

THE 4CH PROJECT

4CH started on the 1st January 2021 for a duration of three years. The project aims to set up the methodological, procedural, and organisational framework of a **Competence Centre** able to seamlessly work with a network of national, regional, and local **Cultural Institutions**, providing them with **advice, support, and services** focused on the **preservation and conservation of historical monuments and sites**.

Designing a European Competence Centre for cultural heritage needs to adapt to many different conditions: **how cultural heritage is managed**, what are the **risks that may affect its conservation** and **preserve it from degradation** and **how it may be valorised**.

The global infrastructure consists of a central hub, the **European Competence Centre**, and a network of national or regional Coordination Offices/national Competence Centres tailored to the needs of each country or region.

4CH is in charge of defining the features of the **European Centre** and of outlining the common features of the national/regional ones, which will be adapted to the local specific legal, administrative, financial and managerial conditions.

The attitude of **4CH** towards the design process is inclusive: it will not be carried out by **4CH** in insulation. The final design will then undergo another round of consultation to get feedback from the community.



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Credits for images:

Mariupol Drama Theatre destroyed By Донецька обласна військова адміністрація - CC BY-SA 4.0

Mariupol Drama Theatre By Oleksandr Malyon - Own work, CC BY-SA 4.0



SUM

Save
the Ukraine
Monuments



SHORT CHRONOLOGY

FEBRUARY 25

Let us do something for Ukraine! Creation of an emergency task force

MARCH 1

Agreement with the EU Commission, task force established, contacts with other initiatives & institutions

MARCH 3

Support documents prepared (quick guide to emergency digitisation, agreement MoU)

MARCH 5

Action Plan Ukraine named SUM: Save Ukraine Monuments. First contacts with Ukraine authorities and heritage institutions

MARCH 6

First contact with a SME from Odessa owner of 3D heritage models

MARCH 7

Servers deployed at INFN. Support by Polish Academy of Sciences and UNI.LU. Data upload documentation (ENG+UKR) produced

MARCH 8

Creation of a sum@4ch-project.eu email address for contacts. Contacts progressively established with many cultural institutions

MARCH 9

Uploading started – continues to date

MARCH 30

Meeting with Ukrainian authorities

Anastasia Bondar, Deputy Minister for digital development, digital transformation and digitalisation of the Ministry of culture and information politics of Ukraine

Kateryna Chueva, Deputy Minister for European integration of the Ministry of culture and information politics of Ukraine

Yaroslav Petrakov, director general of the directorate of strategic planning and European integration of the Ministry of culture and information politics of Ukraine

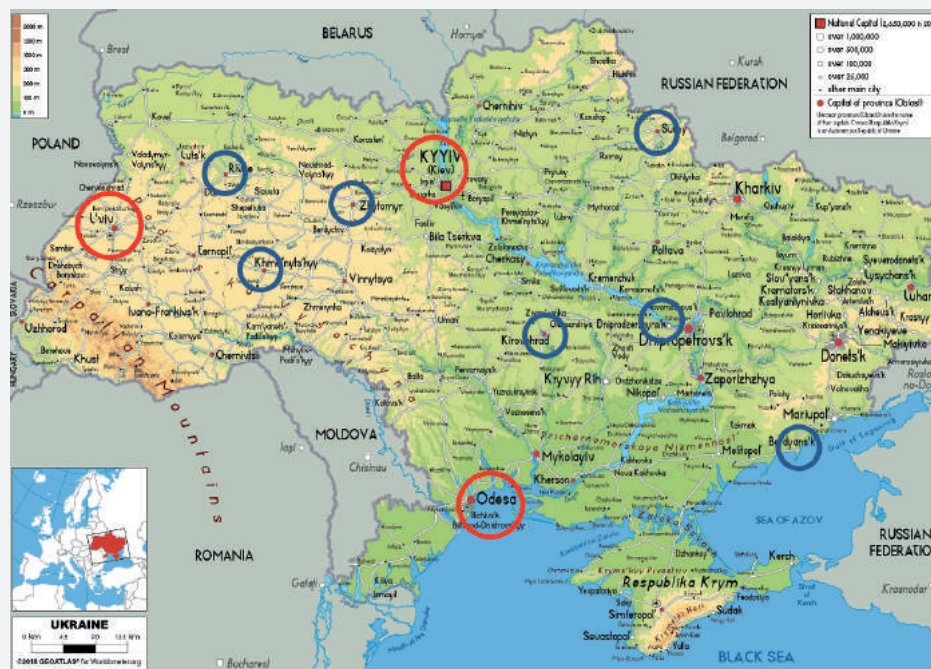
Yevgenia Krutoholov, director of the Arts Department of the State Agency of Ukraine on Arts and Artistic Education

Kyrylo Kobtsev, director of "Museum Systems and Technologies"

Vasyl Rozhko, co-coordinator of the Heritage Emergency Response Initiative

Milena Chorna, head of the NGO "Museum and Monuments Studies Institute"

DATA PROVENANCE



In March 2022 transferred data arrived from the main cities (red circles on the map) and from smaller ones (blue circles).

Data were uploaded by cultural institutions, such as museums, associations, companies and individual professionals, contacted through others who informed their network, progressively covering almost all institutions and heritage professionals.

New contributors were asked to contact 4CH via the special email address provided and received the instructions to upload via the Internet their datasets, although at a slow pace due to connection difficulty.

HOW THE DATA TRANSFER WORKS

- Contributors from Ukraine contact 4CH by email: sum@4ch-project.eu. They receive a username and password to be identified and to enter the system
- Datasets are uploaded (very slowly!) to the Florence INFN staging server
 - Using a web user interface
 - Using a desktop tool to directly join the INFN cloud
 - Using a command line interface
- Checks are regularly made on uploaded content
- Every six hours, verified uploads are transferred to the INFN central server at CNAF, and then removed from the Florence one. At CNAF, backups are saved also on tape
- The server duplication prevents malicious attacks to spread across the whole system
- Available storage space on both servers is much larger than necessary
- Directions and user manuals available in English and Ukrainian

So far, complete or ongoing saved files include more than **100 Terabytes** of data, a volume equivalent to **25 million** high-resolution photos or **25,000 movies**.
The rescue operation continues.