Culture and digital rights: instruments and policies for access to knowledge, transparency and digital innovation

Government Measure #7

Barcelona Cultural Rights Plan

Ajuntament de Barcelona

CONTENTS

1. PRESENTATION AND CONTEXT

Barcelona Cultural Rights Plan

The Barcelona Cultural Rights Plan was presented on 30 April as a conceptual, political and strategic framework for recognising and expanding cultural rights in the city. The aim of this plan is to design public policies from the perspective of cultural rights and to open the way for the recognition of these rights for all of Barcelona's citizens.

Entitled '*Fem cultura*' [Let's Make Culture] and based on nine measures, this plan sets out a strategy for establishing cultural rights as fundamental rights of the first order, strengthening democratic life in the city and including the cultural sector and all municipal areas in the design and implementation of local cultural policies. Aimed at providing a fresh look at cultural rights and public action, the plan incorporates new links between cultural action and strategic areas such as education, sustainability, science, feminism, innovation and technology.

"Culture and digital rights: instruments and policies for access to knowledge, transparency and digital innovation" is one of the nine measures included in the plan. It is a series of lines of action, projects, policies and mechanisms that are being rolled out with the aim of strengthening and consolidating digital rights in the cultural sphere, based on the use of new technologies as a key area for ensuring the right to participation, transparency and access to cultural content.

The measure includes all the actions that the Barcelona Institute of Culture (ICUB) will carry out to guarantee the right to effective access to open knowledge, transparency and ethical, sustainable and responsible digital innovation, for all city residents.

2. DIAGNOSIS

Barcelona Cultural Rights Plan

The impact of Covid-19 on accelerating the digitalisation of cultural practices in Barcelona

The data confirms the widespread perception that Covid-19 lockdowns and restrictions have led to the accelerated digitalisation of cultural practices in Barcelona over the last two years, and have transformed our habits in terms of the way we make, gain access to, share and disseminate culture. The series of three specific reports by the Barcelona Cultural Data Observatory on "Culture in Times of Pandemic" express in data the forced migration of cultural consumption from an analogue to a digital environment, and the transformation of cultural participation into a practise that takes place via digital tools, as well as the huge importance that culture played in maintaining the optimism and mental health of Barcelona residents during a serious health and social crisis.

The data provided by Barcelona Provincial Council in its publication *Culture, screens, pandemic. The digitalisation of cultural services in municipalities* also confirms this specific trend in the provision of cultural services by city councils, in which museums, civic centres, libraries and other local cultural facilities were forced to adapt very quickly in order to continue providing services to city residents during an exceptional situation where there was no on-site attendance.

This phenomenon occurred within a context where there were still notable inequalities in terms of access to the digital world, due to factors such as family income, level of education and age, as noted in the report "The digital divide in the City of Barcelona 2020", by the BIT Habitat Foundation. This socio-economic inequality is also observed in regard to access to and enjoyment of cultural practices, as shown in the 2019 edition of the Survey on Cultural Participation and Needs in Barcelona. For many people, the combination of these two factors during the pandemic (digital inequality and cultural inequality) eroded their right to access and participation in digital culture, placing them at a disadvantage and consolidating the existing digital divide.

From the perspective of creation, the forced acceleration of the digitalisation of culture opened up new opportunities for interactions between creators and their audiences, but it is also clear that in many cases, it exacerbated the traditional job insecurity of people working in the sector. CONCA's "The Economic Impact of Covid-19 on Cultural Sectors" report, published in April 2021, suggested that 30% of cultural workers lost their jobs during the pandemic.

The regulatory framework for digital culture; restrictive interpretations and opportunities for expanding the perimeter of cultural digital rights

The difficulties involved in accelerated digitalisation were multiplied by a profound lack of knowledge about the existing regulatory framework for digital matters in the creative and cultural ecosystem. Among other things, this playing field is based on Royal Legislative Decree 1/1996, of 12 April, which approves the consolidated text of the Intellectual Property Act, regulating, clarifying and harmonising the current legal provisions on the subject. The content of this Act has been adapted and modified a number of times in recent years. In the last twenty years, in the European Union alone, eleven directives and two regulations have been implemented with the aim of harmonising national legislation and ensuring that goods and services covered by intellectual property rights can circulate with legal security within the European market and the digital environment.

The result of adapting the limits in favour of new technologies has not in any way benefited the creation of artistic or community archives. The regulatory flexibility demanded by large multinational corporations in order to ensure competitiveness and innovation has given rise to big debates and controversies in national forums, such as those in Brussels and Washington. Pressure groups and militants in favour of freedom of expression and citizens' rights concerning internet access without restrictions have placed this discourse among today's most relevant debates. However, the ability to establish some limits in law that provide legal security for artists who use third-party works without the consent of their authors, and the need for artists to be able to use references of all kinds in order to create their works, has not reached the threshold of public discussion, with the exception of a few anecdotal cases.

Ethical digital culture, respecting the privacy of users and guaranteeing fair remuneration for creators

In recent years, Barcelona City Council has become one of the most active public administrations in terms of promoting the ethical, political and economic debate on alternatives to the monopolistic digital-culture model represented by the platforms owned by transnational corporations, with political action geared towards defining and defending ethical digital standards for the public use and municipal governance of digital technologies.

Notable examples of this strategic line include the Government Measure for Ethical and Responsible Data Management: Barcelona Data Commons, which promoted the governance structure needed for open, public data management, essential values for ensuring data sovereignty, privacy and safety, and presented actions geared towards the internal and external valuation of data; and the Government Measure for open digitalisation: open source software and agile development of public administration services, which fostered the use of open standards and open-source software, in accordance with an ethical data strategy that focused on privacy, transparency and digital rights. Both documents include a vision of the public governance of digital technology in which an ethical digital culture that respects the privacy of users and guarantees fair remuneration for creators is possible.

The digital rights charters of Barcelona, Catalonia and Spain

In recent years, in order to make progress on effectively guaranteeing these digital rights, various public administrations and bodies have promoted reflections about digital rights which have been set out in a series of documents that form the fundamental precursor to this measure.

In November 2018, as part of the Smart City Expo, Barcelona City Council published the first *Manifesto in favour of the technological sovereignty and digital rights of cities,* which became the initial impetus for the Cities Coalition for Digital Rights, led by the cities of Barcelona, Amsterdam and New York. The declaration prioritised five principles:

> Equal and universal access to Internet and computer literacy
> Privacy, data protection and security
> Transparency, accountability and non-discrimination in data, content and algorithms
> Participatory democracy, diversity and inclusion
> Open and ethical digital-service standards

This first step was seconded, from a more legal perspective, by the <u>Barcelona Charter for Citizens' Rights in the Digital Era</u>, published in February 2019, promoted by the Il·lustre Col·legi de l'Advocacia de Barcelona [Barcelona Bar Association].

