



**CRAEFT**

care, judgment, dexterity

# Community Portal

<b>Project Acronym</b>	Craeft
<b>Project Title</b>	Craft Understanding, Education, Training, and Preservation for Posterity and Prosperity
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<http://www.craeft.eu/>

## Executive summary

This deliverable details the strategic development, technical implementation, and performance evaluation of the Craeft Community Portal. At its core, the portal is a web-based platform built on a scalable WordPress architecture, designed to act as a centralised digital ecosystem. It serves as a multifaceted knowledge hub for practitioners, educators, researchers, and innovators, facilitating high digital interoperability between ethnographic research and practical application. The document provides a comprehensive overview of the website’s architecture, highlighting its hybrid navigation strategy—which combines a high-impact landing page with deep-dive thematic modules. This web infrastructure serves as the primary gateway to the project’s specialised external tools, including the Craeft E-learning platform, the Voices of Crafts podcast hosted at SoundCloud, the CAREFT Community forum-like space and the CRAEFT Crafts Game. Additionally, it provides the evaluation of the website’s impact through analytics.

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# Abbreviations

<b>URL</b>	Uniform Resource Locator
<b>3D</b>	Three Dimensional
<b>etc.</b>	Et cetera: and other similar things
<b>UCD</b>	User-Centred Design

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# 1 Introduction

The Craeft project is committed to preserving and enhancing the sustainability of European crafts through innovation, education, research, exchange, and community engagement. As part of this mission, the Craeft Community Portal was developed as a central online space designed to collect, present, and disseminate knowledge related to and created during the project. It serves a wide audience, including craft practitioners, educators, researchers, policy-makers, craft and heritage organisations, and the general public across Europe.

The term *Community Portal* is used interchangeably with the website. Its name, *Community Portal*, reflects its original ambition to go beyond a standard website structure. Initially, it was conceived as an interactive environment that would also host one of the Craeft pilots - the CRAEFT Community, featuring forum-based functionalities and dynamic user engagement. However, this component was later redirected to the madineurope.EU platform to ensure the long-term sustainability of interactive features such as forums and community exchange beyond the project's duration. As a result, the Community Portal evolved into a more streamlined, content-oriented website.

Although certain interactive features were initially considered, including the possibility for users to comment on posts, these did not prove effective in generating meaningful engagement and were therefore not further developed. Despite this, the platform continues to support community-building by offering a structured and user-friendly environment for exploring content, encouraging indirect engagement through knowledge sharing and visibility.

The Community Portal functions as a comprehensive and accessible website, bringing together a wide range of content and resources. It provides users with opportunities to explore project results, access publications, discover educational and training materials, and engage with insights from the craft sector. In addition, it presents the outcomes of Craeft pilot activities, including innovative approaches to craft documentation such as experiential content and 3D visualisations of craft artefacts. In this way, the platform acts as both a knowledge base and a dissemination tool, illustrating not only the results but also the processes and methodologies developed throughout the project, particularly those emerging from ethnographic field visits and studies of craft practices.

The portal was initially developed by FORTH and continued to be refined through the collaboration between FORTH and MDE. MDE is responsible for the visual design and content management, ensuring that the platform remains engaging, accessible, and regularly updated. FORTH provides the technical infrastructure and support, maintaining the platform's functionality, stability, and performance. This collaboration ensures that the Community Portal operates as a reliable and effective digital environment for presenting and disseminating the outcomes of the Craeft project.

# 2 Community Portal Implementation

The Community Portal serves as a central digital hub, bringing together professionals and the wider public within the diverse field of crafts. Designed as an accessible and user-friendly platform, the website enables visitors to explore content, discover project results, and engage with resources related to European heritage craftsmanship. The website is built on a robust WordPress framework, supported by a range of plugins that enhance its functionality, security, and overall user experience. Its implementation is guided by a clear design approach focused on clarity, intuitive navigation, and visual appeal, ensuring that users can easily access and interact with the available content. Through its structure and features, the website supports the presentation of key materials, facilitates content exploration, and provides a stable and efficient environment for disseminating the outcomes of the Craeft project.

## 2.1 Domain name

The domain name "craeft.eu" was selected as the optimal choice to represent our project and emphasise its European identity. This URL will be featured across all communication and dissemination materials, becoming a key element of our online and offline presence. Additionally, the project URL has been registered with major international search engines like Google and Bing to enhance the Craeft project's online visibility.

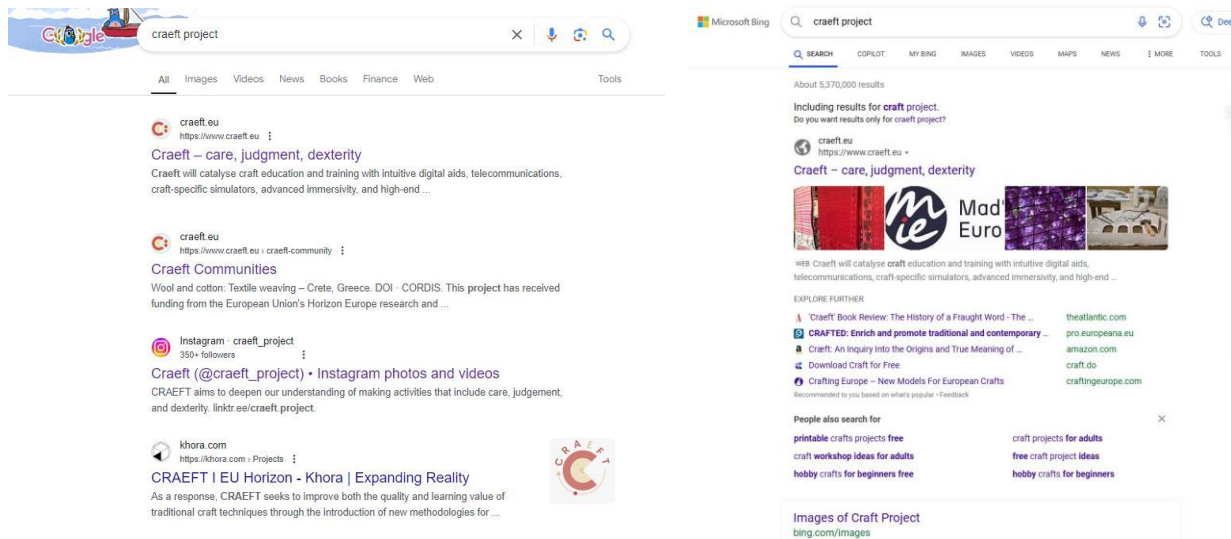


Figure 1. Presence of the Community Portal in Google and Bing search engines.

## 2.2 Hosting

The community portal is hosted at FORTH's data centre, particularly in the server virtualisation infrastructure of FORTH. For its implementation, a Virtual Machine with 4 CPU cores, 16 GB of RAM and 200GB of disk space was created, and an UBUNTU Linux server distribution was set up. Due to the virtualisation infrastructure, the Virtual Machine can be expanded dynamically in terms of resources, and weekly backups of the entire machines are maintained as a further measure to back up the community portal code and data.

## 2.3 Design rationale

The website was conceived with a clear objective: to translate complex, research-based results into an accessible, engaging, and easy-to-navigate digital format. Providing the core and comprehensive information on the project - covering the eight representative craft instances (glass in the context of Cerfav Glass School and Nancy glass heritage, Limoges Porcelain, Aubusson Tapestry, Tinos marble carving, silversmithing of Ioannina, Yecla woodcarving, and traditional Cretan pottery and wool and cotton textiles), pilot activities, news, and scientific publication. Furthermore, the platform serves as a digital gateway to the broader CREAFT ecosystem, seamlessly integrating links to the CREAFT Community and the CREAFT Podcast: Voices of Crafts.

The design approach was guided by the need to simplify without sacrificing substance. Consequently, project methodologies and scientific contributions were translated into an accessible narrative that prioritised clarity for non-expert users. Project results, methodologies, and scientific contributions were carefully translated into clear and understandable language, ensuring accessibility for non-expert users while preserving the depth and integrity of the research. This balance was central to the design logic: making complex processes visible, engaging, and “readable” without diminishing their value.

The structure and navigation of the website were directly informed by the main outcomes of the Craeft project. Rather than presenting content in an abstract or purely technical way, the portal follows the logic of the project itself - starting from the general context and gradually guiding users towards more detailed insights. The homepage is designed to invite exploration through strong visual elements, including large images and a clear focus on crafts, accompanied by concise introductory texts. From there, users are led through a structured journey: beginning with an overview of crafts and their historical and cultural context, and progressively moving into deeper layers of content, such as Craeft processes, documentation methods, and recordings of interviews with craft practitioners.

