

# MuseIT

Multisensory, User-centred, Shared cultural Experiences  
through Interactive Technologies  
2022 - 2025

## DATAVERSE INTEGRATION OF MULTIMODALITIES WITH EXTERNAL CONTROLLED VOCABULARIES IN THE MUSEIT PROJECT 7 JUNE 2023

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# Partners



University of Borås (HB)



CataLink Limited (CTL)



Centre for Research & Technology Hellas



EXUS Software Monoprosopi (EXUS)



ShareMusic & Performing Arts (SHMU)



Michael Culture Association (MCA)



Actronika SAS (ACTRO)



Ministero Della Cultura (MIC)



Netherlands Academy of Arts and Sciences/  
DANS (KNAW-DANS)



Stanford University (SU)



King's College London (KCL)



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EXUS AI LABS



SHAREMUSIC  
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Culture  
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DELLA  
MIC CULTURA



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College  
LONDON



# Background



According to a report by The World Bank “One billion people, or 15% of the world’s population, experience some form of disability” and that “between 110 million and 190 million people, experience significant disabilities.”

Basic human rights have been declared in national and international directives.

- The United Nations’ **Universal Declaration of Human Rights** proclaims human rights for all people, including people with disabilities (article 25), “*to seek, receive and impart information and ideas through any media*” (article 19); “*the right to education*” (article 26), “the right to *freely participate in the cultural life and to enjoy the arts*” (article-27).
- The **Charter of Fundamental Rights of the European Union**, mirrors these basic rights closely.
- Similarly, the **Convention on the rights of persons with disabilities** is put forward in order to ensure “the full and equal enjoyment of all human rights and fundamental freedoms by all persons with disabilities”. Article 9: Accessibility includes an equal right “to *information and communications, including information and communications technologies and systems*”. Article 30: “the right of persons with disabilities *to take part on an equal basis with others in cultural life*” and *enjoy access to “cultural materials in accessible formats” and “places for cultural performances or services”*.”

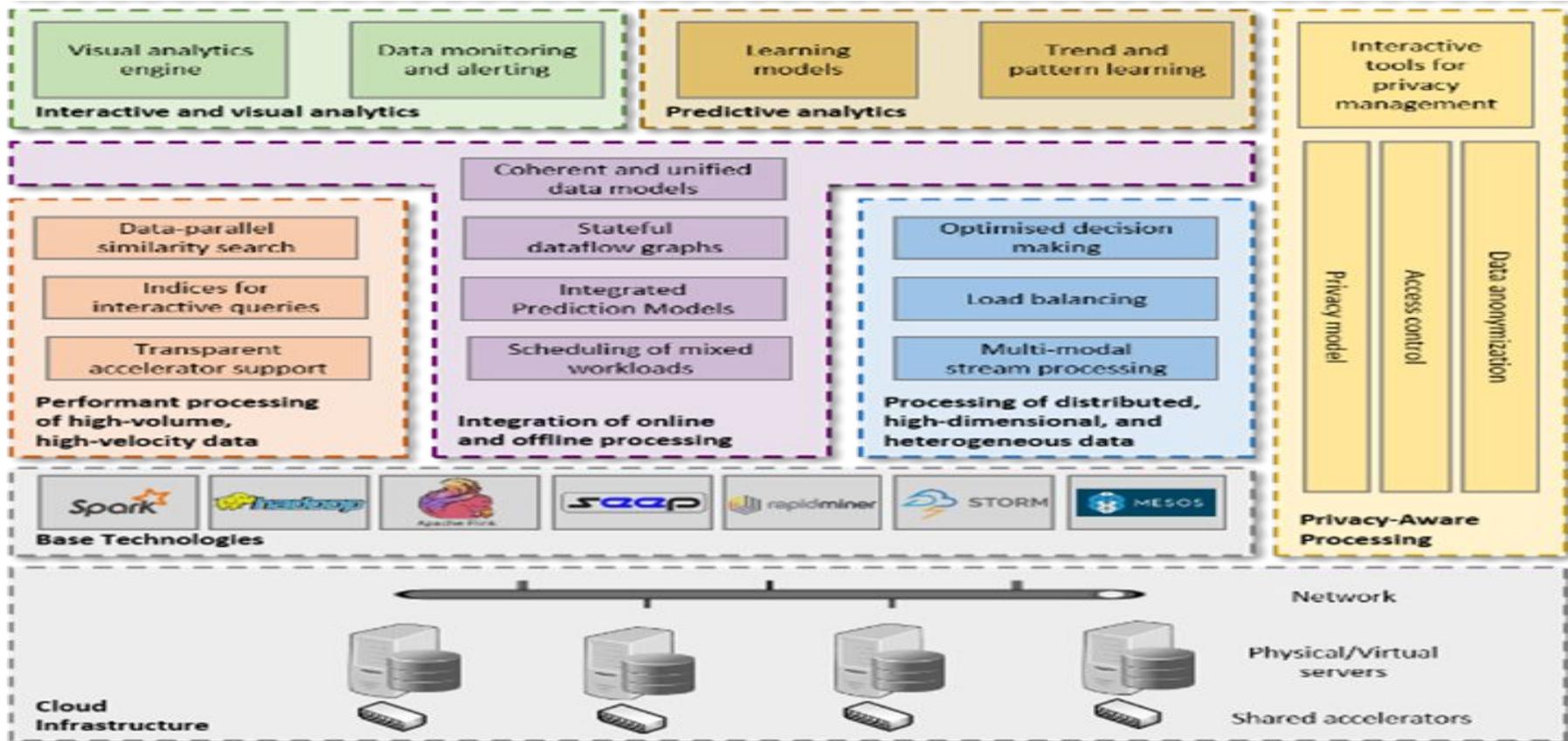
<https://www.un.org/en/universal-declaration-human-rights/>