In the following months, the Government of Catalonia and the Spanish Government published their own digital-rights charters and recognised the importance of adapting the existing legal order and framework to the new digital reality, and the priority of guaranteeing citizens' digital rights in all areas of economic and social life.

<u>The Catalan Charter for Digital Rights and Responsibilities</u>, of December 2019, included the following areas of action:

> Universal access to the Internet
> A model of open, inclusive Internet access with diverse stakeholders
> Freedom of expression and information
> Digital innovation, creation, access and distribution of knowledge
> Data protection and information privacy
> Guaranteed digital skills acquisition and inclusion
> Concerning ethics in the area of artificial intelligence and the algorithmic governance of the public and private sector
> Safeguarding measures for digital rights

Meanwhile, the <u>Spanish Digital Rights Charter</u>, of July 2021, was divided into six areas of protection, and also made progress in the debate about specific fields, such as artificial intelligence and the use of neurotechnology:

> rights to freedom
> rights to equality
> rights to participation and composition of public space
> rights in the employment and business environment
> digital rights in specific environments
> guarantees and effectiveness of rights in digital environments

Along the same lines, this government measure is the future Municipal Digital Rights Charter, which would be drafted in the months following the publication of this measure and become an essential benchmark for defending the digital rights of citizens, also in the area of culture.

Lastly, it should be noted that this document does not aim to be the beginning or the end of the road, but rather to synthesise the City Council's political will to implement initiatives which provide a significant impetus to the democratic digitalisation of culture that the City of Barcelona began decades ago. As the above-mentioned government measure stated about open digitalisation, <u>"[...] digital transformation and innovation are not the destination or point of arrival, but rather the journey, a never-ending process, in which one iteration succeeds another until the desired result is achieved"</u>.

To promote digital rights based on the uses of new digital technologies as a fundamental area guaranteeing the right to participation, transparency and access to cultural content.

3. Mission

To promote digital rights based on the uses of new digital technologies as a fundamental area guaranteeing the right to participation, transparency and access to cultural content.

4. GOALS

Barcelona Cultural Rights Plan

Having once again brought to the fore subjects such as freedom of expression, data privacy and open-source technologies, the international debate on digital rights and their relationship with cultural rights has called for in-depth reflection on internet neutrality and the free circulation of culture, knowledge and information.

For the purposes of ensuring their values and perspectives are at their most democratic, digital innovation policies in Barcelona are based on digital rights and free, open-source technologies, especially in their social and cultural aspects.

Given the above, the goals of this government measure are as follows:

> To promote access to artistic and cultural content and open-data systems.

> To promote and support communities linked to digital culture, to prototype and respond to new local and global challenges.

> To generate collaboration networks and projects with other national and international institutions.

> To design new regulatory municipal frameworks that have a positive effect on citizens' digital rights.

5. Lines of action

5.1 Right to access cultural digital content and media giving priority to open-source licences

The lines of action featured in this section correspond to projects and programmes designed to promote digital, cultural democratisation as well as access and creation, with accessible and re-usable digital cultural heritage.

5.1.1 Consolidating and extending the Open Archives programme

The Open Archives project works to promote the concept of digital archives as a common cultural asset. Many cultural institutions have made great efforts over the last few years to digitise their collections, with the aim of making them available to the public, but they have been hampered by technological and management difficulties regarding intellectual property rights. Numerous community citizen initiatives have also started digitalising their cultural heritage. Open Archives aims to create an experimental environment with a participatory innovation lab format, to democratise access to the cultural digital archives of institutions and communities alike, as well as develop the technological skills of communities by implementing cultural projects with a social return and citizen participation.

←

https://www.barcelona.cat/culturaviva/ca/projecte/arxius-oberts

Open Archives explores new ways of presenting digital archives through cultural narratives. It encourages the generation of new archives from the perspective of digitalising cultural heritage, tangible or intangible, accessing cultural content not previously accessible, and recovering historical memory, as well as identifying neighbourhoods and their communities through their archives and cultural digital content. The project is coordinated under Barcelona Institute of Culture's Living Culture programme, and works with the Department of Memory, History and Heritage and the Department of Innovation, Knowledge and Visual Arts to assess the city's digital archives, jointly identifying their potential and how we can present and use them effectively.

It was launched towards the end of 2018, based on a research-action process around the state of the art of the GLAM (galleries, libraries, archives and museums) and community digital culture sectors. During the research stage, local and international digital archives, collections, files and assets were mapped, and cultural institutions, communities, associations and actors working on this subject were also identified. During the launch process, participatory design spaces were created with the aim of characterising the functions of an open-source digital platform for storing, managing, displaying and accessing digital cultural archives. These specifications have been used as the basis for reaching a collective consensus on what we understand by open digital archive, from the point of view of access, publication and description, as well as its possible uses and degree of circularity.

Based on the information gathered, interests detected and needs identified, between 2020 and 2022 progress has been made with regard to the following goals:

a) Designing the functional screens of the open-source tech platform.

b) Co-designing and rolling out three pilot tests on the ground, working jointly with both public and community archives.

c) Launching an experimental Beta platform, for demonstrating and displaying the prototyping developed in the process.

d) Identifying the problems within the legal framework governing intellectual

property that put obstacles in the way of making content available with legal security.

As regards community practices, it is necessary to understand the Open Archives ecosystem as a cultural digital citizen lab with three dimensions:

> Digitalised and licensed open-source heritage: Open data and open content.

> Online platform: Open digital resources (open-source software) for providing access, managing, processing and displaying data.

> Citizen lab: Relational space (face to face or online) for exploring and designing new relations between data and tools, through a panoramic approach.

All digital content, resources and manuals generated around Open Archives and which document the production process of the Open Archive pilots are, where possible, licensed in open code with the aim of making it easy for anyone to reproduce, adapt, circulate and reuse the knowledge, content, IT codes and pilot tests generated in Open Archives as a form of cultural democracy.

The Open Archives platform currently has over 900 items from the city's digital heritage available for consultation, as well as six online exhibitions and digital narratives created in accordance with the aim of reusing and highlighting this content. The project is set to expand between 2022 and 2024, by opening it up to association and citizen community archives, connecting 36 collections between publicly and community-managed archives, and carrying out 12 pilot tests for creating exhibitions and narratives.

5.1.2 Fostering synergies between community digital culture projects under the Living Culture programme and the Open Archives programme
There are a series of community projects under the umbrella of the Living Culture programme which are also cultural digital content generators in ordinary, everyday activities with a public-community logic.

These projects are a way of creating citizen cultural heritage from a community perspective. By way of example, but by no means exhaustive, we can mention three of the most active.

