## Editorial

## Georgios D. Styliaras\* and Dimitrios K. Tsolis

Department of Cultural Heritage Management and New Technologies, University of Patras, G. Seferi 2, 30100, Agrinio, Greece Email: gstyl@upatras.gr Email: dtsolis@upatras.gr \*Corresponding author

**Biographical notes:** Georgios D. Styliaras obtained his Diploma in Computer Engineering and Informatics from the University of Patras, Greece in 1996. He received his PhD in Computer Engineering and Informatics from the University of Patras, Greece in 2001. His major fields of study cover multimedia applications, multimedia systems, hypermedia and educational applications. He worked for the Hellenic Ministry of Culture as a Project Manager for multimedia applications projects. From 2006 until 2009, he was a Lecturer at the Department of Plastic Arts and Art Sciences (University of Ioannina, Greece). Since 2009, he is an Assistant Professor at the Department of Cultural Heritage Management and New Technologies, University of Patras, Greece.

Dimitrios K. Tsolis obtained his Diploma in Electrical Computer Engineering from the University of Patras in 1999 and PhD in Computer Engineering from the University of Patras in 2004. His major fields of study cover computer networks, Web 2.0 and internet technologies and cultural informatics. He has worked in several research projects in these areas. Since 2013, he is a Lecturer at the Department of Cultural Heritage Management and New Technologies, University of Patras, Greece.

Now, more than ever, cultural environments, in all their forms, can profit from multimedia technologies in order to support their two main aims: content organisation and especially dissemination. Firstly, databases and digital libraries may be used for organising cultural content with the use of protocols and standards. Collection owners, museum curators, librarians and government institutions can use these infrastructures in order to classify and document their information pools. Regarding dissemination, presentation applications that exploit multimedia and web technologies can be deployed on single computers; on information kiosks; on open areas by using large displays, wireless connections and new interface mediums that exploit motion and position. Furthermore, watermarking mechanisms for the distribution and commercial exploitation of multimedia cultural content should be taken into consideration along with the exploitation of Web 2.0 applications and social media in general. Finally, educational multimedia applications and games may further present and disseminate multimedia cultural content inside of classroom.

This special issue called 'Content management and dissemination in multimedia systems for culture' contains papers that present innovative systems in a lot of the above areas and that constitute a significant progress in the cultural informatics domain. More specifically, digital cultural heritage map is presented, which is a crowd-sourced web

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application that combines web-mapping, digital archives and multimedia and is implemented with modern Web 2.0 technologies. Another paper presents the development of a learning repository and an annotation tool that are employed for increasing the content of cultural heritage according to teacher's needs. The educational platform was developed to disseminate multimedia cultural resources inside the classroom through open data access for sharing museum contents. In the multilingual cultural domain, the development of an ethno-oriented learning methodology of Russian language by Greek students is presented, which contains personalisation techniques and algorithms that model the content of the educational material. Still in the educational sector, another paper presents an educational methodology of recording the conceptual representations of children using digital concept mapping, in order to design and implement a curriculum on cultural education in primary school. The Ionian Music Archive is a web-based, modular, expandable system aiming at the digitisation, management and dissemination of musical cultural heritage that enforces protections through watermarking. Recent progress in mobile sites is examined in the paper that assesses the performance of jQuery Mobile websites, investigates how the synergy with other technologies or techniques could be used to improve performance and concludes to a set of design patterns and coding practices, focused on jQuery Mobile cultural sites. Finally, cultural heritage promotion is examined as an emerging trend for cultural organisations which takes advantage of informatics and virtual environments.