Virtual MultiModal Museum (ViMM)

Co-ordination and Support Action for a European strategy on Virtual Museums and Digital Cultural Heritage

October 2016 - March 2019

EU Manifesto 2025 on Digital Heritage
The main objectives of ViMM (1)

1. Analyse and promote the role of Virtual Museums (VM) as a **strategic** resource for Europe - cultural, social, environmental and economic **value**.

2. Broaden and intensify discussion among DCH stakeholders (public and private) – build consensus – policy, legal and technical areas. Involve experts.

3. A unique sustainable platform engaging DCH stakeholders across the whole community [www.vi-mm.eu](http://www.vi-mm.eu)

4. High visibility: social media, TV, newspapers, publishers, associations, conferences etc. within Europe and internationally.
THE MAIN OBJECTIVES of ViMM (2)

5. Establish the key economic drivers for DCH/VM - added value for society, economic impact and multipliers, potential for investments (regional case studies)


- Major results: ViMM Manifesto, Action Plan and Roadmap, International Conference

7. Consultation and mutual support with: EU/international organisations (e.g. UNESCO, ICOM, ICOMOS, CIPA, NEMO Europa Nostra, Europeana)

8. Define and demonstrate innovations and advances in the state-of-the-art for VM, VR/AR etc. : why they are needed by different audiences
Partner consortium

Coordinator: CYPRUS UNIVERSITY OF TECHNOLOGY (CUT)

Foundation for Research and Technology Hellas (FORTH) - Greece

7REASONS MEDIEN GMBH - Austria

UNIVERSITE DE GENEVE (UNIGE) with MIRALab

Stiftung Preußischer Kulturbesitz (SPK)

UNIVERSIDAD POMPEU FABRA (UPF)

7 SCENES B.V.
Join the community

on the ViMM platform www.vi-mm.eu

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