Made to Be Seen and Shared:

The Project of Academic and Social Promotions and Applications for Digital Archives & E-Learning (PASPA)

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http://www.TELDAP.org.tw

Outlines

Introduction of PASPA

- -Background
- -Strategies
- -Goals
- -Tasks

Major Implementations of PASPA

- -5 Sub-Projects
- -Licensing International Expo New York
- -Annual Digital Archives Applications Competition
- -Digital Archives Rights Clearance Project
- -Digital Archives & Creative Commons Conference, Educational Seminars, Workshops, etc.



Objectives of TELDAP(TELDAP)

TELDAP Phase I: 2002-2006(National Digital Archives Program, NDAP)

- -To digitize selected representative cultural assets
- -To help academic research with the digitalized content
- -To promote commercial & non-commercial applications and technology transfer
- -To realize the potential of the digital content industries

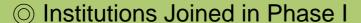


Objectives of TELDAP

TELDAP Phase II: 2007-2012 (with the integration of National Digital Archives Program and National E-Learning Program in 2008)

- -To showcase Taiwan's biological, cultural, and social diversity
- -To promote the cultural, academic, socioeconomic
- and educational applications of Taiwan's digital content
- -To further realize the potential of technology R&D
- -To develop international cooperation and content exchange network

Institutional Project: Major Content Holders



- Academia Historica
- Academia Sinica
- 3. National Central Library
- 4. National Museum of History
- National Museum of Natural Science
- 6. National Palace Museum
- 7. National Taiwan University
- 8. Taiwan Historica
- Taiwan Provincial Consultative Council
- More Institutions Joined in Phase II
 - Chinese Taipei Film Archive
 - 2. National Archives Administration
 - Council for Cultural Affairs
 - 4. Council for Hakka Affairs
 - 5. Council for Indigenous Peoples







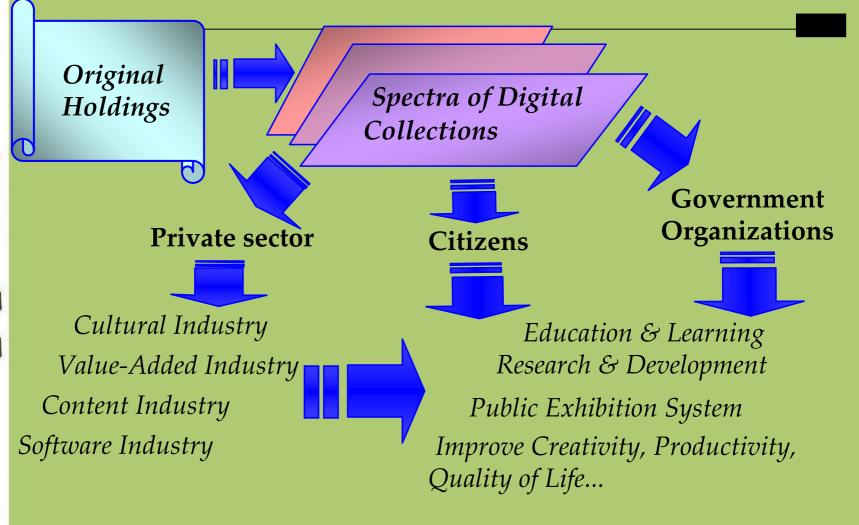












Significant Achievements of TELDAP Phase I



- -Core Technologies
 - -Metadata Standards
 - -Video Archiving Technology
 - -Digital Image Archiving Technology
 - -Object Movie
 - -Augmented Panorama
 - -Missing Character Encoding