A formal User-Centred Design approach was not applied in the development of the Craeft Community Portal. This decision was primarily driven by the specific nature and constraints of the project. Firstly, the design process was largely expert-driven, as the platform needed to accurately represent complex scientific research and project outcomes. Priority was given to ensuring technical accuracy, methodological clarity, and the integrity of the data, rather than adapting content primarily based on general user preferences. Secondly, the development followed a more system-oriented approach, focusing on structuring and organising a large volume of diverse content—ranging from ethnographic research and documentation processes to multimedia materials and project results. This required prioritising backend logic, content architecture, and consistency before refining user-facing features. Finally, the design was also influenced by project and technical constraints, including the use of an existing WordPress framework and the need for efficient implementation within the project timeline. As a result, the focus was placed on delivering a stable, functional, and clearly structured platform, rather than undergoing a full iterative UCD cycle. Despite not applying a formal UCD methodology, user needs were still considered through continuous input from project partners, including craft practitioners, researchers, and heritage professionals. Their feedback helped shape the content structure, terminology, and overall usability, ensuring that the platform remains accessible and relevant to its target audiences.

Additionally, the editorial process was guided by MDE’s deep knowledge of the craft sector and proven communication strategies. Operating from a non-researcher perspective, MDE acted as a primary benchmark for accessibility, by translating technical research into language that met their own high standards for clarity, the team ensured the final output was inherently optimised for the general public.



The colour scheme and the overall graphic design align with the Craeft logo and the project's overall visual identity. More about the logo and visual identity can be found in the D7.1 Communication Plan and Activities deliverable in section 5. Visual Identity.

In conclusion, the design of the Community Portal represents a strategic balance between scientific vocabulary and public accessibility. By relying on expert-led architecture and a “human-in-the-loop” editorial process, with MDE acting as the main translation engine of complex academic research into clear and accessible content, the website effectively demystifies complex research data without compromising its scientific value. The resulting infrastructure does more than simply document the project; it establishes a scalable digital archive that preserves the “Voices of Crafts” for future practitioners and the public alike. Ultimately, the portal serves as a functional bridge between the heritage of the past and the digital discourse of the future, ensuring that the intricacies of traditional craftsmanship remain visible, understood, valued, and accessible.

## 2.4 Architecture and content structure

To effectively operationalise the design rationale, the website’s architecture was organised into a streamlined, intuitive framework. This structure was specifically designed to reflect and disseminate the core pillars of the project as defined by the consortium. A defining feature of this architecture is its robust integration with external platforms, positioning the website as a central nexus for the broader Craeft ecosystem. Rather than acting as a localised repository, the Craeft Portal facilitates a high degree of digital interoperability, seamlessly connecting users to specialised external environments for design, learning, and community dialogue. The content is structured into the following strategic sections:

### 2.4.1 Methodological foundation

**Project overview:** A comprehensive presentation of the project’s mission, scope, and the multidisciplinary partners involved.

**The Craeft Ethnographic Protocol:** A dedicated section detailing the project’s primary methodology. This serves as a central resource for understanding the rigorous standards used to document craft knowledge.

### 2.4.2 Knowledge base

The website serves as a repository for data and ethnographic materials gathered across eight representative craft instances. This section is structured to showcase the diversity of European craftsmanship involved in Craeft, which includes Cerfav Glass School and the Nancy glass heritage, Limoges Porcelain, Aubusson Tapestry, and traditional Cretan pottery, wool, and cotton, Tinos marble carving, Yecla woodcarving, and the silversmithing of Ioannina.

The data within these instances is categorised by its collection phase to show the evolution of the research:

Phase I: data gathered through desk research and preparatory analysis before field visits.

Phase II: primary materials and documentation captured directly during field visits and practitioner interviews. Application of the Craeft Ethnographic Protocol for the data gathering for each specific craft, to assure the understanding of making activities that include “*care, judgement, and dexterity*”<sup>1</sup>.

### 2.4.3 Pilots and other digital ecosystems

The Craeft Pilots section highlights the project’s practical applications in Education and Training, Valorisation, Design, and Community engagement. To ensure a cohesive user experience, this section acts as a hub for the broader digital ecosystem. Direct pathways are provided to specialised digital platforms, including the Design Studio, the E-Learning Platform, and the CRAEFT Community forum, facilitating a space for active dialogue.

Additionally, there is a direct gateway to the Craeft Podcast, 'Voices of Crafts', adding a rich auditory layer to the project's digital archive and ensuring a multi-sensory approach to craft documentation.

### 2.4.4 Scientific Dissemination

A formal repository for project results and academic outputs designed to ensure long-term scholarly impact. This section provides direct access to peer-reviewed articles hosted on external, open-source platforms, upholding the project’s commitment to open-access research.

### 2.4.5 News and updates

A dynamic section dedicated to project milestones, event announcements, and latest developments, keeping the community engaged with real-time progress and providing an overview of all newsletters for further reading.

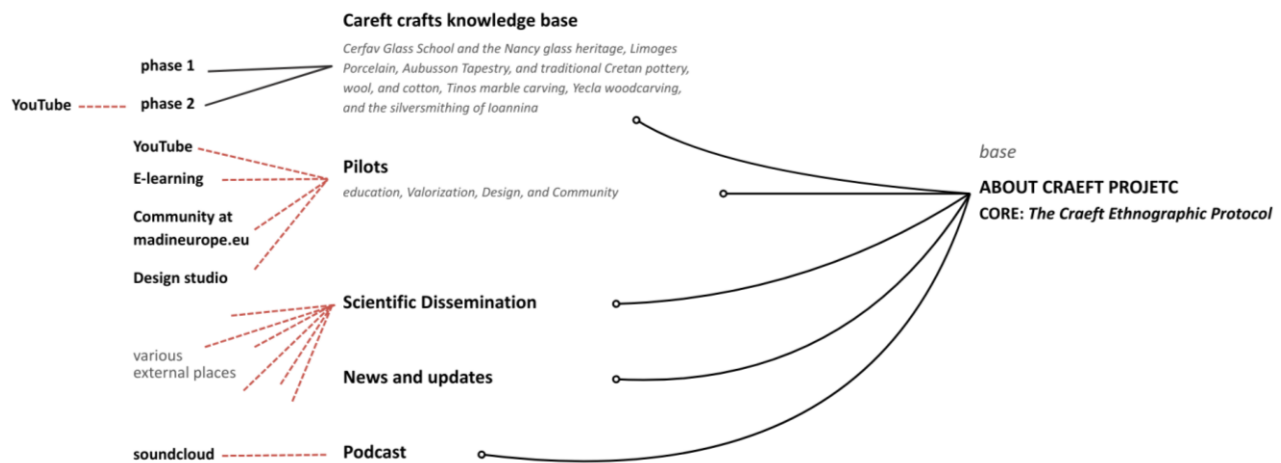


Figure 2. Architecture diagram.

<sup>1</sup> Craeft Website. Home page: <https://www.craeft.eu/>.

## 2.5 Technical components

The implementation of the Craeft Community Portal relies on a robust suite of WordPress plugins, each serving a specific purpose to enhance functionality, security, and user experience. Below is a description of the technical components used in the portal:

### 2.5.1 Security, User Validation, and Anti-Spam:

1. **Advanced Google reCAPTCHA** (<https://wordpress.org/plugins/advanced-google-recaptcha/>):
  - **Functionality:** Adds Google's reCAPTCHA to forms to prevent spam and automated bot submissions. It ensures that interactions are from real users.
  - **Integration:** Can be integrated into login forms, registration forms, and comment sections to enhance security across the portal.
2. **Login Security Captcha** (<https://wordpress.org/plugins/login-security-recaptcha/>):
  - **Functionality:** Adds an extra layer of security during the login process by requiring users to complete a CAPTCHA challenge.
  - **Customisation:** Administrators can choose different types of CAPTCHA and customise their appearance and behaviour.
3. **Ultimate Member – reCAPTCHA** (<https://wordpress.org/plugins/um-recaptcha/>):
  - **Functionality:** Integrates reCAPTCHA with the Ultimate Member plugin, adding CAPTCHA to registration and login forms for enhanced security.
  - **Ease of Use:** Simple to configure and helps in significantly reducing spam registrations.
4. **Antideo Email Validator** (<https://wordpress.com/plugins/antideo-email-validator/>):
  - **Functionality:** Validates email addresses during user registration to ensure they are genuine and not from disposable email services.
  - **Security:** Reduces the risk of spam accounts and enhances the quality of the user base.

