CONFERENCES

During the second week of June 2011 the Europeana foundation organized a series of four hackathons under the common slogan Hack4Europe! Events were organized by local partners of the foundation in Poznań, London, Barcelona and Stockholm. The Polish hackathon was organized by the Poznań Supercomputing and Networking Center and The Kórnik Library of the Polish Academy of Sciences.

All hackathons were aimed at the development of innovative applications created on top of data about 19 million cultural heritage objects collected by Europeana. Developers competed in four categories: 1) application with greatest commercial potential, 2) application with greatest potential for inclusion, 3) most innovative application and 4) audience award (this one was voted by developers).

As a result the Hack4Europe! events attracted 85 developers, who prepared 48 prototypes. The most common development themes included applications designed for mobile devices, applications using the potential of social networks, solutions allowing users to curate content, integrating Europeana content into various games, connecting cultural heritage data with Wikipedia, and finally various visualizations showing how various objects are related.

The Polish edition of Hack4Europe! was held on 7-8th of June in Działyński Palace in the heart of the Poznań Stary Rynek. There were 18 participants from various locations all over Poland who, during two very intensive days, managed to create 8 prototypes. Three of them received awards from the Jury.

"Art4Europe" won the award as the application with greatest commercial potential. This project was created by Jakub Jurkiewicz, Marcin Szajek, Jakub Porzuczek and Tomasz Grzywalski who represented ITraff Technology.

Zbigniew Tenerowicz and Piotr Kaleta (students from Poznań University Technology) created the most innovative application, called "Europeana Field Game".

The winner of greatest social inclusion category was Hackmemory, a simple game developed by Bartek Indycki and Darek Walczak. This game also won the audience award.

The rest of the prototypes were tools allowing for integration of the Europeana API with Google Maps and with MediaWiki. The authors of the winning entry in the greatest commercial potential category created an application that allows its users to identify given art work using a picture taken by the camera of their mobile phone. Art4Europe identifies a given object and presents the description of the object. It can also translate the description into any European language and read it aloud using speech. Users might be also interested in buying reproductions or books about a given work of art.

More information about this application can be found at http://art4europe.com (the website was created after the success of Art4Europe to give a more detailed overview of this features).

In the "Europeana field game", the user can "carry" and pin elements to a location and see elements pinned to a location by other users. The game encourages geotagging by introducing guests to encourage interaction with other users. The geotags created by

players can be later used to suggest interesting Europeana content for everyone based on location data.

The last winner, Hackmemory, is a simple educational application for kids and adults based on well known memory games. Players have to find two exactly matching pic-tures. After finding each pair the user can read about the content of the picture. The user can create his/her own quiz and simply share it with friends using various social media. The content of the puzzle comes from Europeana and it is filtered by the creator of the quiz (i.e. teacher).

Polish winners took part in a second round to compete with applications awarded during hackathons in Barcelona, Stockholm and London. The results of this final round were announced a few days after the end of last hackathon. A detailed description and URLs of Hack4Europe! winners can be found at
http://pro.europeana.eu/web/api/hack4europe

The Polish application Art4Europe once again won as the project with the biggest commer-cial potential. The other winners included:

Casual Creator (developed during the London hackathon) which facilitates using pictures of cultural heritage objects in teaching.

Time Mash (Stockholm) provides fully func-tional geo-location aware search of Europe-ana for mobile phones. Users can take photos and associate them with existing Europeana objects. Through a built–in function to overlay new pictures with Europeana pictures, a seam-less "Then-Now" effect is created. The new photos are uploaded with the current GPS position so the app can also function as a geo-tagger tool for Europeana.

Timebook (Barcelona) integrates content from Europeana and DBpedia and presents it in an easy to use format with, for instance, posts for famous quotes, friends status for influential persons and photos of paintings.

The Hack4Europe! awards ceremony was or-ganized on the 16th of June 2011 during the Digital Agenda Assembly in Brussels. Winners recei-ved prizes from European Commission Vice-President Neelie Kroes.

More information about the results of the Hack4Europe series can be found at the Euro-peana API website
http://pro.europeana.eu/web/api/hack4europe

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