Overview of Union Catalogue & Digital Archives Program 省頁 特色素品 快速调整 Selected collections Content types Taiwan e-Learning 快速導覽列表 書書世界-大千世界類 北宋山水四大家 建菱 元四家 台湾 翻光景點 明末松江湖 明四家 四時 **周县** 外國風光 五代四大家 南张北 溥 南宋山水四大家 明末浙洲三大 解臍滿文檔——以精準批交給會 用檔・包括入開設及入開後的各項權 推薦特藏 快速導覽 臺灣棒球主題 蘭嶼原住民媒體資料庫 郭泓志 陳義信 王貞治 李居明 金龍少棒隊 亞洲棒 在主流媒介長期忽視與邊陲化之下,台灣原住民 長久以來運用口語文化的傳統與社區媒介來進行 球錦標賽 陳金鋒 曹錦輝 王建民 張誌家 郭源治 奥 表明珠 台湾王 倉蓋並第 中面原用 運棒球賽 呂明賜 世界棒賽三冠王 紅葉少棒隊 威 西拉维亚特 礦物 前科礦物 放射性礦物 悉人查 寶石 造岩礦物 金瓜石礦物 凍網文 廉波特少棒賽 世界棒球錦標賽 亞洲運動會-棒球 群交化延續及弱勢族群發聲的重要管道。蘭嶼原 **排**球是台灣最具指標性的運動 - 190 住民擁有屬於自己的傳播媒體,間接 近代史主題 中國共產黨 孫中山 國民革命北伐 張作霖抓李大 漫談我關花鳥畫的沿革 釗 蔣中正 四一二事件/清黨 國際共產主義 特色藏品 昆蟲主題 竹節蟲 吉丁蟲 台湾特有種 蜻蜓 蝗蟲 蜻蜓 黑盬 蟲 天牛 豆娘 金龜子 天蠶蛾 螳螂 燈蛾 尺蛾 螢火 日常生活文化的縮影--台灣原住民的陶製品介 蟲 鍬形蟲 粉蝶 小灰蝶 鳳蝶 蚊子 瓢蟲 虎甲蟲 蟬 象鼻蟲 蟋蟀 獨角仙 叩頭蟲 金花蟲 蛺蝶 步行 蟲 椿象 埋葬蟲 甘賀 特色組品 快速過號 主题分類 由依接插 在烹煮、儲存、祭祀、陪葬、裝飾、娛樂等等活動中 植物染 台灣特有亞種鳥類 台灣特有種魚類 小卷 穿山甲 海參 海星 淡水魚類 水產類 保育類動物 海 水蝦類 海水蟹類 食用魚類 台灣特有種鳥類 食用 主題小組列表 貝類 台湾特有種甲殼類 食用蝦蟹類 樹蛙 夜行性 動物 烏賊 海瞻 濕地生態 哺乳類 深海魚類 世界之 最螃蟹館 淡水螺類 蚯蚓 魷魚 蝙蝠 菇類 鷹 淡水 考古主題 蟹類 淡水蝦類 龜 台湾特有種植物 毒蛇 寶島曼波 - 斑點長翻車魚 動物界 植物界 英蘭界 原生生物界 考古地區 考古學文化 物 考古溶脐 演代類8 台灣原住民服飾主題 國立自然科學博物館 層洄游性魚類如鮪、鰹、鯖、鬼頭刀、旗魚及翻車魚等駕乘 統交物數位化中 服裝 上半身飾品 "半身飾品 服裝配件 人類學組 地質學組 動物學組 植物學組 骨魚類,體長可達3公尺以上,體重超過達2,3 台灣原住民祭典主題

國家圖書館 古籍文獻與歲數位化計畫 國家圖書館四 nternational Conference, T; 另成數位化計畫 國家圖書館明刊縣級 與裁談位估計畫 60 + Archive organizations and projects

質科學系 昆蟲標本館 臺大國書館 (226,540筆) (69,564筆)

Union Catalogue

Keyword search "Jadeite Cabbage"

Jadeite Cabbage with Insect

搜尋 翠玉白菜

搜尋

清 翠玉白菜

Link to the original site



Dublin Core Metadata

後設資料 授權與引用資訊 (連結到原始資料網站

資料識別:

故玉002103N0000000000

資料類型:

玉石器

描述:

此器利用玉之原色施以巧琢,以綠色部份琢為菜葉,白色處施作菜身,酷 似實物,葉上並琢二螽斯。為故宮所藏「巧作玉器」中最受人矚目者。

日期:

1644 A.D.-1911 A.D.

格式:

長18.7公分厚5.07公分寬9.1公分

關聯:

《國之重寶》

管理權:

國立故宮博物院

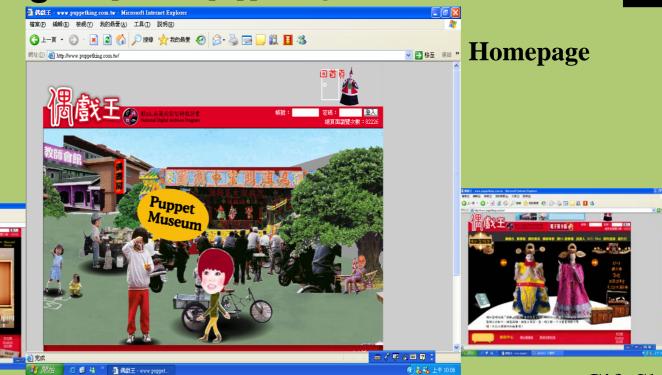
Digital 101

http://digital101.TELDAP.org.tw



Value-added Applications - Example I

Puppet King http://www.puppetking.com.tw



Storytelling

SET OF STATES EASEDED.

The property of the Burnary Board Species (1997) and the property of the Burnary Board Species (1997) and the Burnary Boar

Gift Shop

Playground

Value-added Applications - Example II

Digital Archives e-Park http://www.daep.ba.ntu.edu.tw





Female Roles

Male Roles

位典藏與數位學習 國家型科技計畫 Caiwan e-Learning & Digital Archives Program

Value-added Applications – Examples III

The Digital Museum for Children

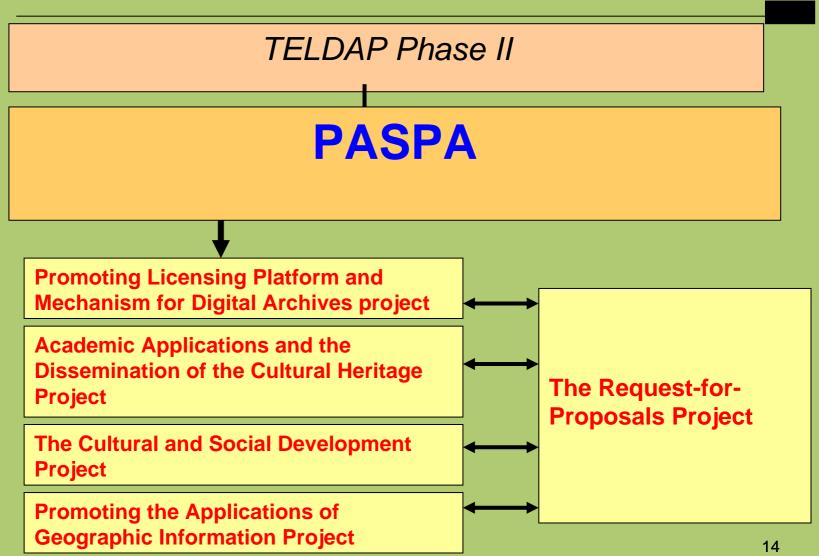
http://TELDAP.nmns.edu.tw/children/

位+重护館





STRUCTURE of the Project of Academic and Social Promotions and Applications for Digital Archives & E-Learning (PASPA)



Missions and Goals of PASPA

The main purpose of this Project is to introduce the digital content produced since the first phase of National Digital Archives Program (NDAP) of Taiwan to the whole world while Taiwan's developing toward a ubiquitous society.

PASPA addresses issues arising from the cultural, academic, social and educational applications of TELDAP.

The five sub-projects under PASPA work together to deepen and widen the cultural, academic, social, and educational applications or digital archives.

PASPA aims to help resolve problems arising from the cultural, academic, social, and educational applications of digital archives so that the richness of TELDAP could be fully realized.

Goals and Strategies of PASPA



Culture

Academic

Socio-**Economic**

Education

The Project of Academic and Social **Promotions and Applications for Digital Archives and E-Learning**

Promoting Licensing Platform and Mechanism for Digital Archives project

Academic Applications and the Dissemination of the Cultural Heritage Project

The Cultural and Social Development **Project**

Promoting the Applications of Geographic Information Project

The Request-for-Proposals Project

Strategies

Commons Administration

Commons Access

Commons Interoperability

Commons **Distribution**

Commons Utilization

Sub-Project I: Promoting Licensing Platform and Mechanism for Digital Archives Project



To research and analyze current practices of digital archives and digital learning from comparative perspective

To survey business models for digital archives and digital learning industries

To help digital archives organization and valueadded industry to attend international licensing exhibition and conference

To promote fair licensing practices in educational field

To provide legal consultation and opinion drafting services under the support of a professional legal team

