Topic addressed: The cultural heritage of war in contemporary Europe - REFLECTIVE-5-2015

Research and Innovation actions
Innovation actions

Title of Proposal: Learning from wars events memories to promote EU identity

Acronym: LEARNfromWARS

List of participants

Participant No	Participant Organization Name	Short name	Country
1 (Coordinator)	Politecnico di Torino	POLITO	**Italy**
2	Istituto piemontese per la storia della Resistenza e della società contemporanea "Giorgio Agosti"	ISTORETO	**Italy**
3	DI.GI. Academy S.r.l.	DI.GI.	**Italy**
4	Univerzita Karlova v Praze	UKP	**Czech Republic**
5	Georg-Eckert Institut - Leibniz-Institut für internationale Schulbuchforschung	GEI	**Germany**
6	Computer Technology Institute & press "Diophantus"	CTI	**Greece**
7	Hellenic Ministry of Defense	HMOD	**Greece**
8	INSTITOUTO KENOTOMIAS KE VIOSIMIS ANAPTYXIS ASTIKI ETAIREIA	AEIPLOUS	**Greece**
9	Technische Universität Graz	TUGraz	**Austria**
10	Panevropski Univerzitet Apeiron Za Multidisciplinarne i Virtuelne Studije	APEIRON	**Bosnia**
11	ALTILIA S.r.l.	ALTILIA	**Italy**

ABSTRACT

The proposed Research and Innovation Action titled "Learning to found EU identity by use of cultural heritage of wars" (acronym: *LEARNfromWARS*) has two specific objectives, coherent with the REFLECTIVE-5-2015 call:

1. defining and testing tools and methods aimed at mapping and tracking the uses of the cultural heritage of armed conflicts, ranging from the two World Wars to the present day;
2. applying said tools and methods for exploring and conceptualizing the role that the utilizations of memories of war events play in influencing, respectively, the evolution of local and national identities , and the practices and narratives which are used to reinforce the foundation of European identity .

Whiles events and places of the wars in Europe have been and still are the subject of many studies, the analysis of the complex relationships that different European populations have with this rich and dramatic cultural heritage have found attention. Yet the impact of this "heavy" cultural heritage has continued consequences both **on the ways of thinking of the people, both on their political choices, and finally on how to develop their own local or European identity**.
In fact, by looking at the recent history, governments of various countries have often given different interpretations of events and facts related with the European conflicts of the past hundred years in which they have been involved. In the same way, political parties and political groups have used a different historical heritage related to the wars, sometimes distorting or shaping for one owns advantage the objective historical reality. Also school programs have varied in the time, even within the same country, putting more or less emphasis, depending on the moment, on the significance of certain events.

Over the past decades the heritage of historical events have been used in countless ways for various purposes, historical, cultural, political, memorial, and each one of these uses has left and continues to leave traces and material in the form of interviews, film and movies, newspapers articles, books, recordings of speeches, <u>and in a more modern view, web sites, forums, blogs, post on social network</u> and so on.

A difficult obstacle to overcome in the analysis of the feelings of people in several countries is the variety of languages. The project addresses this difficulty by developing tools to examine the native languages of the countries of the project partners.

The LEARNfromWARS Action aims to develop a methodology for mapping these various types of materials, disseminated in the web and stored in so many forms (as web sites, forums, blogs, post and social networks), for organizing an archive of it in the form of a "*Big Data*", and then to develop a *semantic tool* that can help to explore the Big Data contents, and a *sentiment analysis tool* to conceptualize the role of the different utilizations of the cultural heritage of wars, in different countries, in influencing the evolution of local/national identities and the perception of a reinforced European identity.
To his aim, the project will involve various institutions and figures, with complementary skills, from historians to psychologists, to pedagogues, and to experts in information and communication technologies, who will work together to produce innovative methods and tools in a scenario of safeguarding the values of cohesion and integration of the member countries.

Objectives

In accordance with the REFLECTIVE-5-2015 call, the Research and Innovation Action *LEARNfromWARS* has the following three objectives:

> **1° - First objective:** Gather, organize and map the utilizations of the cultural heritage (memories) of European wars historical events, by mainly taking into account the following types:
> a) memorial practices (i.e., public events with members of local or national governments in symbolic places; written description & memories of events),
> b) media and popular culture (as films, documenters, theatre performances, art description related to events in general, war representations),
> c) political and cultural appropriation (e.g. within the electoral programs of political parties; within the collective memory; within the people's opinion),
> d) education system (through school curricula, texts and lectures to students, teaching based on true war case scenarios to explain the consequences of political and war decisions),
> e) heritage preservation and related cultural heritage tourism (e.g. use of symbolic places as destinations of tourist flows).

In order to get this first objective, the LEARNfromWARS Action will develop an archive of the data/information at disposal of the "users", namely students, teachers, politicians, and in general people interested in understanding how the memory of wars has been and is used. Said archive will be designed in terms of a **Big Data repository,** including all data/information that will be provided by partners (as an example, partner HMOD gathers all existing records referring the conflicts at Greece territory from multiple national – Greek, German, British, Russian, American etc. – official sources), and will be also collected from web sites, internet archives, blogs, etc. The huge amount of data that will be collected is naturally unstructured and needs tools and techniques especially developed to manage "big data". There will be applied advanced approaches of indexing text files, digital images and retrieve information; there will be also used existing Big Data solution for Business Intelligence including several modules such as Facebook Gatherer, Article Extractor, Automatic News Extractor, Data Cube Populator, Data Normalizator, thanks to the **Semantic engine** included.

