LATCH WORKSHOP

May 13th 2005   *Reykjavík, Iceland*

ABOUT THE LATCH PROJECT

The goal of the **LATCH** project (Location-based Access To Cultural Heritage) is to investigate potential uses of **European cultural heritage information** from a **location-based** viewpoint — allowing access from multiple devices including mobile phones. The main technological enabler for LATCH — besides location-based services — is the **Semantic Web**. The Semantic Web allows cultural heritage information from different sources to be seamlessly integrated and combined into holistic services. Furthermore, it allows machines to process the information, much as a human processes information on the 'regular' web.

The project addresses several major sectors - **administration, education, academia, entertainment and tourism** - that today need to use cultural information to augment their services. Combined with a well-defined business model, such services could enable the self-financed restoration of cultural heritage in Europe and in the process increase social cohesion and mutual cultural understanding in Europe.

LATCH TECHNOLOGY

The Semantic Web

The Semantic Web provides a common framework that allows data to be shared and reused across application, enterprise, and community boundaries. It is based on the Resource Description Framework (RDF), which integrates a variety of applications using XML for syntax and URIs for naming.

> "The Semantic Web is an extension of the current web in which information is given well-defined meaning, better enabling computers and people to work in cooperation."
> *-- Tim Berners-Lee, James Hendler, Ora Lassila, The Semantic Web, Scientific American, May 2001*

Several technologies from the semantic web are employed in LATCH; inlucing XML, Resource Description Framework (RDF), RDF Schema (RDFS), and the Web Ontology Lanugage (OWL). Open source software is used extensively to provide the necessary services.

Location-based technologies

LATCH is heavily dependent on location-based technologies. This includes Location-Based Services (LBS) for mobile devices, which tailor content based on the current whereabouts of the user, as well as Geographic Information Systems (GIS).

FUNDING AND PARTICIPANTS

eContent

LOCATION-BASED ACCESS TO CULTURAL HERITAGE

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13:00 **Opening and introduction**
Sigurgeir Steingrímsson, Árnastofnun

13:05 **Location-Based Access to Cultural Heritage**
An overview of the LATCH project and the multitude of possibilities associated with disseminating cultural information via Location-based mobile services.
Bragi V. Skúlason, Raqoon Software

13:15 **LATCH technology**
An overview of key technological enabling factors of the LATCH project: Location-based mobile technologies and Semantic-web technology. The LATCH information ontology (developed as part of the LATCH project) will be introduced and usage examples given through a software demo.
Garðar Þ. Guðgeirsson, Raqoon Software

13:45 **Coffee break**

14:00 **Business perspective of LATCH**
A presentation of the LATCH business framework and the feasibility of the LATCH project from a financial perspective.
Professor L.F. Pau, Rotterdam School of Management

14:30 **Venice experience vs. Iceland experience**
A discussion of the two opposites that meet for an ideal LATCH model.
Michaela Pedrocco, Venis SpA

15:00 **Panel discussions**
Moderated by the LATCH project consortium.

15:30 **Reception & feedback**
The Arnamagnaean Institute in Iceland (Árnastofnun) will host a reception for all workshop attendees at their headquarters in Árnagarður, Suðurgata.

LOCATION

The LATCH workshop will be held in the amphitheater in **Oddi**, University of Iceland. The post-workshop reception will be at **Árnagarður**, Suðurgata, University of Iceland (directly opposite Oddi).

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