MuseIT - a new European project developing technologies for more accessibility and inclusion in the cultural sector!

A week ago, the symposium "Towards Access for All – Inclusion through Multisensory Interactions" kicked off the MuseIT Project at the University of Borås.

The MuseIT Project - *Multisensory, User-centred, Shared cultural Experiences through Interactive Technologies* (runs from 2022 to 2025 and co-funded by the Horizon Europe programme of the European Commission) will propose **technologies that facilitate and widen access to cultural assets for people with disabilities**, and helps preserve and safeguard cultural heritage in an inclusive way. Our project aims to co-design, develop, and co-evaluate a multisensory, user-centred platform for enriched engagement with cultural assets with inclusion and equal opportunity for all as core principles. To do so the project will attempt to co-design and develop:
-   Multisensory representations and rendering of cultural assets
-   Remote inclusive co-creation services for multi-modal born-digital cultural assets, and cultural engagements
-   Formal specification and novel methodologies for multisensory, multi-layered repository towards (long-term) preservation of cultural assets.

This ambition is based on the observation that advancements in digital transformation have enriched the interactive experience of cultural heritage but structural deficiencies remain including a **lack of accessibility for all**; limited opportunities for all members of society to participate in cultural and creative industries on an equal basis; and **limited interoperable digital repositories for archiving accessible multisensory cultural assets and related archival structures.**

The principles of **Inclusion, Accessibility and 'Equal Opportunities for all'** are central to the MuseIT project. Particular focus is placed on the development of systems that can satisfy all people's needs for cultural activities and experiences. The concept of "all" or "for all" refers to all people regardless of their perceptual modalities and variations in cognitive and functional abilities. MuseIT is concerned with cultural heritage as both physical evidence of human activities and intangible societal attributes.

To carry out this ambitious activity, the MuseIT consortium relies on the expertise of 9 partners, from the EU member countries and 2 associated partners, from the USA and the UK.
This multidisciplinary consortium brings together organisations from cultural, technological, research and user communities!

Starting in 2023, multiple co-design and participatory workshops, use cases, studies and surveys will be carried out at the European scale and in the consortium's countries.

Stay tuned and follow MuseIT to know more!

- Our website: https://www.muse-it.eu/
- Our Twitter account: @MuseIT_EU
- Our LinkedIn: https://www.linkedin.com/company/muse-it/
- Our YouTube channel to watch the recording of our symposium: https://www.youtube.com/@MuseIT-Project
- Subscribe to our newsletter: http://eepurl.com/ihu5Fr

For any inquiry: contact@muse-it.eu

MuseIT Project partners (October 2022) - Credits: MuseIt Project

The MuseIT project is coordinated by Högskolan i Borås - University of Borås (Sweden). The consortium is composed of: CataLink Limited (Cyprus) Information Technologies Institute, Centre for Research & Technology Hellas (Greece); EXUS Software Monoprosopi Etairi Periorismenis Evthinis (Greece); ShareMusic & Performing Arts (Sweden); Michael Culture Association (Belgium); Actronika SAS (France); Ministero Della Cultura (Italy); Koninklijke Nederlandse Akademie van Wetenschappen/ Ddept (Danemark); Stanford University (USA) and Kings College London (UK).