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Foreword

The aim of the present book is to provide a comprehensive vision of a very relevant sector of the *digital landscape*: electronic content, or more precisely, cultural content. The relevance of *content and services* is now evident due to the contribution provided by the two phases of the World Summit on the Information Society, held in Geneva (2003) and Tunis (2005).

The creation and provision of high-quality content and services are key actions to bridging the digital divide. A special initiative that addresses these goals, the so-called *World Summit Award*, was started during the Summit.

Scope

This work is subdivided into three main parts: the first is devoted to the main issues and general guidelines; the second to technological fundamentals and the main solutions; and the third to applications and services.

Starting from the basics, the reader will be introduced to issues and achievements associated with virtual museums, cataloguing, digitising, publishing, the sustainable exploitation of cultural content, and a relevant case study. Drawing upon the many years of experience and achievements *in digital cultural content* of the author, this last part aims to provide a comprehensive overview of the issues and achievements associated with digital collections and cultural content.

Target Audience

Cultural content managers, publishers, memory institutions, digital collections developers.

Background Knowledge

A basic knowledge of information and communications technologies.