→
https://www.barcelona.cat/culturaviva/ca/projecte/xarxa-de-radios-comunitaries-de-barcelona

Barcelona Community Radio Stations Network: The Community Radio Stations Network (XRCB in Catalan) is being developed as a platform working in collaboration with several community radio projects in Barcelona, based on recognition of their enormous decentralised value and their capacity for self-management, with the aim of building networks that enable their impact to expand and ensure they can be reproduced. Which is why the XRCB is building commons and open-source techno-social infrastructures. That way all the software and resources that are produced will be available to the communities that need them, for the purposes of creating new spaces for research, design and production of a public-community nature in the realm of local radio broadcasting.

→
https://www.barcelona.cat/culturaviva/ca/projecte/la-veinal-tv?viewMode=full

La Veïnal TV: La Veïnal is a community TV idea for Barcelona, faced with a collective need for coordinating the voice of local residents. It is working on creating a TV channel through a website that can become a grass-roots, cross-cutting

communication tool with a community logic and act, at the same time, as a new television model that guarantees freedom of expression and the right to information for all Barcelona residents. By providing participatory and training workshops in several neighbourhoods, La Veïnal is attempting to bring about a change of cultural hegemony through neighbourhoods and local residents themselves. It believes there is a need for a new participatory, communication and communal paradigm that creates social narratives and explains what is happening to us as individuals and as a society.

Arnau Itinerant: The new Arnau Itinerant theatre is an artistic project that brings together the performing and live arts, community projects and recovered memories in Paral·lel. Following the example of other initiatives, such as the Ateneu Popular 9 Barris and the Teatro del Barrio de Madrid, the new Teatre Arnau stands apart owing to fact it is municipally owned and community managed, i.e. that it is the local residents who select the artistic projects making up the programme with the aim of bringing dignity to cultural professions by preventing them from becoming more precarious, as well as feminising and decolonising them. In addition, the programme they design every year reflects the roots they are sinking in the three neighbourhoods that surround the old building, and that is turning the theatre into an urban asset on Av Paral·lel. Arnau Itinerant is a theatre that will do more than just theatre. It is intended to be an empirical testbed for experimenting with other ways of creating and managing. Commitment, cooperation and activism are part of the DNA of the projects planned from 2018 to this day (five shows, 11 artistic and community projects, and an online archive).

For the purposes of boosting the creation and knowledge of these archives, initiatives will be launched to improve collaboration between the Living Culture programme projects and possibilities for disseminating and reusing the digital heritage that Open Archives offers.

5.1.3 Encouraging reflection on the relationship between digital culture rights and licences

Actions will be promoted to work on the field of cultural rights from a legal and regulatory point of view, and to generate a municipal action protocol with the strategic objective of broadening the scope of digital rights for the cultural ecosystem.

Intellectual property legislation has the difficult task of finding a balance between protecting the social side of general interests and the monopoly granted to holders of intellectual property rights. All legal traditions concur in their doctrine that granting absolute monopolies to copyright holders would be very harmful to progress in the arts and knowledge. Legislation grants copyright holders exclusive personal (moral) and property rights. However, as with ordinary property rights, intellectual property rights are not absolute. The mechanism used by legislation for regulating the use of protected contents under certain conditions is to establish limits or exceptions that allow the use of protected works in accordance with intellectual property legislation without authorisation from copyright holders. *Limits* and *exceptions* are not interchangeable concepts. Exceptions are directly uses of third-party works that are not considered copyright exploitations. Limits, however, are acts that allow, for various reasons, copies that are unauthorised by the copyright holder of the work copied. Copyright holders are unable to oppose such copies but receive a compensatory payment through remuneration rights.

The limits system is subject to constant review, to adapt it to technological advances and prevent intellectual property from becoming an obstacle to innovation. The emergence of digital environments has also made it necessary for limits to be redefined so those that already existed in the analogue world can be applied to the digital sphere and adapted to the new types of use arising in it, and which put protected contents in more vulnerable situations, given that technical media enable a greater number of copies to be made without any loss in quality. Legislative activity over the last few years to adapt to the new environment has been very extensive but such amendments and adjustments to limits have made absolutely no difference to the uses of protected contents for incorporation into works protected by intellectual property to create new artistic works or incorporate them into archives.

The limits and exceptions established by each country's intellectual property legislation which allow use without the authorisation or consent of the copyright holder of protected works are regulated differently according to the jurisdiction: Exceptions in the United States that allow the use of a work without the need for requesting a copyright holder's consent fall within the doctrine of Fair Use and do not entail any type of obligation or additional payment. Such limits in Continental Europe, however, appear with a completely different legislative technique based on a closed system of narrowly defined limits or exceptions and which are usually restrictively construed, almost invariably in favour of the copyright holder of the work copied. Some limits are compensated with payments through simple remuneration rights, as in the case of private copies, use of contents by aggregators or library, museum or archive loans or use of orphan works. The determining factor for archives will be whether the applicable legislation is for closed- or open-limit systems.

There are several reasons justifying the existence of limits to a creator's exclusive exploitation rights. It was initially to safeguard fundamental rights such as freedom of expression and right to information, as well as general interests such as education, the right to culture and carrying out the activities of certain cultural or academic organisations, or the effectiveness of public authorities. The path to digitalisation also saw the appearance of more technical limits (the "technical" copies necessary for the proper functioning of telecommunications) as well as justifications relating to competition and innovation. Defining these limits or exceptions in the exercise of exclusive copyrights has been one of the most hotly disputed issues of the latest EU directives and their steady incorporation into the legislation of its various member states. The rapid development of technological changes showed the need for these limits to be adaptable to and flexible in new situations.

It is states, and not cities, that have the jurisdiction to legislate in intellectual property, but a city can lead the way and create a state of opinion giving rise to a change of regulations in the long term. Accordingly, the Department of Innovation, Knowledge and Visual Arts will carry out the task of diagnosing regulations to identify legal uncertainties in the projects which, for the sake of freedom of creation and expression, put contents protected by intellectual property rights at the disposal of the public but which do not undermine the exploitation of the works or legitimate interests of their copyright holder.

5.1.4 Generating synergies between city and international art and science projects, starting with the Casa Muñoz Ramone Art, Culture and Science Centre

The buildings left in legacy by the Barcelona-based businessman Julio Muñoz

Ramonet, at Carrer de Muntaner, 280-292, and built between 1917 and 1921, will become a unique centre dedicated to art, culture and science.

The new facility aims to highlight and convey Muñoz Ramonet's legacy from several perspectives, while generating knowledge and critical debate on art, culture and science at the same time. The centre will be a neighbourhood-scale facility with local uses open to local residents, not just for holding cultural and leisure activities but also as a place for reflection and disseminating ideas about art and the new knowledge paradigms. In that regard, it will also have a city scale, as a unique facility, and an international scale, as a benchmark centre combining heritage value and 20th-century collecting with 21st-century artistic and scientific creation.