[https://www.citizensinformation.ie/en/government\\_in\\_ireland/european\\_government/eu\\_law/charter\\_of\\_fundamental\\_rights.html#:~:text=The%20Charter%20of%20Fundamental%20Rights.with%20the%20Treaty%20of%20Lisbon.](https://www.citizensinformation.ie/en/government_in_ireland/european_government/eu_law/charter_of_fundamental_rights.html#:~:text=The%20Charter%20of%20Fundamental%20Rights.with%20the%20Treaty%20of%20Lisbon.)

<https://www.un.org/disabilities/documents/convention/convoptprot-e.pdf>



# Architecture



# Dataverse in MuseIT

The screenshot shows the Dataverse website interface. At the top, there is a navigation bar with the Dataverse logo, a search dropdown, and links for User Guide, Support, Sign Up, and Log In. Below the navigation bar, a message states: "MuseIT project data collections can be also accessed via Jupyter Notebook with guest account, please check <https://github.com/MuseIT-project/museit-notebooks>." Below this, there are four collection cards: "Eurovision 2023", "Ontologies", "Data", and "Disability Collection". A search bar is present with the text "Search this dataverse..." and a magnifying glass icon, followed by a link to "Advanced Search". On the left side, there are filters for "Dataverses (4)", "Datasets (3,523)", "Files (1)", "Dataverse Category" (Research Project (3), Research Group (1)), "Publication Year" (2023 (3,526)), "Author Name" (MuseIT (3,518), DOREMUS team (1), David Elliott (1), Juliane Klatt (1), MusicMoz team (1)), and "Subject" (Arts and Humanities (3,523), Medicine, Health and Life Sciences (3)). The main content area shows "1 to 10 of 3,526 Results" and a list of search results. The first result is a report titled "Report highlights difficulties facing families and clinicians in children's disability services" from the "Disability Collection", dated May 28, 2023. The second result is a reply from "plscallmeky: Ky" to "Disability Advocate@plscallmeky:2hReplying to @spookyspooknewborn..." dated May 28, 2023. The third result is another reply from "plscallmeky: Ky" to "Disability Advocate@plscallmeky:2hReplying to @plscallmeky and..." dated May 28, 2023. The fourth result is a reply from "plscallmeky: Ky" to "Disability Advocate@plscallmeky:2hyou just reiterated the..." dated May 28, 2023. A "More..." link is visible at the bottom left of the results area.

