

Best practices for the digitization of cultural heritage

A Handbook of Good Practices developed by the SOS Heritage Project consortium

The Handbook of Good Practices for the digitization of cultural heritage is an outcome of the SOS Heritage project, which is a significant result in itself. This document aims to identify and disseminate effective practices of creating and communicating digital content that have proven to be particularly successful. The project partners conducted meticulous research based on documentary sources to identify such practices.

The research focused on identifying existing best practices and innovative approaches while simultaneously addressing the challenges associated with the digitalisation process. The Handbook serves as a source of inspiration for digitalisation initiatives undertaken by the partners, which are planned to be implemented during the final phase of the SOS Heritage project through pilot projects.

Each partner was tasked with gathering information on 20 examples of excellence in the digitization of heritage, without any geographical limitations or other restrictions. Consequently, the Handbook reports data on 100 good digital creation practices, mainly of European origin.

The primary objective of the Handbook is to identify and share digital content creation and communication practices that are considered exemplary. The desk research conducted for the drafting of the Handbook spanned several objectives, including the identification of best practices and innovative approaches, the identification of challenges, and the provision of sources of inspiration for partners' digitalisation initiatives.

In conclusion, the Handbook of Good Practices for the digitization of cultural heritage is an essential resource for individuals and organizations involved in the heritage digitization process. The comprehensive research findings and recommendations presented in the manual will support global efforts to digitize cultural heritage initiatives.

The 25 selected practices are organized into experience categories, allowing for prospective analysis by the user. Therefore, four main categories of examples emerge: digital collections, virtual tours, gamification, and crowdsourcing.

The Handbook is available for free download on the SOS Heritage project website (<https://www.sos-heritage.eu/>).

The Handbook was created with the co-financing of the European Union in the Creative Europe Program (Agreement n° 101055573).