In short, the new facility will be a meeting point for every initiative launched by the city in the fields of art and science and, at the same time, be capable of becoming a centre for creating new projects, where the intersection of culture and digital arts has to be one of the lines of work. Moreover, in keeping with and following the experience of the city's creation factories, part of the buildings left as Julio Muñoz Ramonet's legacy will be allocated as temporary residencies for artists and scientists from other countries or cities.

Renovation work is expected to go out to tender in the autumn of 2022, to equip the centre for accommodating artistic residencies.

5.1.5. Continuing to work on finding new opportunities for collaboration with science and technology institutions, along the lines initiated by the international Collide programme, in collaboration with Arts at CERN

One line of work that has to be specified over the coming months is how to continue the experience started with nuclear research centre CERN under the Collide programme. Collide is an artistic residency competition organised by the central programmes of Arts at CERN, the main art and science programme promoting dialogue between artists and physicists at CERN.

Barcelona City Council reached an agreement with CERN to collaborate under the Collide International programme between 2019 and 2021. The collaboration involved an annual call for artists of every age and nationality to propose artistic projects inspired in the scientific research and innovation being carried out at CERN and to start developing them in collaborative creation spaces such as the Fabra i Coats Creation Factory.

←
https://www.barcelona.cat/
barcelonaciencia/ca/art-i-ciencia/
interseccions-entre-art-i-ciencia/
premi-collide

Each of these calls is for the award of a three-month residency to an individual or group so they can expand their research and innovate. The first two months of the residency are spent in Geneva at CERN itself, and involve working in contact with professionals in the field of particle physics, engineering, information technologies and the world of laboratories. The third month is a stay at a Barcelona creation factory. Residents have an opportunity during this second stage in Barcelona to expand and apply their research through the city's scientific and cultural networks.

Thanks to the participation of the Institute of Culture and the City Council, Barcelona is the third city to collaborate with the programme, after Linz (in collaboration with Ars Electronica) and Liverpool (in collaboration with FACT).

The aim behind the Collide Award is to challenge and transform the way art and science are perceived and how science can have an influence when it comes

to creating new ways of expressing art. As mentioned, the City Council has an explicit commitment to this line of work, research and experimentation, which is why it must continue to look for new partnerships to develop new projects, as in the case of the Collide Award, Barcelona can carry on exploring ways of relating science with art.

5.2. Right to data and technological sovereignty in the cultural field

The lines of action described in this section correspond to projects and programmes designed to make socially responsible and non-extractivist, techno-ethical ICT solutions available for accessing, offering and producing cultural media content and services.

5.2.1. Pilot plan for a municipal open-source digital platform to experiment in new audio-visual and transmedia formats.

The pilot plan proposes co-designing, prototyping, validating and launching an open digital cultural public-community platform in collaboration with the local cultural cooperative ecosystem, as well as grass-roots and community artistic creation groups. The challenge is to offer the city's cultural creators an alternative to the current content-streaming platforms which allows them to receive a fairer return, from some coordinates of the fair, ethical, socially responsible and mutually supportive digital economy.

The result will be an open-source digital culture platform inspired in the Decidim platform and interoperable with the Goteo crowdfunding and ticketing platform, integrated into a payment gateway and accessible through a web portal based on the Decidim platform and code. The technology will be licensed in open source code and local digital cultural content creators will be directly involved in its design and governance, along with Barcelona's cultural cooperative ecosystem, and beneficiary communities and audiences, as well as the local cultural fabric's media-production infrastructures and facilities, through cultural content creation pilot tests. The pilot tests consist of a series of participatory, audio-visual, cultural and artistic experimentation processes.

The platform's prototyping process will enable experimentation with several economic, social and ecological sustainability models, based on inter-cooperation through cooperative investments in combined tangible (servers, network) and intangible (cultural content, inter-cooperative business model) assets. The aim is to model the various possibilities for sustainably offering users a service of access to live, pre-paid and/or on-demand cultural content, with mechanisms such as pay-per-view, membership, donations to specific creators, crowdsourcing and matchfunding.

To launch this platform, a pilot test will be coordinated within the Living Culture lab framework, to implement a pilot prototype project and deploy an experimental joint infrastructure. The first stage (November 2022 - April 2023) will involve researching requirements and functions carried out with projects from the Living Culture lab environment and a sample of local cultural spaces (a community centre, a creation factory and a municipally owned museum), while the second stage (May 2023 - December 2023) will involve a test on the experimental platform, which will be subject to a participatory process with a wider group from the city's ecosystem to validate the scenarios for its use. The goal of the project, to be implemented during 2022-2023, is for the tool to be available at the end of this

period with a sufficient level of maturity for regular use by Barcelona City Council services and departments and by local facilities, as well as to reduce annual costs in subscriptions to multinational payment platforms and improve the service.

5.2.2. Launching a support and co-funding programme for social video games

Based on the experience of GameBCN Barcelona and the Ars Games' Gamer Space project at Zona Nord de Ciutat Meridiana library, backed by the university and several public authorities, we are proposing a change in perspective, a new way of learning, designing and producing video games, from a more social perspective and within the social and solidarity economy, incorporating matchfunding as a co-funding lever.

Matchfunding is a collective funding mechanism for projects which, besides receiving contributions from individuals through crowdfunding campaigns, receive additional, proportional, financial support from the local authority. In other words, the City Council undertakes to match every euro donated by individual citizens.

A three-year programme will be launched between 2023 and 2025 to roll out this model, during which 10 social video-game and serious game (digital rights, social uses of video games and open code) projects will be incubated and promoted, receiving support, personalised mentoring and access to funding through the above-mentioned matchfunding mechanism.

5.2.3. Stepping up use of the Decidim platform in the cultural world, by experimenting with a new model for community and cooperative management and cultural-facility governance.

Decidim.barcelona is Barcelona City Council's digital participatory platform for building a more democratic city. It is written in open source code, so anyone can see how it is built and can analyse, study, audit, reuse, distribute and improve it. It is also a tool that helps help to build a network of more open, transparent and collaborative cities that put their residents at the centre of their policies. Decidim. Barcelona was launched in February 2017. It is the first, and so far largest, platform based on Decidim software, and has been used to draw up important documents , such as the Municipal Action Plan (PAM) (2016-2019) and Participatory Budgets (2020-23).

The purpose of the platform is to act as a portal and infrastructure not just for the participatory processes promoted by the City Council (PAM, implementation of rules, urban development plans, and so on), but also for those launched by city residents and associations (popular initiatives, community development ,etc.). The platform offers tools for collective decision-making, communication and campaigns, calls for face-to-face events (assemblies, meetings), collaborative writing of texts and other digital communicative and collaborative functions for improving the democratic quality of the City Council and other city organisations.

Barcelona City Council is committed to the Decidim platform as an essential tool for consolidating the right to ethical and sovereign digital participation, implementing improvements and new functions so it can extend its use to other groups and sectors, including the city's cultural ecosystem.

