



## Preliminary Programme

### From 3D Data to XR Experiences:

### Forum on the Future of Cultural Heritage Technologies

#### Final Showcase Event of the 3DBigDataSpace Project

in collaboration with XRculture and 3D-4CH – Online Competence Centre in 3D for Cultural Heritage

**Date:** 1 July 2026

**Format:** Hybrid (On-site and Online)

**Venue:** Poznań Supercomputing and Networking Center (PSNC), Poznań, Poland

**Facilitators:** Paweł Marciniak (Project Manager, PCSS) & Alexandru Stan (3DBigDataSpace Co-Project Coordinator, Innovation Manager, IN2)

Time	Session
<b>08:45 – 09:15</b>	<b>Registration &amp; Welcome Coffee</b> <ul style="list-style-type: none"><li>• Arrival of participants (in-person)</li><li>• Virtual check-in for online participants</li></ul>
<b>09:15 – 09:45</b>	<b>Opening Remarks</b> <ul style="list-style-type: none"><li>• Welcome by host Poznań Supercomputing and Networking Center</li><li>• Welcome by Project Coordinator (Sander Münster, 3DBigDataSpace Project Coordinator, Professor for Digital Humanities SFU, Secretary of the Time Machine Organisation)</li><li>• Message from Diego Lopez del Río (3DBigDataSpace Project Officer, HADEA)</li><li>• Short summary of project journey and key achievements (Sander Münster/Alexandru Stan)</li></ul>
<b>09:45 – 10:30</b>	<b>Keynote Session</b> <b>The Common European Data Space for Cultural Heritage</b> Speaker: Valentine Charles, Data Services Director, Europeana Foundation
<b>10:30 – 11:00</b>	<b>Coffee Break</b>



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<b>Focus Session:</b>	<b>3DBigDataSpace</b>
<b>11:00 – 12:30</b>	<p><b>Showcase: 3DBigDataSpace Tools &amp; Use Cases Platform and Technology Demonstrations</b></p> <ul style="list-style-type: none"> <li>• Presentation of tools developed within the 3DBigDataSpace project</li> </ul> <p>Partner organisations present practical use cases and implementation experiences:</p> <ul style="list-style-type: none"> <li>• Hunt Museum (Úna Hussey, Project Manager &amp; Emma King, Education Coordinator)</li> <li>• 3D Pilgrim App (Francisco de Arriba Pérez, Researcher, University Vigo &amp; Silvia García Méndez, Assistant Professor, University Vigo)</li> </ul>
<b>12:30 – 14:00</b>	<p><b>Lunch Break &amp; Live Demonstrations</b></p> <p>Opportunity to explore demonstrations, engage with project partners, and network with participants.</p>
<b>14:00 – 14:45</b>	<p><b>Showcase: 3DBigDataSpace Open Call Projects</b></p> <p>Short presentation of the Calls' context by Beatrice Vaianti, Local Time Machine Manager, Time Machine Organisation</p> <p>Presentations from selected grant-winning initiatives:</p> <ul style="list-style-type: none"> <li>• Portomarín Virtual (Anxo Miján, 3D Modeler, Trasanços 3D)</li> <li>• 1911 International Exposition (Mohammadreza Mehdizadeh, Research assistant, Politecnico di Torino)</li> <li>• Time Machine Ruppendorf: Water Castle (Mario Hehne, CEO, Apus Systems &amp; Fabian Naumann, CEO, Apus Systems)</li> <li>• The Golden Bond: Unfolding the Kapulukaya Hoard (Sinem Aslan Associate Professor of Computer Science, University of Milan)</li> </ul>
<b>14:45 – 15:30</b>	<p><b>XRculture Showcase</b></p> <p><b>Technologies and XR Reuse Scenarios</b></p> <ul style="list-style-type: none"> <li>• AI-based digitisation workflows for high-quality 3D model creation and improvement of transparent and reflective objects (Marco Medici, XRCulture Project Coordinator, CEO, Inception Srl)</li> <li>• A flexible approach to 3D model management and visualisation: the XRCulture middleware protocol and the new Share3D dashboard (Peter Bonsma, Technical Director, RDF) &amp; (Vangelis Nomikos, Software Engineer, TALENT)</li> <li>• Enabling XR applications in real scenarios: results from the project Ambrož Černe (Project Manager, ARCTUR)</li> </ul>





15:30 – 15:50	<b>Coffee Break</b>
<b>Focus Session:</b>	<b>Synergies</b>
15:50 – 17:00	<p><b>Beyond the Horizon:</b>  <b>A Unified Roadmap for Europe’s 3D Cultural Heritage</b>  <b>Panel Discussion</b>          Panelists:          Valentine Charles (Data Services Director, Europeana Foundation),          Sander Münster (3DBigDataSpace), Vangelis Nomikos (XRculture),          Marco Medici (3D-4CH Online Competence Centre in 3D for Cultural Heritage), Representative (3D-4CH Online Competence Centre in 3D for Cultural Heritage)</p> <p><b>Scope of the Discussion:</b>          The panel will explore how the three projects collectively support the full lifecycle of digital cultural heritage from 3D data creation and management to immersive experiences and long-term sustainable reuse.</p> <p>Particular attention will be given to:</p> <ul style="list-style-type: none"> <li>• Synergies between the projects</li> <li>• Future storage and infrastructure requirements</li> <li>• Sustainability of European cultural heritage data ecosystems</li> <li>• Opportunities for collaboration and knowledge exchange</li> </ul> <p>The session will include audience questions and open discussion.</p>
17:00 – 18:00	<p><b>Networking &amp; Demonstrations</b></p> <ul style="list-style-type: none"> <li>• Informal networking</li> <li>• Additional project demonstrations</li> <li>• Discussions with speakers and project partners</li> </ul>

### About the Event

This forum celebrates the achievements of the 3DBigDataSpace project while highlighting the future of Europe's digital cultural heritage ecosystem. Together with XRculture and 3D-4CH, the event explores how advanced 3D technologies, data spaces, artificial intelligence, and extended reality are shaping new opportunities for cultural heritage preservation, research, and public engagement.