Sub-Project II: Academic Applications and the Dissemination of the Cultural Heritage Project

- To explore the context and development of content-sharing concept and culture in Taiwan
- To study the open content movement and its implications for TELDAP promotions
- To provide an in-depth view about forming open science groups
- To conduct user behavior research on NDAP web interface
- To supervise and coordinate other academic application promotion activities of digital archives and e-learning

Sub-Project III: Cultural and Social Development Project

- To deepen the social understanding for the digital divide, reduce the gap of digital divide while
 - push the sharing and distributing of digital archives
- To add an important dimensions of information ethics and digital rights in the process of digital archives promotion
- To increase the accessibility of digital archives
- To enhance users' value-added capability and capacity



Sub-Project IV: Promoting the Applications of Geographic Information Project

- To study and comprehend the current progress of geographic information in digital archives program and potential usages
- To survey and compile the digital collection of geographic information and to establish a data dissemination mechanism
 - To promote geographic information use by coordinating the expertise and knowledge from the fields of technology and social sciences

Sub-Project V: The Request-for-Proposals Project

- To call for more proposal participants so that they can contribute to digital archives and elearning promotion and applications
- To coordinate with the other 4 subprojects so that they can work with the RFP participants to fully realize the potential of digital archives application and promotion





Major Implementations of PASPA

- -Attending Licensing International Exhibition in New York
- -Annual Digital Archives Applications Competition
- -Digital Archives Rights Clearance Project
- -Digital Archives Creative Commons Conference, Educational Seminars, Workshops, etc.









Result of Licensing International Expo in New York from 2005 to 2007

Year	2005	2006	2007
Торіс	Art in Taiwan	Creative Taiwan	Creative Taiwan
Scale	9 blocks	15 blocks	20 blocks
Participating Brands	10	12	10
Outcome (million)	NT\$ 220	NT\$ 390	NT\$ 550

The primary goal of this effort is to draw up and implement the programs, activities and arrangements necessary for introducing Taiwanese creative content companies and digital archives institutes to the participants of the Licensing International Expo in New York

Licensing 2007 International Expo in New York



Creative Taiwan



TELDAP International C

Licensing 2007 International Expo in New York



Creative Taiwan's Model Show

Press Conference & Activities



TELDAP International Colliciones, Farward

Licensing 2007 International Expo in New York









- To help realize the potential of commercial designers by matchmaking excellent designers and licensing businessmen so that more application opportunities and possibilities could be created
- To explore the media and channels for digital archives applications so that the content and resources of TELDAP could be shared by all educators

Poster from the Second Annual Digital Archives Application Competition



2007 Digital Archives Applications Competition: Art Design Group

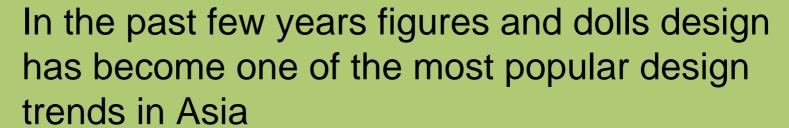








2007 Digital Archives Applications Competition Figures and Dolls Design Group



Content and concept of digital archives were adopted to express the stories and legendary characters from our cultural tradition with new and creative images



2007 Digital Archives Applications Competition Computer Graphic and PC Games Design Group

- Computer graphic and PC games are both entertainment and educational
- Computer graphic and PC games have become an important sector in our creative industry value chain
- For the past few years, both the public sector and private sector have invested tremendously in this field with the expectation that more value-added computer graphic and PC game products could be put on the market
- Content and concept of digital archives were adopted to create or design all sorts of digital multimedia games or computer graphics under their own brands

2007 Digital Archives Applications Competition Computer Graphic and PC Games Design Group





2007 Digital Archives Applications Competition Computer Graphic and PC Games Design Group





Digital Archives Rights Clearance Project

- To clarity the intellectual property rights of Digital Archives content, which include copyrights, patents, trademark rights, trade secrets and etc.
- To understand systematically the status quo of digital archive resources
- To understand and analyze the potential legal controversies regarding the promotion and application of digital archives content
- To build a database for the use of further value-added applications and licensing



Wedsite:

http://case.ndap.org.tw/conference07/p1.html







Thank you for listening.

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