



Digitization of Natural and Cultural Heritage in Conditions of COVID-19 Pandemic Interregional Webinar State-of-Art (Italy)

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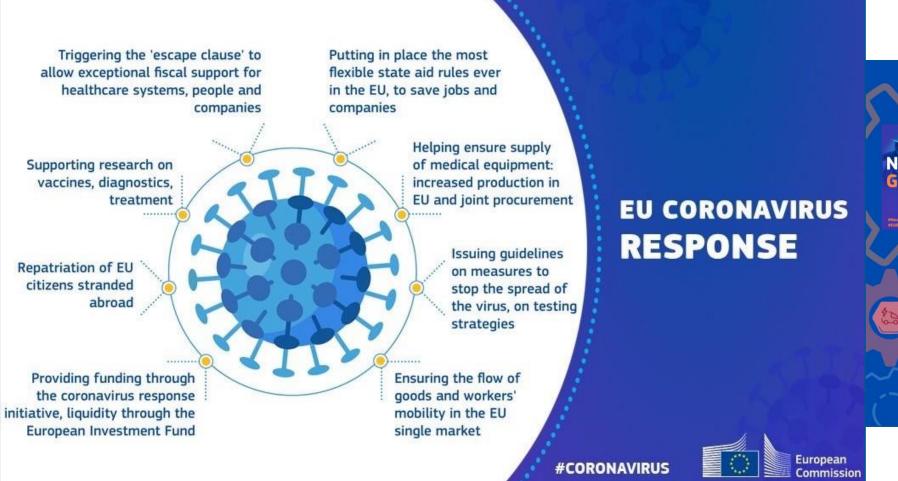






The European Commission is working on all fronts to contain the spread of the coronavirus, support national health systems and counter the socio-economic impact of the pandemic by taking unprecedented measures at both national and EU level

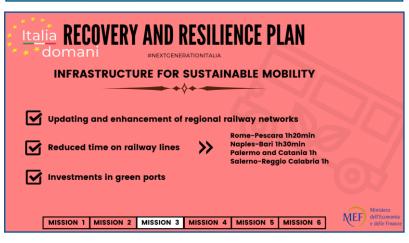
https://ec.europa.eu/info/strategy/recovery-plan-europe_en







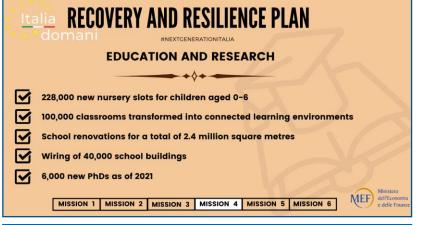


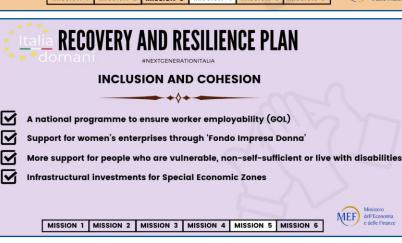


THE NATIONAL RECOVERY AND RESILIENCE PLAN (NRRP)



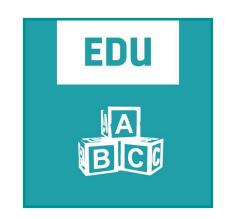
A new country is ready to start with 'Italia Domani' italiadomani.gov.it

















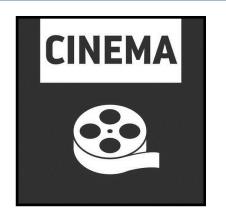




A strong need has emerged to communicate and virtually share through media the temporarily inaccessible cultural heritage











Home Chi Siamo I tuoi contenuti su ITsART Press Room Contatti

https://www.itsart.tv/it/?hl=en-IT





https://www.regione.toscana.it/-/cultura-e-rete-introduzione





Regione Toscana

Uffici URP PEC Mappa del sito Amministrazione trasparente Intranet Intranet Toscana Notizie

seguici su









Esplora i temi 🗸

La Regione V

Bandi e opportunità

Accesso veloce V

Ricerca...

Q

Speciali • Cultura

Cultura è rete

- > Eventi
- > Teatro e Danza
- Musica



Cultura è rete

In un momento in cui il distanziamento sociale ci porta a perdere il contatto con l'altro e i nostri orizzonti







Visita i Musei con i Social





MUSEUMS AND GALLERIES

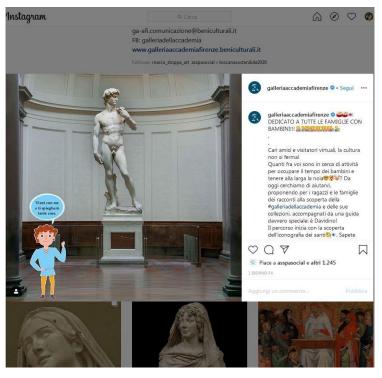
From onsite closure to online openness





Digital technologies and social media to spread culture and knowledge and to establish a stronger dialogue with locked-down, stressed-out and bored populations





From mere tools of communication, social media have evolved into tools for spreading knowledge





ANI





ARCHIVES



"Reading is a way to raise hopes, to cultivate them, to share them"



- **▼** To bring the library to the home of the communities
- **▼** To use all the tools available to communicate and engage the community
- ▼ To promote online content, not only e-books, but also events, exhibitions, tutorials



The Library will be closed until further notice due to the continuing spread of Covid-19.