### 2.5.2 Assets Management and Digital Assets Visualisation:

1. **Babylon 3D Viewer for WordPress** (<https://github.com/eldinor/babylon-wordpress-plugin/>):
  - **Functionality:** Allows the upload and viewing of 3D models directly within the portal. This enhances the presentation of craft artefacts, providing an immersive experience.
  - **Compatibility:** Supports various 3D file formats and includes features like zoom, rotate, and pan for detailed examination of models.
2. **Big File Uploads** (<https://wordpress.org/plugins/tuxedo-big-file-uploads/>):
  - **Functionality:** Increases the maximum file upload size, enabling users to upload large files such as high-resolution images and videos.
  - **Ease of Use:** Simplifies the process of uploading and managing large digital assets.
3. **WP File Manager** (<https://filemanagerpro.io/>):
  - **Functionality:** A comprehensive file management plugin that allows users to organise, manage, and share their digital assets within the WordPress environment.
  - **Features:** Includes drag-and-drop functionality, file editing, and permissions management, making it user-friendly and efficient.

### 2.5.3 Analytics and Performance Monitoring:

**MonsterInsights** – Google Analytics Dashboard for WordPress (<https://wordpress.org/plugins/google-analytics-for-wordpress/>):

- **Functionality:** Connects the portal to Google Analytics, providing real-time data on user behaviour, traffic sources, and content performance directly within the WordPress dashboard.
- **Strategic Insight:** Enables the consortium to track the reach and impact of specific craft instances and research results, providing measurable data on public engagement and "readability."
- **Advanced Tracking:** Includes features such as outbound link tracking—essential for monitoring the "digital gateway" traffic to the Design Studio, E-Learning Platform, and the Voices of Crafts podcast.

## 2.5.4 Social Media and Social Media Sharing:

1. **Social Media Widget** (<https://wordpress.org/plugins/social-media-widget/>):
  - **Functionality:** Integrates social media links and widgets within the portal, allowing users to connect their social media accounts and share content.
  - **Customisation:** Administrators can customise the appearance and placement of social media widgets to align with the portal's design.
2. **Social Snap Lite** (<https://wordpress.org/plugins/socialsnap/>):
  - **Functionality:** Facilitates easy sharing of content across various social media platforms, including Facebook, Twitter, LinkedIn, and more.
  - **Features:** Includes share buttons, follow buttons, and social media meta tags for improved visibility and engagement.
  - **Analytics:** Provides basic analytics on social shares, helping administrators understand content reach and user engagement.

## 3 Community Portal pages

Following the architecture and design rationale defined in the previous chapter, this section provides a detailed examination of the individual pages and modules that constitute the Craeft Community Portal. Each component is designed to serve a specific user need, ranging from academic inquiry to community engagement.

We adopted a hybrid presentation strategy for the portal to balance immediate impact with deep information presentation. This approach combines two distinct layout philosophies:

**Single-page experience:** The homepage utilises a long-scroll, single-page layout to showcase key project highlights, representative imagery, and core mission statements upfront. This ensures that the most critical information is accessible with minimal navigation effort for the first-time visitor.

**Multi-Page structure:** For more detailed research, scientific publications, and ethnographic data, the portal transitions into a multi-page layout. Accessible via the primary navigation menu, these dedicated sub-pages allow for progressive disclosure, where complex content is organised into logical, extensive information provided without overloading the initial user experience.

The colour scheme and the overall design align with the Craeft logo and the project's overall visual identity. More about the logo and visual identity can be found in the D7.1 Communication Plan and Activities deliverable in section 5. Visual Identity.

### 3.1 Menu and navigation

The primary navigation menu is anchored at the top of every page alongside the CRAEFT logo, ensuring constant access to the portal's core thematic areas. The structure is categorised into the following primary headings and sub-modules:

#### 3.1.1 Project Foundation (Home)

The "Home" section provides the contextual framework of the project, including:

- **Objectives:** Strategic goals and mission of the project.
- **Methodology:** The main research methodology, as a base for the project – Craeft Ethnographic Protocol.
- **Consortium:** Profiles of the multi-disciplinary project partners.
- **Advisory Board:** Recognition of the external experts guiding the research.

#### 3.1.2 Craft Instances (Crafts)

This core section is divided into specialised pages for the eight representative crafts. Most instances feature a dedicated "Recording Session" module focusing on the practical implementation of the CRAEFT Ethnographic Protocol:

- **Glass:** Focus on Cerfav Glass School and Nancy Glass Heritage.
- **Porcelain:** Detailed study of Limoges porcelain.
- **Clay:** Traditional Cretan pottery.
- **Marble:** The marble carving traditions of Tinos.
- **Wood:** Woodcarving in the context of Yecla.
- **Silver:** The silversmithing heritage of Ioannina.
- **Wool:** Focus on the Aubusson tapestry.
- **Wool & Cotton:** Traditional Cretan textiles.

### 3.1.3 Pilots

The "Pilots" section acts as a gateway to the project's practical applications, utilising external links to connect with specialised digital tools (just some of the examples):

- **Education and Training:** Linked to the dedicated E-learning platform.
- **Design:** Documentation of design-led research and innovation.
- **Valorisation:** Featuring external links to GitHub and Steam for the CRAEFT Crafts Game and Open Access publications.
- **Community:** Direct access to the forum hosted on the madineurope.EU portal.

### 3.1.4 News and Dissemination

Updates on project progress and events. Including a list of all Craeft newsletters.

V. Dissemination

A scholarly repository divided into:

- **Publications:** External links to all academic and peer-reviewed outputs.
- **Deliverables:** Formal project reports categorised by milestone.

V. Direct Ecosystem Gateways

For high-frequency user engagement, direct external links are provided for:

**CRAEFT Community:** Facilitating immediate interaction via the Community forum hosted at *madineurope.EU* portal.

**Podcast:** Instant access to the *Voices of Crafts* episodes hosted on SoundCloud.

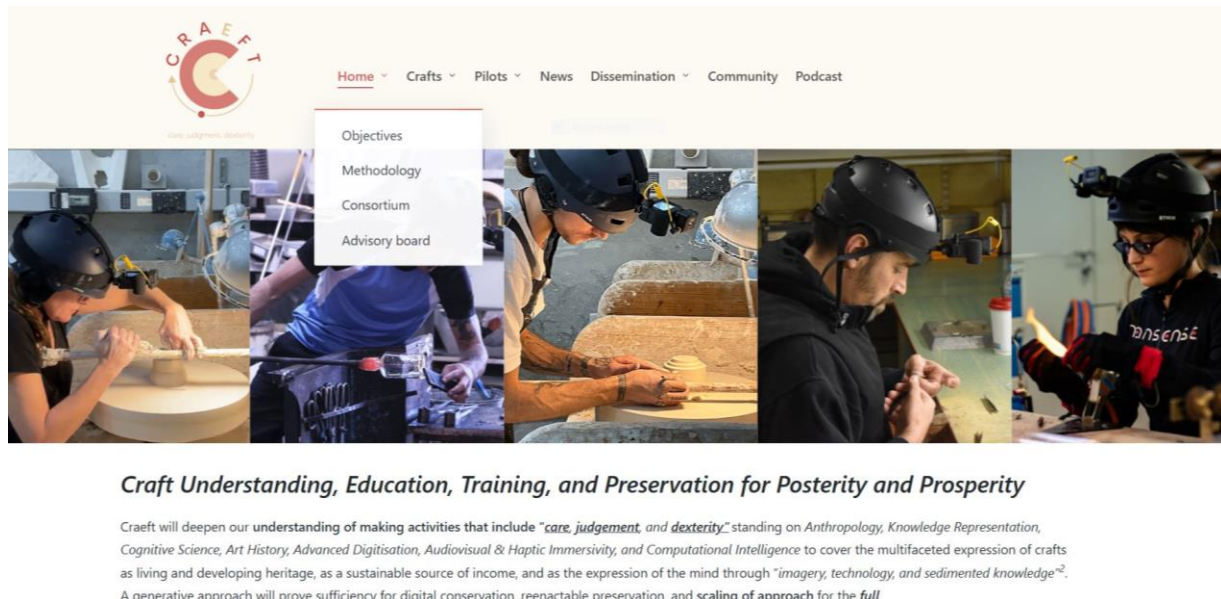


Figure 3. Menu and the home page.

