making the resource

Add Item

Public Featured

Collection

Select Below

Extensible item types

EU-LAC

Plugins Appearance Users Settings **Welcome, Super User** Log Out

Dashboard

Items

Collections

Item Types

Tags

Exhibits

Simple Pages

Dropbox

BagIt

Bulk Editor

Comments

CSV Import

Embedded Items

Fedora Connector

Map

OAI-PMH
Harvester

Add an Item Type

Type Name	Description	Total Items
Text Edit	A resource consisting primarily of words for reading. Examples include books, letters, dissertations, poems, newspapers, articles, archives of mailing lists. Note that facsimiles or images of texts are still of the genre Text.	0
Moving Image Edit	A series of visual representations imparting an impression of motion when shown in succession. Examples include animations, movies, television programs, videos, zoetropes, or visual output from a simulation.	0
Oral History Edit	A resource containing historical information obtained in interviews with persons having firsthand knowledge.	0
Sound Edit	A resource primarily intended to be heard. Examples include a music playback file format, an audio compact disc, and recorded speech or sounds.	0
Still Image Edit	A static visual representation. Examples include paintings, drawings, graphic designs, plans and maps. Recommended best practice is to assign the type Text to images of textual materials.	0
Website Edit	A resource comprising of a web page or web pages and all related assets (such as images, sound and video files, etc.).	0
Event Edit	A non-persistent, time-based occurrence. Metadata for an event provides descriptive information that is the basis for discovery of the purpose, location, duration, and responsible agents associated with an event. Examples include an exhibition, webcast, conference, workshop, open day, performance, battle, trial, wedding, tea party, conflagration.	0
Email Edit	A resource containing textual messages and binary attachments sent electronically from one person to another or one person to many people.	0
Lesson Plan Edit	A resource that gives a detailed description of a course of instruction.	0
Hyperlink Edit	A link, or reference, to another resource on the Internet.	0
Person	An individual	0

Digital asset management infrastructure

Presentation and Interaction Platforms

Web Virtual Museum

Museum Without Walls

Virtual
Tours

Installation

AV Guide

Social M

Media

Spheres

3D

AV

Text

Curation Management System

Responsive Web Framework

App Package Frameworks

Upload
and
Cata-
logue

Collection
Management

Ar-
chive

Online Storage

Local Storage

Management Interfaces

Collection Management Interfaces

Exhibit Builder Interfaces

Live Upd

Wiki for community engagement



EULAC
MUSEUMS

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Main Page

Wiki for the EU-LAC Museums Virtual Museum.

Here you will find models of artefacts and have the opportunity to contribute to their interpretation.

A Fisherman's hat [Fisherman's hat](#) held in the Shetland Museum and Archive in Lerwick.

Consult the [User's Guide](#) for information on using the wiki software.

Getting started [\[edit\]](#)

- [Getting started](#)

(Article title)

This page was last modified on 29 October 2016, at 08:05.

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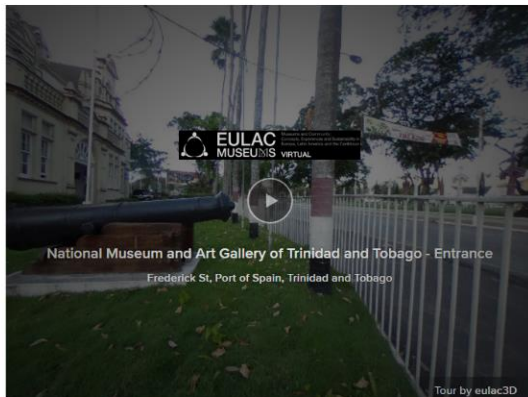
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The National Museum and Art Gallery of Trinidad and Tobago

The National Museum and Art Gallery was established originally as the Royal Victoria Institute (RVI) in 1892 in commemoration of the Jubilee of Queen Victoria and as part of a general British Colonial policy to build cultural institutes throughout the Commonwealth. This is a general museum that has a permanent collection of over 10,000 items. Many of these are displayed in seven major galleries- Art, Social History, Natural History, Economic History, Petroleum and Geology. Apart from the art gallery, the Museum also houses a small gallery by famous nineteenth century artist Michel Jean Cazabon, and a small gallery on our carnival arts. The National Museum and Art Gallery of Trinidad and Tobago has a unique mission – to foster public awareness, understanding and enjoyment of Trinidad and Tobago’s Human and Natural Heritage through the collection, preservation, research, presentation and interpretation of significant and representative collections of that heritage. It is governed by National Museum and Art Gallery Act, 2000.