## Overview of tasks:

- Shared data repository for all WPs
- Different data collections for various use cases: CH materials, metadata, data, ontologies
- Archiving data streams from sensors and VR devices, creating metadata
- Archiving metadata from different modalities without changing their ownerships: papers, news, articles, comments, images, video, audio and lyrics
- Applying AI/ML for metadata enrichment and linkage
- Forcing integration with shared controlled vocabularies in the knowledge graphs

# Metadata in MuseIT

Root > MuseIT > Disability Collection >

## Can You Get Disability For Anxiety?

Version 1.0



MuseIT, 2023, "Can You Get Disability For Anxiety?", <https://doi.org/10.5072/FK2/BCQJST>, Root, V1

[Cite Dataset](#) ▾

Learn about [Data Citation Standards](#).

Contact Owner

Share

Dataset Metrics 

0 Downloads 

### Description

If you have anxiety that disrupts your ability to care for yourself, you can file for disability. Having a lawyer assist you with the process can help. An anxiety disorders is a common mental health condition, and it's also considered a disability in some circumstances.

### Subject

Arts and Humanities

### Keyword

anxiety disorders, mental health, health condition, receive benefits, social security, security administration, disability benefits, disability lawyer, anxiety disorder, panic attacks, daily activities, type offers, offers benefits, security office, media

### License/Data Use Agreement

[Custom Dataset Terms](#)

# Vocabularies

Global Regions ▾

🔍 🌐 Select language ▾



Health Topics ▾

Countries ▾

Newsroom ▾

Emergencies ▾

Data ▾

About WHO ▾

[Home](#) / [Classifications](#) / International Classification of Functioning, Disability and Health (ICF)

← Classifications

International Classification of Functioning, Disability and Health (ICF) ▾

International Classification of Diseases (ICD) ▾

International Classification of Health Interventions (ICHI)

Other Classifications ▾

## International Classification of Functioning, Disability and Health (ICF)

The International Classification of Functioning, Disability and Health, known more commonly as ICF, is a classification of health and health-related domains.

As the functioning and disability of an individual occurs in a context, ICF also includes a list of environmental factors.

ICF is the WHO framework for measuring health and disability at both individual and population levels.

ICF was officially endorsed by all 191 WHO Member States in the Fifty-fourth World Health Assembly on 22 May 2001 (resolution [WHA 54.21](#)) as the international standard to describe and measure health and disability.

ICF is based on the same foundation as ICD and ICHI and share the same set of extension codes that enable documentation at a higher level of detail.



# Vocabularies in SKOSMOS

Skosmos

Vocabularies About Feedback Help | Interface language: English ▾

International Classification of Functioning, Disability and Health (ICF)

Content language English ▾ Search

Alphabetical Hierarchy

A B C D E F G H I J K L M N O  
P Q R S T U V W

Absorption of nutrients  
Abstraction  
Acquaintances, peers, colleagues, neighbours and community members  
Acquiring a place to live, other specified  
Acquiring a place to live, unspecified  
Acquiring an additional language  
Acquiring basic concepts  
Acquiring basic skills  
Acquiring basic skills of numeracy  
Acquiring complex concepts  
Acquiring complex skills  
Acquiring concepts, other specified  
Acquiring concepts, unspecified  
Acquiring language, other specified  
Acquiring language, unspecified  
Acquiring single words or meaningful symbols  
Acquiring skills in using basic operations  
Acquiring skills to recognize numerals, arithmetic signs and symbols  
Acquiring skills to recognize symbols  
Acquiring skills to sound out written words  
Acquiring skills to understanding written words and phrases  
Acquiring skills to use writing implements  
**Acquiring skills to write symbols, characters and alphabet letters**  
Acquiring skills to write words and phrases  
Acquiring skills, other specified  
Acquiring skills, unspecified  
Acquiring syntax

PREFERRED TERM  
**Acquiring skills to write symbols, characters and alphabet letters**

BROADER CONCEPT  
[Acquiring skills to write symbols, characters and alphabet letters](#)

RELATED CONCEPTS  
<https://www.wikidata.org/wiki/Q12131>

NOTE  
ACTIVITIES AND PARTICIPATION/LEARNING AND APPLYING KNOWLEDGE/Basic learning/Learning to write/Acquiring skills to write symbols, characters and alphabet letters

SCOPE NOTE  
Learning basic actions to transpose a sound (morpheme) into a symbol or a character (grapheme).