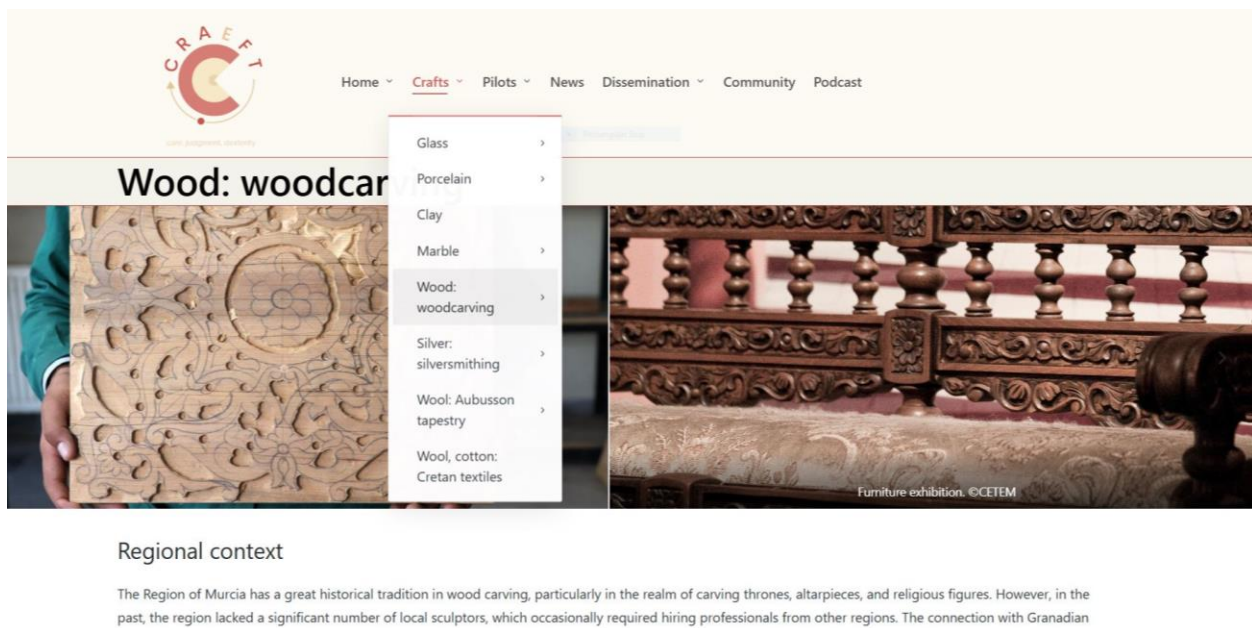


Figure 4. Drop down Menu of the Crafts dedicated Pages.

### 3.1.5 Footer

To ensure consistent navigation and transparency, a standardised footer is implemented across all pages of the portal. This global footer serves as the administrative anchor of the website, containing the following core elements:



## D5.2 Community Portal



- Display of the European Union logo and mandatory funding acknowledgements, alongside project-specific identifiers including the DOI (Digital Object Identifier) and links to the CORDIS project profile. Communication tools: \* Contact Us: A direct action button to facilitate inquiries.
- Newsletter subscription: An integrated sign-up feature to support long-term community engagement. Social media integration: Direct gateways to the project's official social channels, represented by high-visibility icons that link to their respective platforms.
- User experience feature: A "Back to Top" navigation anchor, allowing users to return to the primary menu efficiently after engaging with long-form content.

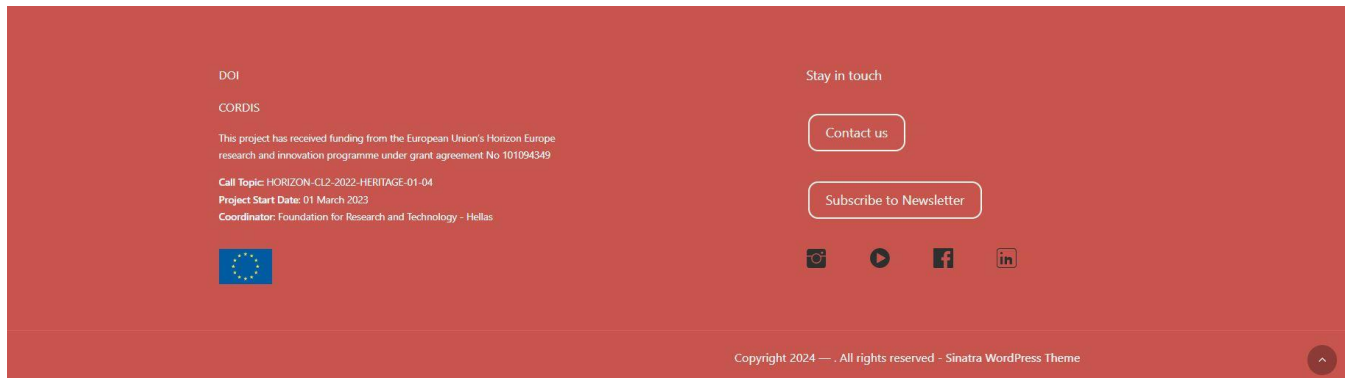
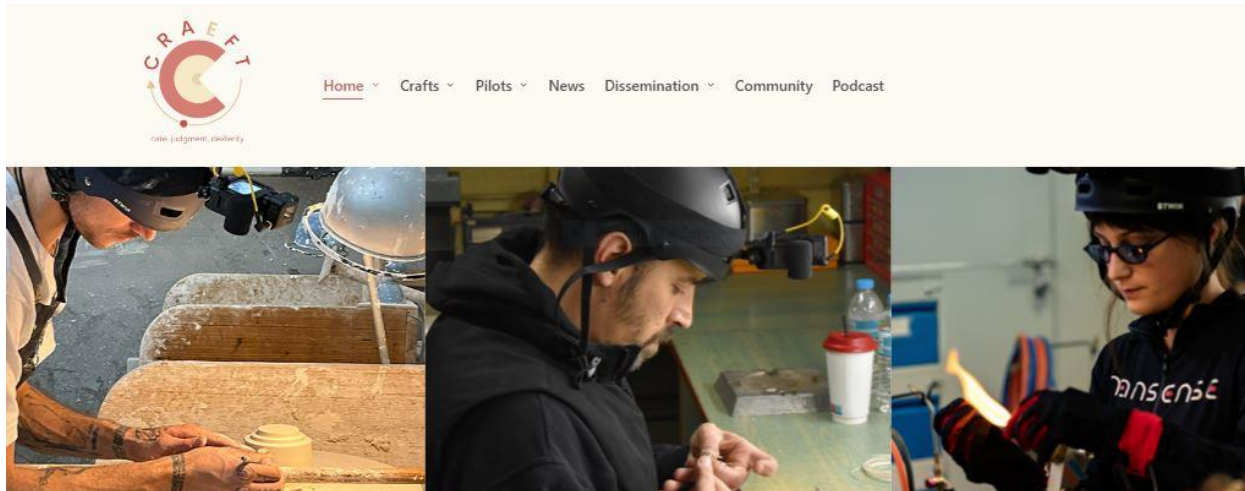


Figure 5. Footer.

## 3.2 Home

The homepage is designed on a “single page” layout basis, displaying a rich amount of information to the website visitors, in order to welcome them to the website and quickly introduce them to all of the main features of the project. The home page describes Craeft’s main scope and objectives through a brief text and then directly invites visitors to dive into the world of crafts by introducing Craeft crafts through intriguing and click-worthy pictures. Bottom of the page, just before the footer, has a slider with all partner logos.



### ***Craft Understanding, Education, Training, and Preservation for Posterity and Prosperity***

Craeft will deepen our understanding of making activities that include "care, judgement, and dexterity" standing on *Anthropology, Knowledge Representation, Cognitive Science, Art History, Advanced Digitisation, Audiovisual & Haptic Immersivity, and Computational Intelligence* to cover the multifaceted expression of crafts as living and developing heritage, as a sustainable source of income, and as the expression of the mind through "*imagery, technology, and sedimented knowledge*"<sup>2</sup>. A generative approach will prove sufficiency for digital conservation, reenactable preservation, and scaling of approach for the *full range of materials and techniques*.