The Semantic engine has to analyse the data collected into different national languages: Italian, English, French, Greek and German. To develop the tools able to perform the Sentiment Analysis it is very important the role of the historical and sociological experts that suggest the natural language interpretation.

> **2° - Second objective**: Through the analysis of the Big Data contents, to be performed by applying a "*sentiment analysis*" tool (that is a <u>Sentiment extractor and analyser</u>), the second objective will consists in **exploring and conceptualizing the role that the utilizations of memories of war events play in influencing, respectively**,
> (a) the <u>evolution of local and national identities</u> (for example, by paying attention to today's growing anti-European movements…)
> (b) the <u>practices and narratives which are used to reinforce the foundation of European identity</u> (for example, European projects and initiatives, as Erasmus, etc…)

The second objective indeed is to analyse how the different types of use of the cultural heritage of European wars have influenced the thinking of the people in different countries of the European Community, and also in different periods of time; how they have been "metabolized" by people and have characterized their identity, both locally and nationally. Therefore, it is required to explore how people "metabolism" and "conceptualize" of such data/information on different utilizations of the memories of war events, happened and still happens.

To get this second objective, the LEARNfromWARS Action will analyse the impact of the use of cultural heritage of wars on the people idea of Europe:

➢ **through a sociological analysis** of past and contemporary data describing the people's reaction to the types of use of war heritage;

➢ by utilizing modelling methodologies such as Fuzzy Cognitive Maps and by implement visualization tools to better represent them

➢ on the other side, **through a pedagogical analysis** of data concerning impacts on history teaching to young students.

To this aim, the *"sentiment analysis" tool* will guide the users in interpreting the cultural use of the war heritage in order to allow an easy communication, with reference to the five different frames mentioned in the Call, and presented in detailed above namely (memorial practices, media and popular culture, political appropriation, education system and heritage preservation)

The declared two objectives of the LEARNfromWARS Research and Innovation Action, as well as the related three tools that will be developed, make evidence of a preliminary condition driving the *LEARNfromWARS* approach:

Development of *LEARNfromWARS*, it's **NOT** a question of referring to data and information ABOUT the European wars, **BUT** of collecting and mapping data/information on the above mentioned five types of utilization of the cultural heritage of wars.

Since, in recent years, information on how the cultural heritage of European wars has been used in various environments (political, cultural, popular, media, training-school, and also tourist) are now scattered in the Internet, in the form of websites, communication in social networks, blogs, and more, it is for this virtual environment - the World Wide Web - necessary to develop a method of research, mapping, retrieve, visualize and storing of information.

3° - Third objective: The historical and sociological work in the project, will also be used to develop a game to be used as an educational tool in secondary school. It will be a table game in with each participant will act as a different European country against others. Purpose of the game will be to change the opinion of the population of some countries against others using artificially the memory of past war's events. It will be a strategy game using the same events and use of memory defined in the project and a European sentiment baseline obtained with the project research activity. It will be a "war game" in which the battles will be played using current weapons such as newspapers articles, political rallies, war movies, interviews etc.

To better understand the expected results of the gaming educational tool we can mention some words from the Italian author Umberto Eco that, in Letter to my son, wrote:

"And so, dear Stefano, I will give you guns. And I will teach you to play extremely complicated wars, where the truth will never be entirely on one side. You will release a lot of energy in your young years, and your ideas may be a bit confused, but slowly you will develop some convictions. Then, when you are grown up, you will believe that it was all a fairy tale: little Red Riding Hood, Cinderella, the guns, the cannons, single combat, the witch and the seven dwarfs, armies against armies. But if by chance, when you are grown up, the monstrous characters of your childish dreams persist, witches, trolls, armies, bombs, compulsory military service, perhaps, having gained a critical attitude toward fairy tales, you will learn to live and criticize reality."
Misreadings, Letter to my son , Umberto Eco, 1993 Mariner Books.

Attachment: The scheme of the "structure analysis".....

Figure....

Talking about the specific use of the memories

FORUM POSTS, COMMENTS, INTERVIEWS, NEWSPAPERS ARTICLES, PICTURES, VIDEOS ETC.

EUROPEAN CITIZENS

Politician

Book author

Commemoration

USE OF THE MEMORY

War event

PEOPLE WHO HAVE GENERATED THE EVENT

PEOPLE WHO SUFFERED THE EVENT

Swedish Italian Greek

Austrian Czech German Bosnian

Define what to analyze

Historians

Historical Sociologists

Target Keywords definition

Keywords

BOARD GAME

SECONDARY SCHOOL STUDENTS

SENTIMENT ANALYSIS

ACQUISITION

NORMALIZATION

MASHBOARD, REPORTS, KPIs...

SMART DATA

TRANSFORMATION

ACTUATION

BIG DATA ARCHITECTURES (CLOUDERA COMPLIANT)

MANTRA
Smart Data Enterprise Hub

IDENTIFIES THE DIFFERENCE IN EVALUATIOS OF THE SAME EVENT FROM THE POINT OF VIEW OF DIFFERENT EUROPEAN STATE MEMBERS

EVALUATES CHANGES IN PERCEPTION OF THE CITIZENS OF THE DIFFERENT EUROPEAN STATES ABOUT HISTORICAL EVENTS AND ACTORS WHO HAVE BEEN INVOLVED.

ANALYZES AND FORECASTS OPINION TRENDS

ANALYZE THE EFFECTS OF CURRENT USES OF MEMORY OF HISTORICAL FACTS AND THEIR IMPACT IN FACILITATING OR OBSTACULATING THE RISING OF EUROPEAN IDENTITY IN CITIZENS OF THE DIFFERENT EUROPEAN COUNTRIES

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