A participatory process was therefore held between November 2021 and September 2022 so the community could contribute to the new redesign for Decidim.

An intersectional approach was followed in the design process (bearing in mind the various inequalities to be tackled: gender, origin and class), and developed on the basis of the participant's experience, where individuals are neither users nor consumers, but play a proactive role and where value lies in the role they exercise as a person taking part in a democratic process. The platform's new version is now available with the open source publication of the v28 version. In the coming months, the new functions and redesigned interfaces will be rolled out and implemented on the Decidim.Barcelona platform, and a process will be launched for training and accompanying users.

Action has also been taken to roll out mechanisms for the digital inclusion of children on the Decidim platform. A series of legal and interaction mechanisms have been implemented on the platform, based on recognising children as fully fledged citizens, to boost their participation and foster its use by minors aged 8 to13, not just from the interaction-design point of view but also with regard to legal aspects (managing authorisations from legal guardians, moderating debates, data privacy and protection, etc.).

In the specific field of culture, the aim is to boost Decidim's uses and functions (both those already implemented and others at the development stage) to generate adaptations and examples of use of the platform which serve the city's cultural ecosystem, integrating it with other open and non-open tools. For example, we can us a lite version of the platform as an online space for holding conferences, festivals and other cultural events in hybrid or online formats (Decidim.cultura), or to support the city's cultural associations and cooperative-culture organisations when it comes to implementing their own forms of Decidim as an internal participatory tool for members. As regards local cultural facilities, such as community centres and creation factories, it might be useful to explore the Canòdrom Community model, where all the registration processes for activities, workshops and events are carried out through the Decidim platform.

5.2.4 Rolling out the Plan for the Democratic Digitalisation of Education with the DD platform

The DD platform is part of the Plan for the Democratic Digitalisation of Education to roll out the first prototype for an open-source and auditable education platform. This has been developed through the joint work carried out by Xnet, the City Council and the Barcelona Education Consortium. It is a pioneering initiative that aims to provide an alternative to the tools offered by companies with exclusive solutions, to guarantee data privacy and control, so that primary and secondary schools can access technology in a sovereign and secure way, with usability equivalent to that of the most frequently used platforms. The main difference lies in the fact that DD, given its auditable and open-source software, guarantees student data sovereignty and interoperability. The pilot test includes guides to help schools understand application of the legal framework to safeguard their digital rights. The project not only encourages the digitalisation of schools but also guarantees the digital rights of all the players involved: students, teachers and families. Moreover, it is intended to be a public alternative to the tools offered by large tech giants, with the aim of strengthening the right to information with a critical approach.

Xnet worked with three city schools – two primary and one secondary – during the development, implementation, skills-acquisition and rollout process, which began in February 2021: Escola Montseny, Escola Àngel Baixeras and Institut

Maria Espinalt. Other participants in the process included a group of promoting families, the aFFaC (Federated Associations of Student Families of Catalonia) and the development companies IsardVDI and 3iPunt. Barcelona City Council has now ratified its support so the pilot project can be extended to other schools and municipal facilities with training activities, such as libraries, community centres, and so on.

5.2.5 Launching municipal grant and subsidy lines for digital culture projects

One of the most powerful mechanisms for promoting proposals which enforce and guarantee digital and cultural rights is the municipal grant and subsidy policy and the resources channelled through this route in city projects. In that regard, various council departments and municipal bodies have promoted municipal grant and subsidy lines for digital culture projects for years now. These lines, explained in detail below, and others which may eventually appear, will gradually be reformulated whenever possible, to be adapted to new needs, while work will continue on supplementing them with the creation of new lines.

Barcelona Institute of Culture Call for ICT Investments

This call for grant and subsidy applications for investments in ICT infrastructures is aimed at promoting the performance of experimental and innovative projects that explore new languages and methodologies around the cultural proposals and digital creativity.

It will take into account projects relating to the areas of new media and virtual, augmented and mixed reality and learning technologies.

Visual Arts and Digital Culture Category (Area Ab) of the General Call for Grant and Subsidy Applications

This category, in subsection 2, funds projects relating to digital culture (video art, network art, virtual reality, AI, video games, apps etc.) which generate or develop digital environments and technologies.

Democratic Innovation Category (Area P) of the General Call for Grant and Subsidy Applications

Four programme lines are established in the area of Democratic Innovation (Area P):

a. Development and implementation of software or digital infrastructures based on Decidim or other free technologies to improve democratic participation.

b. Implementation of Decidim in associations or federations, communities or groups, cooperatives and/or social organisations to improve coordination and democratic quality.

c. Digital skills acquisition for democratic participation and safeguarding digital rights.

d. Research and development projects on democratic innovation issues and challenges of the network society.

Projects geared to democratic innovation are understood as those geared to promoting digital rights and innovative democratic participation, such as collective

decision-making and citizen, association or organisation deliberations, citizen control of public policy or of a democratic organisation, collaborative production with public authorities or between social organisations, development of digital infrastructures for participation, promoting skills acquisition and digital mediation for citizen involvement, research projects for democratic innovation, safeguarding digital rights and, in general, the challenges posed by the network society.

"We promote what you do", Digital social innovation category

Barcelona is committed to the ethical and responsible use of technology to foster digital innovation with social impact. The *Impulsem el que fas* (We promote what you do) subsidy call by Barcelona Activa offers a solution to Barcelona's high social-impact needs, such as recycling, digital inclusion, bridging the digital gap – with particular emphasis on the gender perspective – and the fight against energy poverty, among others.

Projects are launched in the Digital Social Innovation in the Regions category which exploit digital connectivity, distributed technology and technology protecting the right to privacy, as well as robotics and AI, open data, open knowledge and open hardware, in issues such as social inclusion, education for digital empowerment and solutions for new, more-sustainable and circular-economy lifestyles.

5.3. Right to enjoy digital and inclusive cultural facilities

The lines of action appearing in this section correspond to projects and programmes designed for ensuring universal access to the internet and offering citizens facilities with open code, accessible and inclusive cultural ICT services.

5.3.1 Consolidating the Canòdrom Digital and Democratic Innovation Lab's operations

The Digital and Democratic Innovation Lab at the former greyhound track Canòdrom de la Meridiana is a benchmark centre for digital technologies and citizen participation in Barcelona and a revitalising space for local residents and associations in the Congrés i els Indians neighbourhood. This new facility, which opened to the public in April 2021, is a unique place in Barcelona: a new, experimental centre-lab, open to the neighbourhood, the city and the world. A crossroads between digital culture, free technologies, digital rights and democratic participation. Through this confluence work is being carried out on a wide range of issues, including feminism, human rights, social justice, diversity, urban models and sustainability. Its challenge is to bring digital culture and democratic innovation closer to the surrounding area and, at the same time, be a meeting place for organised communities, social projects, research and citizen centres, who will decide on a participatory basis what the Canòdrom is.