Craeft will catalyse craft education and training with intuitive digital aids, telecommunications, craft-specific simulators, advanced immersivity, and high-end digitisation, to widen access, economise learning, increase exercisability, and relax remoteness constraints in craft learning. The integration of haptics intelligence haptics in digital design connects tacit knowledge in computer-aided craft-specific design tools. Workflow simulation will support experimental archaeology for the recovery of lost techniques. The analytic workflow analysis leads to digital fabrication opportunities for menial tasks, material savings and reuse, and reduction of energy consumption.

Digital dimensions attached to individual works of craft will enable certification and attachment of digital content, but also enable reputation and community building, supported by a Community Portal for professionals and the public that connects to the New Media, hosts heterogeneous craft portfolios, and registers practitioner credentials.

The efficacy of the approach will be piloted in eight representative craft instances with the cross-cutting objectives of Craft Education & Training, Design, Valorisation, and Community services across the range of materials.

### Crafts





Glass: Nancy glassblowing, France



Porcelain: Limoges porcelain, France



Clay: Cretan pottery, Greece



Marble: Tinos marble-carving, Greece



Wool: Aubusson tapestry, France



Wool, cotton: Cretan textiles, Greece

Figure 6. Home Page.

### 3.3 Objectives

The "Objectives" page outlines the six main Craeft goals, focusing on understanding, digitally preserving craft processes and innovating for the benefit of the crafts sector. The page details the development of tools and platforms to support craft education, training, design, preservation, and community engagement, integrating cutting-edge technology to enhance and preserve traditional craft practices.

At the end of the page, a list of references with links is provided as suggested further reading, allowing users to explore their topics of interest in more depth.

### 3.4 Methodology

On the "Methodology" page, users will find a detailed explanation of the innovative approach used to understand and document traditional craft-making processes, specific and pre-selected craft gestures. The Craeft methodology uniquely combines social sciences, particularly anthropology, with artificial intelligence, while also incorporating some approaches from various other fields. This interdisciplinary approach goes beyond traditional methods by incorporating a diverse range of perspectives to address the complexity of craft gestures and their broader cultural context.

The page describes the Craeft Ethnographic Protocol, which leverages digital tools and interdisciplinary collaboration to document traditional crafts. This protocol categorises knowledge and digital assets into craft practices and their contexts, enabling flexible and comparative studies across different craft traditions. It emphasises inclusivity, ethical considerations, and collaboration with craft communities, aiming to capture the interactions between artisans, materials, and tools. It also positions the crafts practitioner as the key for the decision-making and their role in conveying insights into craft practice, workspaces, processes, materials, and traditional narratives.

The co-creation phase is highlighted as a crucial element, where field visits to the workshops with craft practitioners help build a foundational understanding of each craft's technical, cultural, and historical aspects. This phase includes the development of craft-specific vocabularies and detailed planning for ethnographic recording sessions, ensuring that the craft processes are accurately captured and represented. The methodological components are thoroughly explained, covering aspects like operational sequences, professional biographies, tacit knowledge, and practitioner motion.

Additionally, users can explore how the Craeft methodology is applied across diverse European crafts, including Nancy glassblowing, Aubusson tapestry, and Limoges porcelain, among others. Finally, the page offers links to further readings and resources.

### Methodology

Main aim of the Craeft methodological approach is to understand and document craft-making processes. The uniqueness of the Craeft methodology lies in its innovative fusion of social sciences, primarily anthropology, and artificial intelligence as well as contributions from various other fields. This approach marks a departure from traditional solitary methodologies confined within single fields. Instead, it embraces the synergistic potential of multidisciplinary to tackle the complexity of craft gestures and their understanding.

The Craeft Ethnographic Protocol aims to enhance the documentation of traditional crafts by using digital tools and collaboration across disciplines. It categorises digital assets and knowledge into craft practice and context, allowing for flexible and adaptable approach for comparative studies across diverse contexts. Inclusive collaboration with craft communities is promoted, addressing gender biases and ethical considerations for participants. The protocol's interdisciplinary approach aims to enhance understanding of craft processes through different data collection methods encompassing operational sequences, professional biographies, tacit knowledge, and practitioner motion.

**Figure 7. Parts of the Methodology Page.**

#### Practitioner motion

The Ethnographic Protocol incorporates various recording modalities, including audio, video, and motion capture, to comprehensively document practitioner actions and their impact on materials. Additionally, it focuses on capturing the sensory outcomes of crafting events to understand practitioners' decision-making processes.

In terms of images, carefully selected photographs serve as keyframes, allowing for the depiction of motion between them and conveying craft actions effectively.

Video documentation, including egocentric views, provides a detailed perspective of practitioner activities and is valuable for crafting ethnography and instructional purposes. Egocentric videos offer a practitioner's viewpoint and are suitable for various crafts, but may not capture workshop overviews. Fixed viewpoints minimize equipment intrusion and are ideal for tabletop crafts, while active viewpoints offer flexibility in capturing detailed actions, such as in sculpture.

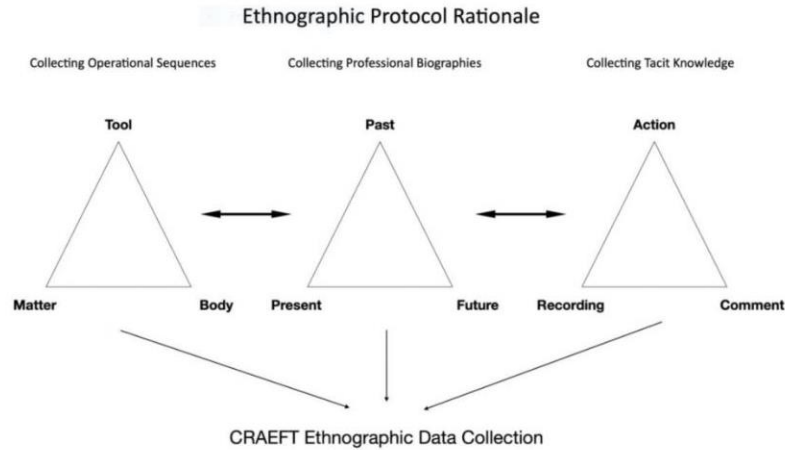
Motion capture technology precisely records practitioner movements, enabling detailed analysis. It involves placing markers or sensors on the practitioner's body to capture gestures accurately. Optical and inertial motion capture techniques are utilized based on specific requirements for accuracy and cost.

Overall, these recording methods offer diverse perspectives and enable detailed analysis of practitioner movements and their interaction with materials, enhancing our understanding of craft practices.

Dual perspective: Egocentric (first-person) view and exocentric view (third-person) showing the same glass blowing gesture at Cerfav



**Figure 8. Parts of the Methodology Page.**



Methodological components of the Ethnographic Protocol

**Operational sequences**

The Craeft project utilizes the Anthropology of Techniques to understand technical processes in craftwork. It focuses on gestures and bodily knowledge, considering technique as a social fact and emphasizing the sequential nature of technical activities. The operational sequence method documents these processes, highlighting their relational complexity and shifting

**Figure 9. Parts of the Methodology Page.**

### 3.5 Consortium

The “Consortium” page is the partners page, and it outlines the Craeft project partners along with their logos and links to their respective websites. It also provides a video interview in which partners explain their roles and expectations from the Craeft project.



The participating partner is the Institute of Computer Science (ICS), which belongs to the Foundation for Research and Technology – Hellas (FORTH). In particular, researchers from three laboratories, CVRL, HCI, ISL of ICS will be cooperating in FORTH's group.

The Foundation for Research and Technology – Hellas (FORTH) established in 1983, is the largest and most prestigious research centre of Greece with well-organised facilities and highly qualified personnel. It consists of seven research institutes located throughout Greece. Over the years, FORTH has become one of the top European research centres. From a total of 38 ERC grants awarded since 2007 to scientists hosted at Greek institutions, 12 are located at FORTH. According to the fifth FP7

To gain a deeper understanding of the Craeft partners and their roles within the project, we invite you to watching the following video.



Figure 10. Specific Parts of the Consortium Page.

## 3.6 Advisory board

The “Advisory Board “page of the Community Portal introduces the board's role and the members who contribute their expertise. The Craeft Advisory Board is a group of experts from various fields related to cultural heritage and crafts. Their main function is to provide feedback and conduct quality assessments of the project's outcomes. By critically evaluating the project's results, the board ensures that Craeft maintains high standards of excellence and continues to improve. The page also offers detailed profiles of



each board member, highlighting their extensive experience and contributions to the fields of craft, cultural heritage, and creative industries.

