

# V-MUST DEVELOPMENT CAMP: Call for Archiving Components Identification and Integration C1b.2013

**Call identifier:** [V-MUST.C1b.2013](#)

**Date of publication:** 01/11/2013

**Deadline:** 15/12/2013

**Object:** This call is aimed at identifying and supporting archiving components to be integrated in the V-MUST platform, within v-must.net project ([www.v-must.net](http://www.v-must.net))

**Tot budget available:** Up to a maximum of 43.333,00 Euro for calls C1a and C1b

**Number of components awarded:** min 1, max 2

**Eligibility conditions:** applicants should be V-MUST partners or V-MUST associated members if applying with a partner.

**How to apply:** fill in the form (Annex 1) and send it to [coordinator@v-must.net](mailto:coordinator@v-must.net) and to WP4 leader [l.calori@cineca.it](mailto:l.calori@cineca.it)

**Evaluation procedure:** two steps evaluation

**web:** <http://www.v-must.net/opportunities/development-camp>

**mail:** [info@v-must.net](mailto:info@v-must.net)

## 1. About V-MUST development camp

This call is part of V-MUST Development Camp. The DevCamp is an action oriented to the competitive selection of: (a) few small development or integration actions (Call 1, Call 2, Call 3) and (b) the personnel involved in the training or research activities (PhD students, visiting scientists, fellows: Call 4).

The Development Camp is conceived as an instrument that allows the consortium to stay open to new ideas, technologies or requirements that could emerge during the lifetime of the project; it is an instrument oriented to both the project partners and to the contribution and inclusion of the external world. Submissions to the calls 1, 2 and 3 should be presented **by V-MUST partners**, but submissions could be **co-authored also by external institutions if “associated members”**<sup>1</sup>. The contribution of external partners is highly appreciated and will be positively assessed in the evaluation process. This follows a precise policy of the V-MUST project: these calls will be the main instrument to open the project to the contributions of external institutions/experts.

<sup>1</sup> Association Procedure is explained in the website (<http://www.v-must.net/content/contact/association-procedure> )

## 2. About Call 1 (C1): V-MUST Call for Components identification and integration

The Call for components identification and integration (Call 1 or C1) is integrated with WP4 activities. The goal is the identification and integration of internal or external components/services which could/should be added to V-MUST platform. The selected components will be integrated in the platform by the proposing partner(s). It is divided in 2 calls: a call for production components (Call 1a) and a call for archiving components (Call 1b). Selected components should propose a solution to one or more issues emerging from the following scenarios related to potential users:

### SCENARIO OF USE 1 – Virtual Museum Curator / Manager / Producer

The VM Curator is the professional who project the virtual museum, keeps contact with the involved CH institutions and with ICT developers. Sometimes he is managing the project. Sometimes he might correspond with the Producer. He doesn't archive assets but he needs to check that after each project the work is archived (both assets and application). He has basic knowledge on the content, on communication aspects and on technological possibilities. Referring to archiving needs, he is interested in:

- . store virtual museum structure (how assets are connected to each other and to a story)
- . search for digital multimedia assets, in accordance to main metadata and paradata (I.e, sources)
- . search for virtual museums set-ups (complete applications)
- . visualise the result of its search
- . check that at the end of the production assets are correctly stored
- . check that metadata are correctly stored

#### Tools used by production to be compliant with:

*Owncloud, SVN, Track, Google shared tools*

#### Production Tools suggested functionalities:

*Search for a specific virtual museum; search for a specific multimedia object within an archive or in multiple archive; search for a type of objects; ingest virtual museum structure.*

*Example of search: "apa game"; "Roman basilica"; "Bologna Roman basilica"*

*Expected result of the search: "type of application/object, where it can be found, who is the owner, licence, who to contact, structure of the application, digital contents that constitute it, similar applications"*

#### Example of expected component:

*Archiving component (integrated with Metadata repository); Searching component; Virtual Museum structure ingestion*

### SCENARIO OF USE 3 – Virtual Museum Developer: 3d modelers and digital asset producers

"3d modeller" is used here as a general term that includes several activities referred to the production of 3d digital assets, textures and 3d animations. He works within a communication project and a storyboard. He works with CH experts, artists and ICT programmers. Digital asset producers needs to:

- search in digital asset repositories
- ingest metadata and paradata (sources)
- convert production datasets into different formats (following archiving file format guidelines)
- archive post-production modifications and other 3d model effects (shaders etc) that modify the appearance of the original shape of the object
- archive parts of code developed for a specific virtual museum (specific functionalities in term of visualisation and interaction)
- archive interaction and interface design templates