Its goals are to:

> Launch digital training and skills-acquisition programmes to promote digital inclusion and empower local people in areas such as network privacy and security, preventing digital violence and citizen participation through tools such as the Decidim Barcelona platform.

> Establish collaboration agreements with research centres, universities and cultural centres to study issues such as critical AI and data applied to participation.

> Provide space and support for projects and initiatives in areas such as technology and gender, video games, free software projects and developing the Decidim platform.

> Promote participation and democratic innovation, facilitate participatory processes and support the latter with the necessary technological tools.

> Be a benchmark space in the El Congrés i els Indians neighbourhood, with a programme of activities, workshops and exhibitions aimed at local residents and other projects such as "Open terraces" and cultural initiatives so the new Digital and Democratic Innovation Lab becomes a meeting point in the neighbourhood.

Activity at the Canòdrom covers several spaces and programmes:

Escola Canòdrom: A "school" for ongoing training, knowledge exchange and self-learning on the challenges of the digital society and emerging technologies. We will put the focus on facilitating access to free technologies and to providing tools for reclaiming the Internet as a space for everyone. Escola Canòdrom covers everything from basic digital literacy, in collaboration with Barcelona Activa, which attempts to bridge the gap in digital knowledge or use of devices, to specific training on free tools and software, as well as active democracy and participation issues. In addition, there are also plans to offer training in free tools for benchmark civic facilities.

Canòdrom Community: The Canòdrom accommodates and generates spaces for dialogue with projects working on free technologies, participatory democracy, feminism and digital culture. You will also find cutting-edge projects in residence, collaborating with research groups and community players.

Canòdrom Obert: This open centre is a crossroads between digital culture, free technologies, feminism and democracy. Through this confluence work is being carried out on issues such as cybersecurity, robotics, the environmental impact of technology, free tools and digital education, with a diverse activity programme that includes concerts, film screenings, family activities, guided tours, outdoor games and other options for enjoying yourself with family and friends.

5.3.2 Providing local cultural facilities with the best ICT infrastructures
During the pandemic lockdowns, which speeded up virtualisation of workshops, functions and other activities, a number of digitalisation needs were detected in community centres and other local cultural facilities that required the acquisition and installation of infrastructure. Once the emergency was over, various Barcelona City Council departments adopted a multi-level approach to equip local cultural facilities with ICT infrastructure and thus enable consolidation of the digitalisation process on sounder foundations with the rollout of new infrastructures, services and capabilities.

The Department of Culture and Education in the Neighbourhoods launched a project in collaboration with the Municipal Institute of Information Technology to provide the city's entire community centre network with high-speed fibre optics and thereby ensure that all centres had access to the Internet with better connectivity (WiFi Plus). This year, €260,000 has been invested in equipping Barcelona's 52 community centres with equipment for holding hybrid training activities and meetings (face-to-face at the centres and also online at the same time). This includes

new, specific ICT equipment for adapting workshops and similar activities to an online format. In order to reach all the centres with maximum resource efficiency, we have opted to provide a basic network and audiovisual infrastructure but capable of streaming meetings, training sessions and workshops, and to give rooms the necessary features for holding activities.

For its part, the Sant Andreu District has launched a pilot project to analyse and design a proposal for installing streaming systems in the district's cultural facilities, including support and training for facility staff and ensuring equipment start-up.

The project stems from the need to have a hybrid or mixed environment – face-to-face and online – capable of holding, from an inclusive point of view, neighbourhood councils and other events of interest in the Sant Andreu district's neighbourhood cultural facilities.

The project has been implemented over the last two years (2021-2022) and means neighbourhood councils, often moved to a 100% online environment due to the Covid-19 pandemic, could be effectively held in hybrid format, to ensure participation in both face-to-face or "analogue" format while encouraging remote or "digital" format using open and democratic video-conference technologies through the Internet.

The project is therefore based on a scenario for promoting technological sovereignty for technicians operating in cultural facilities, to give them tech skills, equip them with the necessary infrastructure resources, and design a hands-on training programme to work effectively on digital illiteracy in community-management and self-management spaces, including not just IT skills acquisition on a technical level but also basic audio-visual editing and production knowledge.

This new pilot test is expected to be replicated in other local cultural facilities once its utility for improving Barcelona residents' access to digital culture has been demonstrated.

5.3.3 Implementing a pilot plan for improving digital accessibility at local facilities

We all have the right to culture, although access to it is not always guaranteed. Currently hardly any events are subtitled, a situation that makes it difficult for people hard of hearing to take full part in them. The situation is particularly difficult when it involves a course or workshop, as it requires considerable effort to follow them.

The project provides for the installation of simultaneous subtitling apps for events at 16 Sant Andreu district facilities. This improves accessibility for people who are hard of hearing, enabling them to play part a fuller part in activities such as conferences, neighbourhood councils, courses and workshops.

The installed equipment includes a computer, cameras and microphones, as well as an app that enables simultaneous subtitling (Catalan/Spanish) through an AI system, accessible to everyone from a PC, tablet, mobile or large screen in the room where the event is taking place.

The voice-recognition app is a system that automatically sends out images, audios and subtitles in real time.

5.3.4 Promoting access to cultural facilities with the REC Cultural

The REC Cultural is the new citizen currency that will improve consumption of culture and democratise access to it. It is the cultural version of the REC (Catalan initials for "citizen economic resource"), a citizen exchange system that complements and has parity with the euro, enabling transactions between individuals, organisations and businesses that accept it and which has special discounts. The REC Cultural will be established in Sants and Poble-sec from 1 September 2022 to 28 February 2023 in a pilot test.

It may be used in the two neighbourhoods' community centres, shops, training spaces, concert halls and museums. A total of €200,000 will be paid out during the pilot test, in two ways: first, a total of 500 families on benefits from social services in Sants and Poble-sec will receive a cheque for 200 RECs and, second, there will be consumer discounts for other local residents.

Anybody user who signs up to the REC Barcelona app, which is available from App Store and Google Play, can exchange euros for the REC Cultural and get a 50% discount when they spend it on culture. This September (2022), some 50 establishments signed up to the REC Cultural, including facilities such as Montjuïc Castle, CaixaFòrum and MNAC, along with bookshops such as La Carbonera, Mamut and La Inexplicable, and concert venues such as Sinestesia, Meteoro and Laut, a list that will grow day after day.

The Citizen Culture Office (OCCU) will be offering personalised training sessions on the app aimed at people who have received cheques in Rec Culturals and may need guidance when it comes to downloading and configuring the app.

The initiative is part of the Cultural Rights Plan, and it is hoped that the pilot test will stimulate consumption, production and access to local culture.