### 3.7 Contact

The “Contact” page offers visitors the opportunity to reach out and contact the project partners by means of an online form.

### 3.8 Crafts dedicated pages

**Each Craeft craft is showcased on its own dedicated page**, tailored to the specific material involved, such as Glass, Clay, Wood, and others. These pages are thoughtfully organised to first introduce the history and intrinsic properties of the material, providing a foundational understanding. This is followed by an exploration of the specific context in which the Craeft project examines the craft, not only emphasising its relevance and significance within the project but also showcasing the diversity of crafts and the varied use of the same material across different cultural contexts. This approach highlights the rich European cultural diversity, demonstrating how a single material can be transformed into unique expressions of craft across different regions and traditions. This layered approach allows visitors to appreciate not only the material itself but also the rich traditions and practices associated with it.

At the bottom of each craft's dedicated pages, there is a list of further readings for the most curious visitors.

After setting this context, visitors are guided through the Community Portal to the **“Recording session” page**. Here, they find a comprehensive yet easy-to-read and understand summary of the recording sessions that capture the specific craft gestures. This section is enriched with engaging images, videos, and insights from the crafts professionals, offering a closer look at the techniques and processes involved in the craft. These resources aim to immerse the visitor in the craft-making process, providing both educational and visual content.

Glass as a one-page example

As explained in the previous paragraphs, to tell the story behind the glass as a basis for the glass crafts, the Community portal has three separate, dedicated pages to narrate this story:

- “Glass” page
- “Recording session” page

**“Glass” page** opens up the topic by exploring and explaining the rich history and cultural significance of glass as a material, tracing its origins back to around 3500 BC and highlighting its diverse applications across different civilisations. From ancient Egyptian jewellery to the stained-glass masterpieces of the Middle Ages, glass has been a versatile and enduring material, integral to both art and utility.

The page also emphasises glass's sustainability, noting its energy efficiency, excellent insulating properties, and endless recyclability. It also touches on modern innovations, showcasing how glass continues to evolve in fields ranging from luxury goods to medical advancements.

After the general introduction, the page moves readers to the specific case of Craeft glass context, virtually transporting visitors to Nancy, France, renowned for its prestigious glassmaking heritage, recognised by UNESCO. The page details the historical evolution of glassmaking in the Lorraine region, particularly during the Art Nouveau movement, and highlights the role of the École de Nancy and the European Centre for Research and Training in Glass Arts (Cerfav) in preserving and advancing this tradition.

The page also provides additional resources for readers interested in further exploring the craft and history of glassmaking.

## Glass



Glass is undeniably one of the most present materials in our daily lives, finding its place in various both art and utilitarian object. Its history is as ancient as civilization itself, with traces of its earliest use dating back to prehistory, around 3500 BC. Initially crafted from a blend of sand, ash, and lime subjected to intense heat, glass emerged as a solid, transparent substance with a myriad of applications.

Throughout history, civilizations have utilised glass for diverse purposes. From crafting exquisite jewelry in ancient Egypt to adorning churches with stained glass masterpieces during the Middle Ages, its versatility has been celebrated across cultures and eras. In modern times, glass continues to shape our world.

Beyond its aesthetic and functional appeal, glass boasts remarkable sustainability. It is energy-efficient, serving as an excellent insulator and reducing the need for artificial lighting by reflecting and refracting natural light. Moreover, glass is endlessly recyclable, contributing to its eco-friendly profile. Some artisans have embraced sustainability by utilising recycled glass to create new, environmentally conscious products.

In modern times, the exploration of glass's potential continues unabated, with ongoing innovations across sectors ranging from luxury goods to medical advancements. As we look to the future, glass remains a symbol of human ingenuity and creativity, promising new possibilities yet to be imagined.

**Figure 11** Beginning of the Glass Page.

The “Recording session” page provides a detailed insight into the Craeft consortium's visit to Cerfav, the European Centre for Research and Training in Glass Arts, in September 2024. This visit marked the first implementation of the Craeft Ethnographic Protocol.

During the visit, the team worked closely with Maxime Rosseel, a young glassblower and trainer at Cerfav, who demonstrated the process of creating a mould-blown glass goblet—a fundamental skill for any aspiring glassblower. The page outlines the recording process, which utilises both first-person and third-person perspectives to capture the glassblowing technique in detail. In addition to glassblowing with a pipe, the Craeft team documented the lampworking technique with trainer Johanna Pierret, showcasing the differences between these two methods. The page contrasts the scale and complexity of objects created through each technique, emphasising the unique capabilities of lampworking in producing intricate glassware.

The page also highlights the innovative "video elicitation" method, which allowed the glassblower to gain new insights into his craft by viewing his work from a first-person perspective. This method proved valuable in understanding the subtle connections between the glassblower's movements, posture, and gaze.

Overall, the "Recording session" page offers an in-depth look at the meticulous documentation and exploration of traditional glassmaking techniques, enriched by the innovative approaches and visually engaging data collected during their visit to Cerfav.

### Recording session



In September 2024, Craft consortium met at Cerfav – the European Center for Research and Training in Glass Arts, nestled in the historic town of Vannes-le-Châtel, situated in Lorraine in the Grand Est region, France.

This marks the inaugural implementation of the Craft Ethnographic Protocol, aimed at enhancing our comprehension of glass blowing with the pipe gestures, alongside improving its documentation. As explained in the Methodology section, in the Ethnographic Protocol craft practitioners play a central role in conveying insights into craft practice, workspaces, processes, materials, and traditional narratives. Therefore, the recording session started by meeting and getting to know a young trainer glassblower at Cerfav: Maxime Rosset.



Credit: Silvia Kivimäki, MCR 2020; Arnold Dubois (left), in an interview granted with Thierry and Maxime Rosset, glassblower (right) in Cerfav.

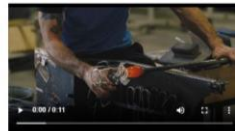
Maxime decided to concentrate on recording the manufacturing process of a mold-blown glass goblet. This choice was not random; it stemmed from the fact



Blow and rotate in the mold.



Take out of the mold.



Chill the break off one with the diamond sharpener.



Reheating the goblet.

In addition to recording Maxime Rosseel the glass blowing with the steel pipe, while at Cerfav the Craeft team also implemented the Craeft Ethnographic Protocol to understand and document the gestures involved in lampworking. The technique was explained and recorded in the collaboration with Johanna Pierret trainer in the lampwork technique.

The videos below show the same gestures performed during lampwork from two perspectives – first-person and third-person, of shaping glass with the blowtorch.



Credits: Genevieve Senechal, ARMINÉE (2022). First-person view of Johanna Pierret (lampworking, pinch and pull) with the blowtorch.

**Figure 12. Specific Parts of the Glass Page.**

### 3.9 Pilots

The Pilot section of the Craeft Portal is organised into four distinct pages, each dedicated to a project pilot:

1. Education and Training,
2. Design,
3. Valorisation, and
4. Community.

Each page serves as a localised hub that provides focused content while acting as a gateway to relevant external resources. For instance:

- **Education and Training:** Integrated links lead directly to the specialised E-learning platform, a digital pedagogical tool developed under this pilot and covering the online learning models for all Craeft crafts instances (glass in the context of Cerfav Glass School and Nancy glass heritage, Limoges Porcelain, Aubusson Tapestry, Tinos marble carving, silversmithing of Ioannina, Yecla woodcarving, and traditional Cretan pottery and wool and cotton textiles).
- **Valorisation:** This module features connections to external repositories such as GitHub and Steam for the CRAEFT Crafts Game, alongside dedicated QR code landing pages for product valorisation.
- **Community:** Users are directed to the CRAEFT Community Forum, hosted on the madineurope.EU portal.

To enhance user engagement and humanise the technical framework and boost engagement with the content, each pilot section is introduced by a video interview. These interviews with the Pilot coordinators provide an authoritative yet accessible overview of the objectives and real-world applications of each pilot. The website's architecture is further strengthened by a cross-referencing system that links specific pilots back to the eight representative craft instances. This allows users to observe the practical application of project methodologies—such as seeing how the Valorisation pilot specifically enhanced the visibility of traditional Cretan textiles or glass pieces produced by the Cerfav students. To ensure these resources are actionable, the user interface employs strategic call-to-action placements in the shape of buttons or linked emphasised words. These entry points are designed to minimise friction, facilitating a

seamless transition from passive information-gathering to active participation, whether through joining a forum or downloading digital assets.