Virtual Tour



Virtual Gallery



Connecting...

Museum Wikis



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Barbados Museum and Historical Society

The Barbados Museum and Historical Society (BMHS) is a non-profit, non-governmental organization with a membership of over 1000 members. The Director and the Council are responsible for its policies and operation. Nine council members are elected annually from the membership.

Virtual Tour of the Barbados Museum and Historical Society



3D Gallery of the Barbados Museum and Historical Society



Map Interface – Caribbean

HOME VIRTUAL MUSEUM 3D PRINTING ABOUT CONTACT US EU-LAC

This Project has Received Funding From The European Union's Horizon 2020 Research and Innovation Programme Under Grant Agreement No 101019150.

200 km
100 m

Filter by Type

- 3D Object
- Tour
- Collection
- Museum
- Gallery
- Video
- Clip

Filter by Region

- Europe
- Latin America
- Caribbean

Refresh

Leaflet | © OpenStreetMap

Resource Description Framework

RDF is a standard model for data interchange on the Web. RDF has features that facilitate data merging even if the underlying schemas differ, and it specifically supports the evolution of schemas over time without requiring all the data consumers to be changed.

RDF extends the linking structure of the Web to use URIs to name the relationship between things as well as the two ends of the link (this is usually referred to as a “triple”). Using this simple model, it allows structured and semi-structured data to be mixed, exposed, and shared across different applications.

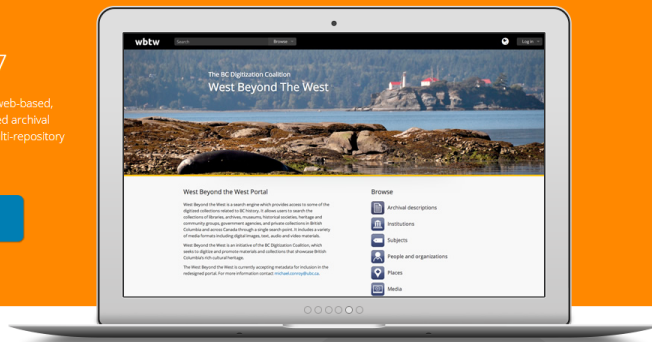
This linking structure forms a directed, labeled graph, where the edges represent the named link between two resources, represented by the graph nodes. This *graph view* is the easiest possible mental model for RDF and is often used in easy-to-understand visual explanations

Providing access to memory since 2007

AtoM stands for **Access to Memory**. It is a web-based, open source application for standards-based archival description and access in a multilingual, multi-repository environment.



Download
AtoM 2.4.0



Web-based

Access your AtoM installation from anywhere you have an internet connection. All core AtoM functions take place via a web browser, with minimal assumptions about end-user requirements for access. No more syncing multiple installations on a per-machine basis – install AtoM once, and access it from anywhere.

Multilingual

All user interface elements and database content can be translated into multiple languages, using our built-in translation interface. Our translations are all generously provided by volunteer translators from the AtoM User Community. Want to see AtoM available in your language? Help us translate!

Open source

All AtoM code is released under a GNU Affero General Public License (A-GPL 3.0) – giving you the freedom to study, modify, improve, and distribute it. We believe that an important part of access is accessibility, and that everyone should have access to the tools they need to preserve cultural heritage materials. AtoM code is always freely available, and our documentation is also released under a Creative Commons Share-alike license. Check out our [code repository](#)!

Multirepository

Built for use by a single institution for its own descriptions, or as a multi-repository 'union list' (network, portal) accepting descriptions from any number of contributing institutions, AtoM is flexible enough to accommodate your needs. See our [list of community users](#) for a better sense of all the ways AtoM is being used.

Standards-based

AtoM was originally built with support from the [International Council on Archives](#), to encourage broader international standards adoption. We've built standards-compliance into the core of AtoM, and offer easy-to-use, web-based edit templates that conform to a wide variety of international and national standards.

Constantly improving

AtoM is an active, dynamic open-source project with a broad user base. We're constantly working with our community to improve the application, and all enhancements are bundled into our public releases. This means that whenever one person contributes, the entire community benefits. Find out more about how you can help improve AtoM.

Import/export friendly

Your data will never be locked into AtoM – we implement a number of metadata exchange standards to support easy import and export through the AtoM user interface.

Currently AtoM supports the following import/export formats: [EAD](#), [EAC-CPF](#), [CSY](#) and [SKOS](#). Find out more in our [user manual](#).

Language

English

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Artefactual is the lead developer of Archivematica and AtoM.





LINE GATE



Galleries: featured case studies