5.4. Right to have a digitalised cultural public authority with good governance

The action lines featuring in this section correspond to projects and programmes designed for rolling out public digital cultural policies for a transparent and open-government digital culture.

5.4.1 Achieving consensus on a municipal digital rights charter

A municipal digital rights charter will be approved in line with documents currently approved or at the drafting stage in other European cities. The aim of the charter is go deeper into the relationship between culture, digital rights and democratic technologies, and to spell out a series of citizen rights regarding their access and cultural participation in the digital sphere.

Among all the issues relating to digital rights in the cultural arena, we will need to reflect on, debate and address the following aspects:

> Digital gap, tools, platforms and training for digital skills acquisition and the right of citizens to cultural creation.

> Digital inclusion, accessibility and equal representation.

> Democratic management and collective governance of culture, and public and community digital heritage.

> Business ethics models, copyright and property rights, and decent pay for cultural creators and managers.

> Open technologies, digital commons and data sovereignty.

This charter will be drawn up in a participatory process involving the city's digital culture ecosystem, starting with an open discussion and co-creation session during the Culturopolis days (16-19 November), will serve to lay the foundations for its drafting with an initial "decalogue of ideas" on a municipal charter of digital cultural rights. The process of reaching a consensus and drafting the charter will continue with more working sessions and consultations with public, private and community players throughout 2023.

5.4.2 Promoting implementation of the "Public Money, Public Code" rule
In 2018, Barcelona City Council became the first city in the world to formally join the "Public Money, Public Code" campaign launched by the Free Software Foundation.

→
https://ajuntament.barcelona.cat/digital/ca/transformacio-digital/tecnologia-per-a-un-millor-govern/programari-lliure

To give an impetus implementing this rule, which consists in ensuring software developed with public funds is written in open source code, an interdepartmental work group will be set up with all the services involved taking part. The aim is to analyse the facilitating features, regulatory barriers and internal difficulties that exist in order to advance towards the full implementation of this rule, not just with regard to IT developments themselves but also promoting open-code IT service procurement, where the new functionalities paid for and implemented by the City Council are open. This is a progressive process, which will gradually apply to new contracts once the relevant technical and legal analyses have been made.

In the course of 2023, the Institute of Culture expects to implement a new Systems Plan that should enable progress to be made in this regard, incorporating this rule by identifying suitable apps, within a clear methodological framework and with an established timetable.

→
https://decidim.org/ca/

→
https://www.barcelona.cat/culturaviva/ca/projecte/arxius-oberts

→
https://ovq.cat/memories-visuals-de-barri/

Examples of open-source software projects developed by the City Council under this "Public Money, Public Code" logic include the Decidim citizen participation platform, the Open Archives cultural digital heritage democratisation project, and the online repository for residents' memories in the Neighbourhood Visual Memories project.

There has also been a consolidation here of the last three terms of office's policy for requiring all recruitment from Barcelona City Council's websites to be carried out using open source technologies: the benchmark Drupal framework or, if that is not available, Wordpress.

5.4.3 Promoting the Cultural Data Observatory as a tool for improving public policy on digital culture
The Barcelona Cultural Data Observatory is a Barcelona City Council Institute of Culture initiative, launched in 2015. Its mission is to prepare and disseminate data, indicators and reports on the city's cultural reality and make all the information available to institutions, cultural players, the scientific community and interested members of the public in an orderly and accessible way, with the aim of broadening and improving the knowledge we have on Barcelona's cultural life.

→
https://barcelonadadescultura.bcn.cat/

A packet of measures will be promoted to boost this role and generate data and knowledge for diagnosing and assessing public policies on culture, to ensure they focus on the real needs of city residents and the cultural ecosystem.

One of the priorities is to further develop the open data policy by adopting a data lake model that improves data interconnectivity. The goal is to advance in automation and big data, to offer more elaborate, better linked and contextualised data and thereby enable the city's cultural reality to be analysed in greater detail and public policies developed that will foster access to consumption and cultural creation in Barcelona. It will require the development of new systems, metrics and ethical parameters, with quality indicators given priority, so better measurements can be made of Barcelona residents' cultural digital consumption

In addition, the aim is also to strengthen collaboration with the cultural data observatories of the ICEC, the CONCA and Barcelona City Council's Culture Technical Office. A specialisation strategy will therefore be followed within a framework of collaboration and open-data sharing between authorities and strategy coordination (aligning processes to avoid duplicating activities, for example, by agreeing that only one of the observatories conducts a survey on every museum and shares this knowledge with all the others).

5.4.4 Aligning the regulations and procedures for Barcelona Institute of Culture grants and subsidies, with the aim of respecting and safeguarding cultural digital rights

One of the most powerful levers that the local authority has to influence the practices of the city's cultural players is its grants and subsidies policy. Accordingly, a set of actions has been identified in the area of regulations and procedures that regulate public grants and subsidies which, without the need for making substantial legal amendments, can be aligned with the municipal strategy for guaranteeing cultural digital rights.

> Launching an internal working group to include techno-ethical assessment criteria in the every one of the Barcelona Institute of Culture's grants and subsidies that involves digital technology development or implementation.

> Amending the criteria, categories and areas of the "Call for grant and subsidy applications for ICT investments in experimentation and innovation projects", to orientate that call towards funding projects that guarantee cultural digital rights.

> In the specific area of intellectual property licences and rights, assessing the legal framework of measures to advance and ensure all the results (knowledge and assets) funded through the Barcelona Institute of Culture's grants and subsidies are accessible to citizens through open licences. Those licences must take account of the fact that not all artistic creations bear the same costs, risks and range of marketing, so studies need to be done on which licence is the most beneficial not just to creators but also to city residents who have already paid, wholly or partly, for publicly funded works. For example, the best option for some works would be to have a very strict copyright for a short period of time; for others, a progressive licence or even immediate entry into the public domain.

> Offering options for working with open software and ensuring the entire application process, signing of documents, filling in of forms, reformulations and justifications of subsidies can be done with open software (Openoffice, open code PDF readers and open source operating systems such as Linux and Ubuntu).

> Including ethical citizen data-protection clauses in contracts for hiring ICT service providers, to protect people's digital rights (not just to privacy and data anonymisation but also in intellectual property exploitation and compliance), and ensuring public ownership of the data and knowledge generated in every contract entered into by the City Council.

6. Calendar and budget

This budget foresees an implementation plan from before the publication of the measure until 2023.

