Good afternoon !

1 am Bong-suk Kong, the director of computer system division in Ministry of culture and Tourism.

1 am pleased to announce "Digital Korean National Culture Heritage" to PNC conference.

We have been exerted every effort to the systemization.

Todays presentation will be as follows:

First,   Overview of "Digital Korean National Culture Heritage"   Project.

Second, Organization for   Project

Third, Contents of the Project

Fourth, Report of progressing   the Project

Fifth, Effectiveness in expectation

Finally, I will briefly introduce 4 sample cases to show how the system is actually working on Internet.

Let me start the Presentation

This project has progressed as a part of a systemization project to link and utilize knowledge to information. Its main purpose is to control and distribute Koreas valuable national properties, such as relics, treasures and important folklore in all museums, by establishing a synthetic service systems

This project has been prepared by the Ministry of Culture and Tourism of Korea in association with the Cultural Properties Administration and the National Museum of Korea, the National Folk Museum of Korea. Also included in this group are 10 national museums, 10 public museums, 2 private museums and 4 university museums. In total, 41 museums and departments are participating in this project. Hyundai Information Technology Company has developed the system and database.

To promote the project, 13 billion and 200 million won (13.2 billion won) has been invested for over 2 years. Over 1130 people have worked on this national project daily while 198,000 people have worked annually.

We have worked on computerizing the data of 350,000 cultural properties for museums nationwide. Three dimensional data from historical regions have also been collected. In order for people to view this data, we have established a synthetic information system. To create a successful project, we have received advice from advisory committees and external professional and business advice from supervising enterprises. The goal of this project is to extend the system to include approximately 250 museums and have investments reach 65 billion won by 2005.

By finishing this project, people can easily obtain and experience information anywhere via the Internet. This will certainly aid History major students and specialists in Archaeology and folklore to get at the information they really need. Most museums have a poor Internet environment so this project has significant importance in establishing a good information system. The establishment of an efficient administration for cultural properties enables us to decrease costs and prevent cultural properties from being damaged or lost.

Now I would like to introduce some internet services of the •ynthetic Information System of Korea Cultural Inheritance. (Korea Cultural Inheritances Synthetic Information System)
On the Screen is the main page of the •ynthetic Information System of Korea Cultural Inheritance (Korea Cultural Inheritances Synthetic Information System) portal site. The site contains three main sections: the contents section, the cultural inheritance search section and the museum section.
The contents section introduces important monthly cultural inheritances, world heritage in Korea, national treasures, Royal Palaces of Korea and Korean cultural inheritance world records.
Also there are cyber `tours of cultural properties, Folk Artefacts multimedia gallery and the cyber National Museum of Korea all of which are presented using up-to-date multimedia techniques. This section was produced with our heart and soul.`
The next part is the synthetic search, which will help you find Korean Cultural inheritances easily. You can search by entering a word or by using a categorical search by items, year and region. The last section is a categorical search of Korean cultural inheritances by national, public, private and university museums.

First I will explain the synthetic search service in detail. The synthetic search is connected to approximately 40 museums including the Cultural Properties Administration when viewed in Korean. For English, 3 museums along with the Cultural Properties Administration are connected. The connection is all in real time and search results are shown by the style selected.

For example, this site is designed for a categorical search rather than a keyword search for foreigners. If you select a categorical search, a much easier and detailed category search will appear. (Screen 3-1)

Categorical searches by items, years, and regions are provided. If the word search is ineffective, you can use the keyword search. Selecting •ulguksa will return search result numbers with contents shown briefly. (Screen 3-2)

The results are presented with an introduction, image, 3d information, map information and various multimedia data. This will greatly support student studies and research since people will not have to physically visit every museum.

The screen you are looking at right now is the section we would like to emphasize the most. It is the main page to Cyber Cultural Asset Tour and it is created with over 300 selected cultural assets in 23 themes.

Now, lets select one specific theme. This theme is called the •eoul castle Tour and there are related assets shown on this map of seoul.

I will click our national treasure no.1 Seoul Soongrae Gate.

Now you can see an overview of soongrae Gate and information about the gate.

Not only that, you can pan around Soongrae Gate.

Zoom in and zoom out.

Now lets take a closer look at areas around Soongrae Gate.

You may laso zoom in.

Lets go inside Soongrae Gate.

You may view interior, in 3 dimensional as if you are viewing it in person.

Also, by moving around, you can look at the gate itself at many different angles.

This is the end of the Cyber Cultural Asset Tour. Next I would like to present to you the National Museum of Koreas Cyber Museum.

The Cyber Museum provides relics in virtual reality, as if you were viewing it in real life.

Now lets take a look at a •uddhist Sculpture in the Cyber Museum.

We have filmed the room and made it virtual by using a VRML `panorama method.` Currently, there are around 900 relics displayed in this Cyber `Museum and we provide detailed information about them.`

Lets select one. This is our national treasure no. 78 and it is called　•eated Guilt-Bronze Maitreya `Statue` and at the same time you are able to see detailed information about it.`

I will zoom in.

You may also look at the relic in 3D

Moreover, you can examine the surface by zooming in closely.

And you can also look at the bottom, which is difficult to see even in reality,

As you can see, the Cyber `Museum not only shows relics, but provides one step higher service.`

That is it for the cyber `Museum.`

The screen you are now looking at is the folk image main page for the National Folk Museum of Korea. The folk image site shows 20 selected Korean folk culture subjects. Images are shown by clicking one of the subjects. Children, students and people who are not professionals in this field can easily understand Korean culture by viewing the images.

Lets look at one of the themes, the　•pecial Folk Art Exhibition of Korean Tiger. (Special Korean Tiger Folk Art Exhibition)

Let me conclude my presentation of the National Culture Inheritances first project by showing some of our main services. I know that these kinds of projects which help people learn easily are already well established in other countries. Therefore we are proud of being able to participate in this project. Thank you.