Thank for your understanding





Istituto Centrale per il Catalogo Unico delle biblioteche italiane e per le informazioni bibliografiche Central Institute for the Union Catalogue of Italian Libraries and Bibliographic Information



The "#IOLEGGODIGITALE" project was launched in 2020, as part of the digital solidarity initiative "Unite to restart", promoted by the Central Institute for the Union Catalogue of Italian Libraries - ICCU, together with other private partners (DM Cultura and Amazon Web

Service)

"#IOLEGGODIGITALE" portal allows access to over 2 million free books, copyright-free digital resources belonging to the INDACO Network digital library, including e-books, audio books, music, films, language courses, video games that can be used and downloaded for free, without the need for authentication



https://www.medialibrary.it/pagine/pagina.aspx?id=27

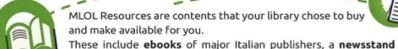
What is MLOL?

MLOL is the first and most important digital lending platform in Italy, **davailable in 5.500 libraries** of 19 Regions and 9 foreign countries.



What services can you find?

MLOL contents are divided into MLOL Resources e Open Resources.



These include **ebooks** of major Italian publishers, a **newsstan** with thousands of newspapers and magazines from all around the world, **audio books** and **music**.



The Open Resources collection includes hundreds of thousands of open access digital contents.

A selection of **ebooks**, **audiobooks**, **sheet music**, **audio** and **video resources**, **e-learning**, **maps** and much more, which can be used by everyone and without any limitation.



How to search

Click on the **SEARCH** button in the menu and write one or more words: your search will take place in the whole website. For example, if you search for "Umberto Eco", you will find e-books and much more in both the MLOL Resources and the Open Resources.

In the section **Explore** on the left you can find filters that will help you better finalize your search. Choose the **TYPES** and **SUBJECTS** you are interested in, or select a specific **PUBLISHER** or **LANGUAGE**. Remember that for the e-books you can choose the filter **ONLY TITLES AVAILABLE NOW**, that will show you the titles you can immediately borrow.

How to read e-books

You can read MLOL e-books on **computers**, **smartphones**, **tablets** and compatible **e-readers**.

For instance, if you use an iOS or Android device, you can use the app MLOL Reader to borrow your favourite e-books.







THE DAILY DIGITAL LIBRARY





Support to teachers in schools involved in e-learning





Service of storytelling by telephone

Initiatives for spreading
awareness of the
extraordinary amount of
resources that
characterize the Italian



Collaboration with famous Italian writers of children's books to make video recordings



The role of archives cannot be underestimated in these challenging times



FROM THE ARCHIVES ...

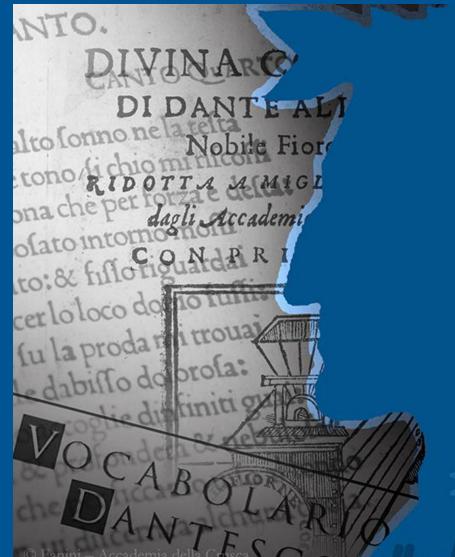
25 MARZO

Dante 2020



https://www.beniculturali.it/evento/dantedì









NATURAL HERITAGE AND HISTORIC SITES





Cappella della Sindone

Villa Medicea di Poggio a Caiano Poggio a Caiano



Ce li godremo domani, finita quando l'emergenza sarà finita

#lanaturanonsiferma







La chiusura delle Oasi è in applicazione delle disposizioni dei Decreti emanati dal Governo Italiano

#iorestoacasa

















ASSEMBRAMENTI



CHIUSI TUTTI I PARCHI #IORESTOACASA







A digital journey covering the whole Italy to explore the beauty of Italian cultural heritage online from home, through virtual tours



https://cultura.gov.it/virtualtour





INTANGIBLE HERITAGE







Living heritage continues to be lived in someway thanks to digitization and social media





Government budget allocated to performing arts in Italy 2021, by sector

In 2021, the Italian Ministry of Cultural (MiC) allocated to opera foundations the highest budget reserved for the performing arts industry. Provisional data for 2021 show that the MiC will allocate roughly 220 million euros to this specific sector. Meanwhile, the MiC estimated to assign 119 million euros to live music events.

Revenue change at cultural and creative companies during COVID-19 in Italy 2020

A November 2020 survey focused on the annual change in revenue of companies in the cultural and creative industries in Italy during the coronavirus (COVID-19) pandemic. According to the study, around 85 percent of surveyed performing and visual arts businesses experienced a decrease in revenue in 2020 over the previous year. Nearly 79 percent of museums and similar cultural institutions claimed the same. Meanwhile, roughly a quarter of video games and software firms reported an increase in revenue in 2020.



Key information on the entertainment industry in Italy 2019-2020

The coronavirus (COVID-19) pandemic hit the entertainment industry in Italy hard in 2020. That year, theaters, concert venues, and similar cultural facilities had to stay close for months as the country enacted emergency measures to limit the spread of the virus. As a result of the closures, the number of entertainment shows dropped by roughly 69 percent in 2020 over the previous year. With the decrease in the number of shows came a decline in admissions and audience expenditure. Overall, the audience expenditure in the Italian entertainment industry amounted to roughly 1.2 billion euros in 2020, falling from nearly five billion euros in 2019.

Published by Statista Research Department, Sep 20, 2021 https://www.statista.com



TOGETHER POSSIBLE COVID-19