#### Tools used by production to be compliant with:

*Blender, Meshlab, OwnCloud, SVN, mail (possibly 3DS Max, Unity)*

#### Production Tools suggested functionalities:

*Archive 3d models directly or taking them from production archive in any; Ingest/Update metadata; Search for .... ;*  
*Example of search:*  
*Expected result of the search:*  
**Example of expected component:**  
*Web-based archive component; web-based metadata repository component; search component;*

**SCENARIO OF USE 4 – Cultural Heritage professionals and Decision Makers**

Cultural Heritage professionals are the experts involved in the development of a virtual museum. They can be also the content owner related to the digital resources that needs to be produced for the virtual museum. They can simply hosting in their institution or paying for a production, If experts they might need to ingest metadata, otherwise they mainly need to search for multimedia digital assets or virtual museums.

Decision Makers are those managers that decide if a virtual museum would be developed, what kind of virtual museum would be developed and direct/find the budget for its development.

Their main interest is to search and find virtual museums or parts of them (i.e. short movies included in a virtual museum) to use or to integrate in their institutions/museum etc or to take as example to start a new project.

The search functionality needs to be simple and effective since their level of technological expertise is often nor high.

**Production Tools suggested functionalities:**  
*Ingest metadata components; Search components*  
**Example of expected component:**  
*Search component*

The goal of the call is the identification of components, tools and services to be added and integrated in the V-MUST platform. It specifically calls for components, tools and services useful for archiving digital assets, metadata and virtual museums. The aim is to provide the community better tools for them to archive their virtual museums, in the perspective of re-using and exchanging them.

This call 1b.2013 invites partners and associated members to submit their proposals for the development of the following software solutions, that will be part of the V-MUST PLATFORM:

**ARCHIVING COMPONENTS, TOOLS and SERVICES: tools or set of tools, already available or to be developed, preferably web-based, that will help V-MUST community during the archiving of a virtual museum, its digital asset and related metadata.**

The selected components are expected to be integrated in the V-MUST platform, in their first release, within the **1<sup>st</sup> of July 2014** by the proponents themselves, in cooperation with WP4 coordinator (CINECA, Italy). Final release should be fully integrated within the **2<sup>nd</sup> of November 2014**.

**2.1 Timetable**

<b>1 November- 15 December 2013</b>	Call is open
<b>08 January 2014</b>	First eligibility check by V-MUST executive board members
<b>25 January 2014</b>	Evaluation and selection by external boards members
<b>30 January 2014</b>	Final Communication to the applicants

1 July 2014	First realised integrated in v-must platform
2 November 2014	Final release integrated in v-must platform

### 3. Requirements

1. The systems are required to be **compliant with the tools / formats / workflow already selected and adopted by V-MUST NET<sup>2</sup>**:
  - production tools:  
OwnCloud  
SVN  
Track
  - production file formats:  
Blender  
3D Studio Max  
Meshlab
  - archiving tools:  
XML support  
CIDOC CRM metadata schema
  - Visualisation/interaction tools  
X3Dom  
other webGL (SpiderGL)  
OpenSceneGraph OSG4WEB
2. The solutions provided are required to preferably have a **web user interface**
3. The solutions provided are required to be preferably **open source (or with open API)**
4. The solutions provided are required to fulfill the proposed **user scenarios**
5. **Semantic** search will be preferred

In order to participate to this call, the applicant should:

- › meet the eligibility criteria;
- › prepare the proposal and fill in Annex 1 with all information required ;
- › sign the Annex 1 and send it **via mail** both to the project coordinator ([coordinator@v-must.net](mailto:coordinator@v-must.net)) and WP4 coordinator ([l.calori@ Cineca.it](mailto:l.calori@ Cineca.it))

#### 4.1 Eligibility criteria

These are the criteria to be met in order to be eligible for participation. Those criteria will be verified during the first evaluation step:

1. Submit a completely filled in application form
2. Be a v-must.net partner OR an associate member presenting the request together with a v-must.net partner (please note that all awards could be transferred only to a V-MUST partner, due to administrative reasons).
  - If you are a v-must partner: write the proposal following requirements and compliance requests (describe how the proposed solution will answer and help the provided user scenarios); send it to [coordinator@v-must.net](mailto:coordinator@v-must.net) and to WP4 coordinator ([l.calori@ Cineca.it](mailto:l.calori@ Cineca.it))
  - If you are an associated member: contact a v-must partner and coordinate your proposal with it,, following requirements and compliance

