Mingei

Representation and Preservation of Heritage Crafts

31 January 2019

OUR VALUES

Honesty

Pleasure / Fun

Critical Thinking

Commitment

Empathy

Positive Emotions

Collective Wellbeing / Health

Collaboration

Understanding

Trust

Learning

Innovation

International Exchange (Europe)

Family

Respect

Diversity

Mingei Project Started!
What's next?

The next MINGEI meeting and CO-CREATION workshop planned for April at **Haus der Seidenkultur (HdS)**.

Meet the museum

Haus der Seidenkultur (HdS) is an industrial monument which is run as a museum in Luisenstraße 15 in Krefeld. From 1908 to 1992 fabrics were woven from Italian and Chinese silk thread for the Catholic Church in the former Hubert Gotzes parament weaving factory. The items produced, primarily vestments for the clergy, were given the Latin designation "parament" which when translated means "adorn the table of the Lord".

The heart of the museum is the preserved weaving hall at the authentic site which houses the Jacquard hand-looms where long-established textile craftsmanship is demonstrated on the eight wooden hand-looms dating from the 19th century. This weaving hall is unique in Europe.

Warming our engines

Mingei has officially started and the entire consortium is working always serving the **VALUES** that bind us together with the mission of harnessing our **AMBITIONS** towards a European Cultural Identity.

Start-up

The project has established the appropriate channels for organisation and collaboration.

- Website launched
- Internal website and mailing lists launched
- Social media presence stablished
- WPs initiated
- Visual identity is beeing formulated

Next steps
Step 1: Knowledge acquisition

The project will perform the first step of the craft digitisation process incuding:

Identifying digital and human assets: the **involvement** of **guilds** and **communities** will provide an invaluable contribution towards exploring not yet fully explored faces of Heritage Crafts. This step includes a **strong co-creation** component on **knowledge definition**, which runs through the life-cycle of the project.

Identify information types: use the tangible and intangible dimensions of Heritage Crafts as a point of departure, complemented by the co-creation process. Indicatively, information on **tangible** dimensions regards craft *materials*, craft *artefacts* and *tools*. **Intangible** information regards the *way of making artefacts*, the *skills* required, the *teaching* process, possible *personal creativity*, artefact *repair* and *conservation*. Intangible information would furthermore answer questions such about *religious* or *political* dimensions, the *role of guilds*, and the *impact* of the HC on the *local communities and society*. As Heritage Crafts have an *economic face*, such information should provide answers to questions about the *origin of materials*, the *cost* the products and the *way* or *occasions sold, trade and export of products,* and *impact* in the economy, culture, and the lives of people.
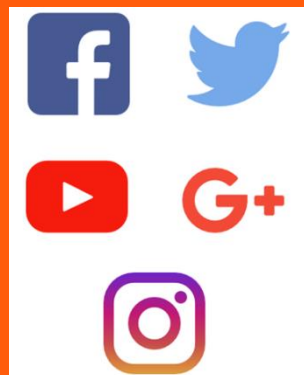
Step 2: Scientific protocol

The project will initiate the definition of a scientific protocol for craft digitization: Multiple information types, people, and disciplines are required to acquire knowledge and create a Heritage Crafts representation, as well as instructions, guidelines, and best practice guides. A representation protocol will provide a blueprint for this collaborative effort. This protocol will define the format, order, and interdependence of steps for achieving a representation, such as the acquisition of digital assets, the acquisition of contextual information, as well as the semantic annotation and linking of digital assets. The goal is to represent knowledge about a Heritage Craft in a meaningful, preservable, and usable fashion for stakeholders.

Step 3: Design of experiences

CO-CREATION workshops will be conducted to **design Heritage Craft experiences**:

- **Storytelling applications** that provide multifaceted presentations of HCs
- **Educational applications** utilising instruction and motion-driven narratives will target skill-learning, and introductory experiences to Heritage Crafts.
- **Informational output**. Heritage Crafts representation and narratives availed through the Mingei Online Platform providing access to general and scientific audiences.

MINGEI ON SOCIAL MEDIA

MINGEI ON THE WEB

http://www.mingei–project.eu

Our Ambitions