The 'Crafts' Board Game, developed by Ioannis Stivaktakis under the supervision of Xenophon Zabulis at the University of Crete, Greece, is an educational board game centered around traditional crafting arts. The idea was initiated by the student's passion for role-playing board games and the needs of Craeft's Valorisation pilot. 'Crafts' incorporates elements such as resource management, dice-based crafting checks, and a central 'Market' system. Players take on the role of artisans, using material cards, dice rolls, and tool upgrades to create intricate objects from raw materials like Sand, Kaolin, Clay, Wood, and Marble. The game aims to balance strategic depth with accessibility and is freely available on GitHub and Steam's Tabletop Simulator, encouraging contributions and widespread play.



Figure 13. Call to action.

Altogether, the Pilot section serves as a multimodal repository of project outcomes. By pairing expert-led video briefings with curated visual evidence and strategic interoperability, the portal transforms static research into a dynamic, interactive ecosystem. This holistic approach ensures that the Craeft methodology is not only documented but is rendered functional for the global craft community.

### Valorisation

Introduction to the Valorisation Pilot



### Craft-Specific Games and Toys

As a means of engaging a broader audience, Craeft develops interactive and playful craft-based experiences, such as DIY sculpting workshops, chess sets crafted using traditional techniques, and a crafts board game. These initiatives serve as both entertainment and craft education tools.

- Papier mâché sculpting workshop

At Komotini's Special Kindergarten, Greece, a papier mâché workshop was conducted to observe the benefits of crafts when applied in special education. Children with different impairments worked with teachers, therapists, and Craeft's partners to create variations of papier mâché into colourful objects. The process aimed to encourage sensory exploration, peer cooperation, and the gradual building of motor coordination.

Materials included recycled paper (old books, mail, catalogues, magazines), a food blender, a basin, a strainer, single-use gloves, and a white book-binding glue. The paper was cut into small pieces, soaked in warm water overnight, and blended into pulp. The pulp was strained to remove water, glue was mixed in for texture, and the final sculpture made by hand could have been coloured before or after drying.



[Click here!](#)



[Πόρρα με!](#)



[Click here!](#)



Figure 14. Sections of the Valorisation pilot page.

## 3.10 News

The "News" page serves as the central hub for all project-related updates and announcements. It features a chronological layout in a "blog" style, ensuring that the latest content is prominently displayed and easily accessible.

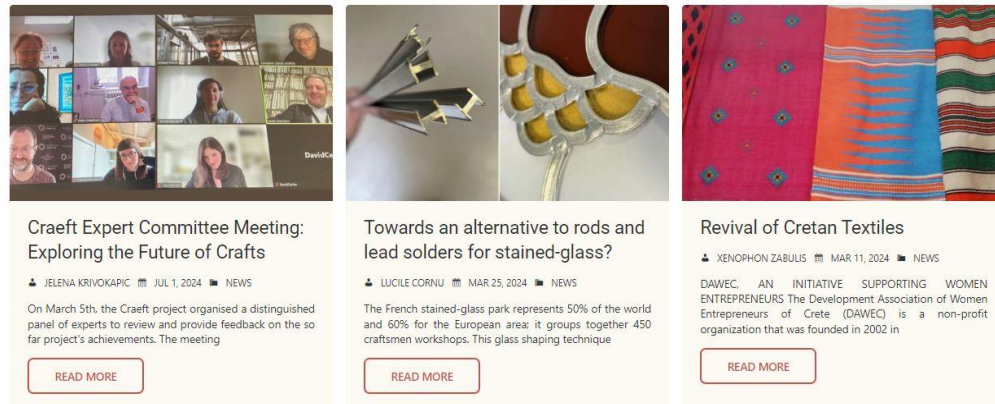


Figure 15. Screenshot of some of the News.

Below the News section, a dedicated list of all Craeft newsletters is provided, ensuring they remain accessible even after distribution. Displaying the newsletters on the News page allows users to easily find past updates in one central place, reinforcing transparency, continuity, and long-term access to project developments.

### 3.11 Dissemination

The "Dissemination" page outlines the strategies and activities undertaken to share project-related knowledge and outcomes with relevant craft stakeholders, the general public, and interested parties at local, national, European, and international levels.

To maintain the portal's commitment to clarity and readability, the dissemination page is organised into a linear, high-visibility layout, allowing users to navigate through the project's intellectual outputs without distraction.

The dissemination section consists of two separate pages:

#### 4.11.1 Publications

Operating as a scholarly archive, this section hosts academic papers and peer-reviewed research generated throughout the project.

Open Access Integration: To maximise scholarly impact, each entry includes direct, clickable links to external Open Access platforms and repositories.

Integrity and Persistence: By linking to established academic databases, the portal ensures that the scientific contributions remain permanently discoverable, citable, and accessible to the global research community.

To provide a clear chronological narrative of the project's evolution, publications are listed by the year of publication.

## 4.11.2 Deliverables

This section provides a formal record of the project's key reports. To provide a clear chronological narrative of the project's evolution, deliverables are categorised by annual milestones. This structured indexing allows stakeholders to track the development of the CRAEFT methodology from inception to final results, ensuring full transparency in the research process.

With a focus on functional simplicity, both pages follow a direct-access layout that places project results at the forefront. This strategy ensures that the user's journey, from initial arrival to data acquisition, is as straightforward and efficient as possible, serving the unique requirements of both the craft community and the academic sector.



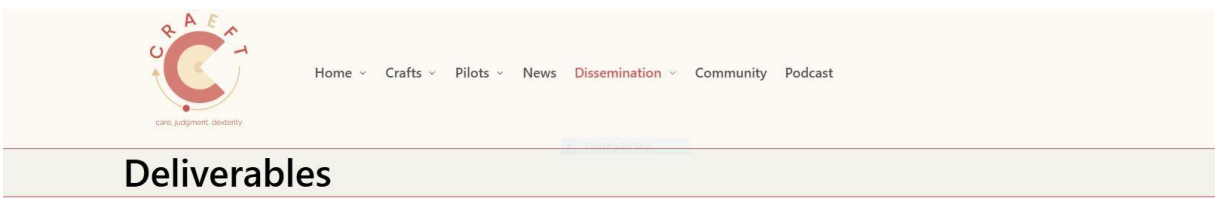
2025

A Critical Review of the Function of Intangible Cultural Heritage as a Driver for Social Resilience and Cohesion (2025), Zabulis, X., Partarakis, N., Zidianakis, E., & Kaplanidi, D. *Encyclopedia*, 5(4), 189. doi:10.3390/encyclopedia5040189

Representation and Preservation of Traditional Crafting Techniques (2025), Zabulis, X., Partarakis, N., Manikaki, V., Arnaud, D., Crescenzo, N., Dubois, A., Moreno, I., Ortega Gras, J.J., Puche Forte, J.F., Bartalesi, V., Pratelli, N., Meghini, C., Manitsaris, S., & Senteri, G. *3D Research Challenges in Cultural Heritage VI (Lecture Notes in Computer Science, vol. 15930)*, edited by M. Ioannides et al., pp. 46–57, Springer, Cham. doi:10.1007/978-3-032-05656-6\_5

Building Geospatial Knowledge Graphs for Cultural Heritage with the GeoLinks API (2025), Pratelli, N., De Martino, C., Lenzi, E., & Bartalesi, V. *14th International Joint Conference on Knowledge Graphs (IJCKG 2025)*, Heraklion, Greece. doi:10.5281/zenodo.17422250

A Knowledge Graph-Driven Interactive 3D Simulation for Craft Training (2025), Makris, A., Demeridou, I., Koutlemanis, P., Roussos, A., Partarakis, N., & Zabulis, X. *14th International Joint Conference on Knowledge Graphs (IJCKG 2025)*, Heraklion, Greece. doi:10.5281/zenodo.17416546



## Deliverables

#	Deliverable Name	WP	Leader	Type	Dis	Delivery Date
D1.1	Enhanced ethnographic methods	1	CNAM	R	PU	M12, M24
D1.2	Knowledge collection and representation	1	CNR	R	PU	M12, M24
D2.1	Action and affordance modelling	2	KHORA	R, DEM	PU	M12, M24
D2.2	Maker-Material-Negotiation model and CAP	2	CNR	R, DEM	PU	M12, M24
D3.1	Craft-specific action simulations	3	FORTH	R, DEM	PU	M18, M36
D3.2	Advanced digitization technologies	3	FORTH	R, DEM	PU	M18, M36
D3.3	Scene and activity monitoring	3	ARMINES	R, DEM	PU	M18, M36
D4.1	Craft simulation and immersive craft training	4	FORTH	R, DEM	PU	M18, M36
D4.2	Haptic devices for training, simulation, and design	4	ETH	R, DEM	PU	M18, M36
D4.3	Toys and games for informal craft education	4	FORTH	R, DEM	PU	M18, M36

Figure 16. Screenshots of the Dissemination pages.