Action	Calendar
Consolidating and extending the Open Archives programme	Pilot programme initiated 2019-2022, with planned implementation in 2022-2023
Fostering synergies between community digital-culture projects under the Living Culture programme and the Open Archives programme	Already under way
Encouraging reflection on the relationship between digital-culture rights and licences	2022–2023
Generating synergies between city and international art and science projects, starting with the Casa Muñoz Ramone Art, Culture and Science Centre	Tendered and provisional adaptation. Construction-work tender planned for the next term of office
Continuing to work on finding new collaboration opportunities with science and technology institutions, along the lines initiated by the international Collide programme, in collaboration with Arts at CERN	2020–2023
Stepping up use of the Decidim platform in the cultural sphere, by experimenting with a new model for community and cooperative management and cultural-facility governance	2022–2023
Pilot plan for a municipal open-source digital platform to experiment with new audio-visual and transmedia formats	2022-2023
Launching a support and co-funding programme for social video games	Tendered, pending implementation 2022-2024
Rolling out the Plan for the Democratic Digitalisation of Education with the DD platform	Pilot programme initiated 2021-2022, planned implementation in 2022-2023
Launching municipal grant and subsidy lines for digital-culture projects	Already under way
Consolidating the operations of the Canòdrom Digital and Democratic Innovation Lab	Under way since April 2021
Providing local cultural facilities with the best ICT infrastructures	Implemented 2021-2022
Implementing a pilot scheme for improving digital accessibility in local facilities	Pilot scheme initiated in 2021, pending implementation until 2023
Promoting access to cultural facilities with REC Cultural	Initial implementation phases September 2022 - February 2023
Achieving consensus on a municipal digital-rights charter	November 2022 - January 2023
Promoting implementation of the "Public Money, Public Code" rule	2022-2023

Promoting the Cultural Data Observatory as a tool for improving public policy on digital culture	2022-2023
Aligning the regulations and procedures for Barcelona Institute of Culture grants and subsidies, with the aim of respecting and safeguarding cultural digital rights	2022-2023
Budget	
Current expenditure **Investment**	2,629,254 € 4,100,000 €
TOTAL MEASURE 7	6,729,254 €

7.Monitoring and evaluation

Barcelona Cultural Rights Plan

The most appropriate follow-up indicators will be defined as the action lines of this measure are developed. However, some of the sources of information that will be available and those that will need to be created to monitor implementation and evaluate the results are listed below.

Consolidating and extending the Open Archives programme.
Open Archives is a cross-cutting project under the responsibility of the Department of Memory, History and Heritage and the Department of Innovation, Knowledge and Visual Arts, with the support of ICUB's Living Culture programme; it is therefore being monitored and evaluated by a collective working group with representatives from these three departments.

Fostering synergies between community digital-culture projects under the Living Culture programme and the Open Archives programme.
The Living Culture programme will be coordinating and monitoring this line of action, in coordination with the Open Archives project, in order to generate synergies among the various work areas and foster the visibility of digitalised community heritage via search and reuse operations organised by Open Archives.

Encouraging reflection on the relationship between digital-culture rights and licences.
ICUB's Department of Innovation, Knowledge and Visual Arts will be coordinating and monitoring this line of action.

Generating synergies between city and international art and science projects, starting with the Casa Muñoz Ramone Art, Culture and Science Centre.
The Department of Science and Universities will be coordinating and monitoring this line of action, especially via the specified system of evaluation indicators resulting from the current tender process.

Continuing to work on finding new collaboration opportunities with science and technology institutions, along the lines initiated by the international Collide programme, in collaboration with Arts at CERN.
The Department of Science and Universities coordinated and monitored the successful implementation of this line of action.

Stepping up use of the Decidim platform in the cultural sphere, by experimenting with a new model for community and cooperative management and cultural-facility governance.
The Department of Democratic Innovation will be coordinating and monitoring this line of action, which will also be reflected in the cultural ecosystem's evaluation indicators and reports that are published by the Cultural Data Observatory.

Pilot plan for a municipal open-source digital platform to experiment with new audio-visual and transmedia formats.
The Barcelona Institute of Culture's Living Culture programme will be coordinating and monitoring this line of action.

Launching a support and co-funding programme for social video games.
The Department of Democratic Innovation managed the tender process for redesigning the programme, and will be coordinating and monitoring this line of action, especially via the specified system of evaluation indicators resulting from the current tender process.

Rolling out the Plan for the Democratic Digitalisation of Education with the DD platform.
The Digital Innovation, e-Government and Good Governance Commission, with the support of the BIT Habitat Foundation's technical team, successfully coordinated and monitored the first pilot project of this line of action, and will also be monitoring its roll-out and implementation in other city education centres.

Launching municipal grant and subsidy lines for digital-culture projects.
The Cultural Data Observatory will continue to work towards reflecting the transformations and impacts of digitalisation processes in the city's cultural ecosystem, via the reports and open data it provides.

Consolidating the operations of the Canòdrom Digital and Democratic Innovation Lab.
The Department of Democratic Innovation successfully coordinated and monitored this line of action, especially via the system of evaluation indicators specified as a result of the tender process for the day-to-day management of the facility, while also making full use of the democratic participation functions offered by the Decidim.Barcelona platform, as a management tool for the Canòdrom's activities.

Providing local cultural facilities with the best ICT infrastructures.
The Department of Neighbourhood Culture and Education will be coordinating and monitoring this line of action, especially via the system of specific local-facility indicators.

Implementing a pilot plan for improving digital accessibility at local facilities.
The Department of Democratic Innovation successfully coordinated and monitored this line of action, in coordination with the Department of Neighbourhood Culture and Education, with seven project-implementation phases which were monitored openly and transparently via the Decidim.Barcelona platform.

Promoting access to cultural facilities with REC Cultural
The Area of Culture, Education, Science and Community's Department of Community Action will be coordinating and monitoring this line of action.

Achieving consensus on a municipal digital-rights charter
Once the specific actions to be developed within the framework of this line of action have been defined, a monitoring system will be set up to evaluate the impact on the general public and the participation of cultural players in this line of work.

Promoting implementation of the "Public Money, Public Code" rule
In order to set up the working group, objectives will be defined that will enable the evaluation of the obtained results.

Promoting the Cultural Data Observatory as a tool for improving public policy on digital culture.
The Cultural Data Observatory will be coordinating and monitoring this line of action, and will publish the results in its regular reports.

Aligning the regulations and procedures for Barcelona Institute of Culture grants and subsidies, with the aim of respecting and safeguarding cultural digital rights.

Under the impetus of the Cultural Data Observatory, and in collaboration with the Manager's Office for the Area of Culture, Education, Science and Community's support unit, work will be carried out on the criteria and methodology for gathering new information, which will enable much broader monitoring of these practices.

8.Coordinating agents

Barcelona Cultural Rights Plan

Actions in the area of culture and digital rights are promoted by the ICUB, through its Department of Cultural Industries and the Department of Memory, History and Heritage, by the Department of Democratic Innovation and the Area of Culture, Education, Science and Community's Department of Community Action, along with the Commissioner's Office for Digital Innovation, e-Government and Good Governance.

Institut de Cultura de Barcelona
Ajuntament de Barcelona

November 2022