<sup>2</sup> It is possible to verify compliance with WP4 coordinator, addressing an e-mail to [l.calori@ Cineca.it](mailto:l.calori@ Cineca.it) AND to [coordinator@v-must.net](mailto:coordinator@v-must.net)

requests (describe how the proposed solution will answer and help the provided user scenarios); send the proposal to [coordinator@v-must.net](mailto:coordinator@v-must.net) and to WP4 coordinator ([l.calori@cineca.it](mailto:l.calori@cineca.it))

- If you are not an associated member: follow the on line procedure to became an associated member; contact a v-must partner and coordinate your proposal with it,, following requirements and compliance requests (describe how the proposed solution will answer and help the provided user scenarios); send the proposal to [coordinator@v-must.net](mailto:coordinator@v-must.net) and to WP4 coordinator ([l.calori@cineca.it](mailto:l.calori@cineca.it))
3. Specify the budget required and describe how the budget will be used;
  4. Submit all required documentation before the deadline.

## 4.2 Evaluation criteria

The evaluation committee will, during the second evaluation step, read the proposals. They will use a Scoring Matrix as reference (see below).

The criteria followed will be:

1. **Scenarios of use fulfilment**
2. **Compliance fulfilment**
3. **Extendibility**
4. **Type of solution (web-based and open source are preferred)**
5. **Simplicity of use**
6. **Simplicity and rapidity of integration**

In the following table are listed in the Scoring Matrix the criteria :

<b>Evaluation Criteria</b>	<b>Score</b>
1 Scenarios of use fulfilment	Max 10
2 Compliance	Max 5
3 Extendibility	Max 4
4 Type of solution	Max 3
5 Simplicity of use	Max 3
6 Simplicity and rapidity of integration	Max 5
<i>TOTAL</i>	<i>Max 30</i>

## 5. Selection process

The proposed components will be evaluated in a 2-steps evaluation process.

### Step 1

To participate in the call, certain criteria for eligibility are defined. During step 1, an eligibility check is performed internally by V-MUST Executive Board members, based on the fulfilment of evaluation criteria<sup>3</sup>.

### Step 2

<sup>3</sup> [http://www.v-must.net/about/v-must\\_executive\\_board](http://www.v-must.net/about/v-must_executive_board)

A second evaluation is then performed by an external committee (Expert Advisory Board), following the Scoring Matrix presented in the previous paragraph.

## **6. Submission of applications**

After the applicant has prepared and filled in the Annex 1, he/she should: sign the Annex 1 and send it via mail both to the project coordinator ([coordinator@v-must.net](mailto:coordinator@v-must.net)) and WP4 coordinator ([l.calori@cineca.it](mailto:l.calori@cineca.it)). All proposals should be sent before h 23:00 (CET) of the deadline.



# CALL V-MUST.1b.2013 - ANNEX 1

**NAME OF THE PROPOSED COMPONENT/TOOL/SERVICE\***

**PROPONENTS:**

<b>1ST PROPONENT*</b>			
name of institution/company	[name]	[website]	
contact person	[name]	[e-mail, tel]	
Type of partner:	V-MUST PARTNER	ASSOCIATED MEMBER	

<b>2nd PROPONENT</b>			
name of institution/company	[name]	[website]	
contact person	[name]	[e-mail, tel]	
Type of partner:	V-MUST PARTNER	ASSOCIATED MEMBER	

<b>3rd PROPONENT</b>			
name of institution/company	[name]	[website]	
contact person	[name]	[e-mail, tel]	
Type of partner:	V-MUST PARTNER	ASSOCIATED MEMBER	

**DESCRIPTION\***

**INTEGRATION WITH V-MUST**

How your proposed tool, service, component integrates with v-must



**TARGET SCENARIO OF USE / USER\***

**TECHNOLOGY\***

*please describe the technological solution you propose*

**SUSTAINABILITY LEVEL**

*how easy to maintain is your proposal? How your proposal would be maintained in the future? How much scalable solutions...*

**LICENCE**

*specify type of licence*

**ACCESSIBILITY**

*describe how the component will interact with platform services and how will be deployed (sw, service, etc)*

*describe how the components will be access by the users (user scenario)*

**Requested budged from V-MUST**

....., .. Euro

**Use of v-must funding**

*please describe how the budget will be used in case of selection*

	<i>Personnel Costs</i>	
	<i>Travel Costs</i>	
	<i>Equipment</i>	
	<i>Consumables</i>	
	<i>Other (specify)</i>	

**Date**

\_\_\_\_\_

**Signature**

\_\_\_\_\_

**COMPANY/INSTITUTION STAMP**