URI  
<https://vocab.museit.eu/Disability#d1451>

DOWNLOAD THIS CONCEPT:  
[RDF/XML](#) [TURTLE](#) [JSON-LD](#)

- MuseIT vocabularies available in Skosmos platform
- DANS has contributed external CV integration functionality in Dataverse (2021)
- Curated and (semi)automated CV concepts linkage in metadata

# Vocabularies in Dataverse

 Dataverse Search  User Guide Support  Dataverse Admin 3997

**Title \***

**Subtitle**

**Alternative Title**

**Alternative URL**

**Other Identifier**

<b>Agency</b> <input type="text"/>	<b>Identifier</b> <input type="text"/>	<input type="button" value="+"/>
------------------------------------	--	----------------------------------

**Author \***

<b>Name</b> <input type="text" value="MuseIT"/>	<b>Affiliation</b> <input type="text" value="MuseIT"/>	<input type="button" value="+"/>
<b>Identifier Type</b> <input type="text" value="Select..."/>	<b>Identifier</b> <input type="text"/>	

**Point of Contact \***

<b>Name</b> <input type="text" value="MuseIT"/>	<b>Affiliation</b> <input type="text" value="Organization XYZ"/>	<input type="button" value="+"/>
<b>E-mail</b> <input type="text" value="finch@mailinator.com"/>		

**Description \***

This field supports only certain HTML tags.

**Text**

**Date**

**Subject \***

**Keyword**

Mental function of sequencing complex movements, <https://vocab.museit.eu/Disability#b176>  
MENTAL FUNCTIONS, <https://vocab.museit.eu/Disability#b1>  
Mental functions of language, <https://vocab.museit.eu/Disability#b1679>  
Mental functions of language, other specified, <https://vocab.museit.eu/Disability#b1678>  
Mental functions, other specified, <https://vocab.museit.eu/Disability#b198>  
Mental functions\_unspecified\_ <https://vocab.museit.eu/Disability#b199>

**Topic Classification**

# Objectives and results

## Objectives

MuseIT aims to improve:

- Accessibility of cultural assets by development of multisensory representations and alternative expressions to enable engagement by the public regardless of functional or sensory impairments,
- Engagement with cultural assets and cultural co-creation by a broader public (regardless of variations in abilities and perceptual modalities),
- Methodologies for preservation and safeguarding of cultural heritage with inclusion at its core.

## Expected results

- Methodologies for multisensory representations and actual multisensory rendering of cultural assets.
- A set of meaning bearing haptic patterns and related haptic maps.
- An immersive environment for virtual user experiences.
- A platform for remote co-creation and performance of music with low to zero latency.
- Methodologies, and an actual repository, for multisensory, multi-layered contents.

## So far

- Work has started on all fronts and in all WPs
- Project website and communication channels have been established
- PAB and EAB have been established and expanding
- Literature reviews, Deliverables, User studies, Participatory workshops, ....
- Two public events have been held

## Suggestions for collaboration

- Online meetings for knowledge sharing and exchange of ideas with related projects (2 per year)
- Collaboration on communication/dissemination activities
- Organising joint events
- Joint publications
- Open to suggestions

## CONTACT

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For contact with the different partners in the project please see the project website.

Small demo:

[https://kg.zandbak.dans.knaw.nl/graph/text-odes/](https://kg.zandbak.dans.knaw.nl/graph/text-nodes/)



<https://www.muse-it.eu/>



<https://www.youtube.com/@MuseIT-Project>



<https://www.linkedin.com/company/muse-it/>



[https://twitter.com/MuseIT\\_EU](https://twitter.com/MuseIT_EU)



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