## 3.12 External connectivity

To reinforce the website’s role as a central hub and dissemination tool for the project, the primary navigation menu includes two direct-link gateways. These are strategically positioned to bridge the gap between the portal’s informational content and the CRAEFT project’s external interactive environments.

### 3.12.1 CRAEFT Community

The "Community" menu item acts as a direct gateway to the project's collaborative space. Rather than hosting a local discussion board, this link redirects users to the CRAEFT Community Forum (hosted on the madineurope.eu portal). This integration ensures that users are immediately connected to an established network of practitioners and researchers, fostering real-time dialogue and cross-border collaboration without internal technical friction.

### 3.12.2 CRAEFT Podcast

"Podcast" navigation element provides an immediate link to the project’s auditory archive. By directing visitors to the SoundCloud-hosted episodes, the portal ensures a high-quality streaming experience while maintaining a lightweight site architecture. This external linkage allows the "Voices of Crafts" series to be accessible across multiple platforms while remaining a core pillar of the portal’s multimedia dissemination strategy.



Figure 17. CRAEFT Community.

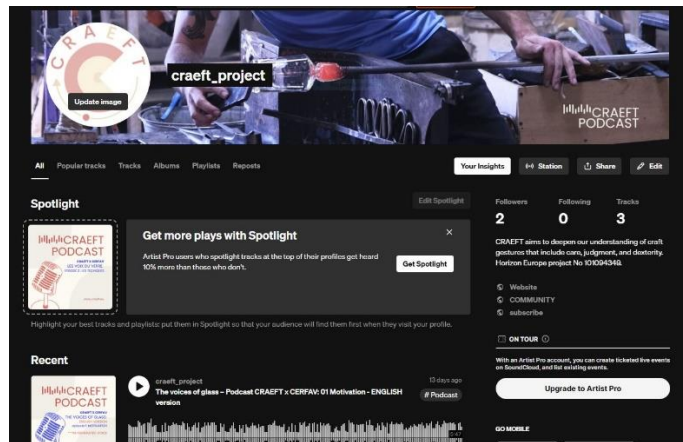


Figure 18. Craeft Podcast at SoundCloud.

## 4 Enhancing the Community Portal presence

In the digital age, using social media platforms is crucial for driving engagement and expanding the reach of online communities. For the Craeft project, enhancing the Community Portal's presence involves a strategic use of social media, compelling content, and consistent outreach efforts through both online and offline channels. This chapter provides a comprehensive overview of the strategies employed by the Craeft project to enhance the Community Portal's presence, highlighting the importance of a coordinated, multi-channel approach in building and sustaining an engaged online community and driving traffic to the portal as the main and key repository of outcomes and information.

### 4.1 Social Media

Social media platforms serve as powerful tools for driving traffic to the Community Portal, offering dynamic and interactive environments where users can easily engage with content. The Craeft project strategically uses several social media channels—primarily Facebook, LinkedIn, and Instagram Stories—to share clickable links that guide users directly to the portal.

The use of "teaser" content is a particularly effective method for engaging social media users. By sharing snippets of news articles, project updates, and highlights from the Community Portal, the Craeft project generates curiosity and encourages users to click through to the full articles. This strategy not only drives traffic but also fosters deeper engagement by providing users with a compelling reason to explore the portal's content further.

Additionally, the project employs targeted social media campaigns to reach specific audiences within the craft community. By using hashtags, mentions, and tailored messaging, the Craeft project can effectively capture the attention of relevant groups and individuals, thereby expanding its online presence and fostering a sense of community among craft enthusiasts.

### 4.2 Online and In-Person Networking

The Community Portal is actively promoted by all Craeft partners through a range of networking activities. Online, this includes sharing updates and engaging content via personal emails, newsletters, social media, and collaborative online platforms.

In-person networking is equally important for reinforcing the Community Portal's presence. The portal is prominently featured at various national and international events attended by partners, such as workshops, conferences, community events, craft fairs, etc., where it is introduced to new audiences and reinforced with existing ones. At these events, Craeft partners also distribute leaflets containing a QR code that directly links to the portal. This ensures that attendees can easily access the portal later, helping to strengthen its presence and maintain engagement.

### 4.3 Communities: A Place for Exchange and Interaction

In the upcoming months, the Community section of the portal will be further developed to better serve as a vibrant space for exchange and interaction. This area is designed to facilitate collaboration, allowing



## D5.2 Community Portal



users to connect, share ideas, and engage with one another on craft-related projects. By offering an inviting and dynamic environment for these exchanges, the Community section is expected to significantly boost both visits and usage rates, making it a central hub for ongoing engagement within the portal.

# 5 Analytics and impact

To measure the performance and success of the project’s website, the Craeft Portal uses the MonsterInsights Google Analytics integration. This allows for real-time monitoring of user engagement, geographical reach, and content performance.

The portal's traffic data reflects a trajectory of sustained growth and increasing institutional authority. On a monthly basis over the last 36 months, the website has maintained an average of approximately 1,013 pageviews. However, within the most recent six-month period, the portal experienced a 50% increase in traffic volume. As a result of this acceleration, the platform has surpassed 36,500 total pageviews to date. This milestone demonstrates not only a significant cumulative research impact but also the long-term relevance of the project’s results.

Furthermore, the technical profile of the audience provides insight into the "quality" of engagement. 83% of visitors access the portal via Desktop devices, a metric that strongly correlates with a scholarly and professional user base. This suggests that the majority of users are engaging with the content within research, academic, or professional work environments, rather than through casual mobile browsing.



Figure 19

Figure 20. Screenshots from the analytics.

While the project has a strong European core (with significant traffic from Greece, France, and Belgium), it has achieved a global footprint with notable activity in Asia and North America.

Traffic consistently peaks mid-week (Wednesday and Tuesday) during morning business hours (9 AM – 11 AM), aligning with professional and academic usage patterns.

The primary project landing page, HOME, remains the strongest entry point, followed closely by the Publications, Representative Craft Instances, particularly the silversmithing sections. This validates the portal's architecture in successfully funnelling users from general interest to specific ethnographic data.

A significant portion of traffic is driven by the CRAEFT Community (hosted at [projects.madineurope.eu](https://projects.madineurope.eu)) and [madineurope.eu](https://madineurope.eu) portal itself. As well as other partners - Cerfav and CETEM. This confirms the effectiveness of the project's "External connectivity" described in Section 4.3.

### Top 10 Referrals

#### URL

1.  [projects.madineurope.eu](https://projects.madineurope.eu)
2.  [facebook.com](https://facebook.com)
3.  [madineurope.eu](https://madineurope.eu)
4.  [cerfav.fr](https://cerfav.fr)
5.  [chatgpt.com](https://chatgpt.com)
6.  [cetem.es](https://cetem.es)
7.  [docs.google.com](https://docs.google.com)
8.  [ecoanthropologie.fr](https://ecoanthropologie.fr)
9.  [ahrefs.com](https://ahrefs.com)
10.  [europeancraftsalliance.org](https://europeancraftsalliance.org)

Figure 21. Top 10 referrals.

To maintain the quality of the user base, the website relies on the Antideo Email Validator and Google reCAPTCHA (as detailed in the 2.1 Technical components section) to filter out automated bot traffic, ensuring that the engagement metrics reflect genuine human interaction.

## 6. Conclusion

The Craeft Community Portal has successfully transitioned from a conceptual framework into a high-performance digital ecosystem. By merging rigorous ethnographic research with a user-centred digital strategy, the platform serves as a demonstration of the intangible cultural heritage and crafts documentation.

The portal's current trajectory indicates a robust and growing influence within the craft and academic sectors. With over 36,000 all-time page views and a recent 50% surge in monthly traffic, the platform has demonstrated its capacity to capture and retain a global audience. The strong reliance on desktop access (83%) further suggests that the portal is used and perceived as a professional tool for in-depth research and institutional learning.

The success of the portal is rooted in its hybrid navigation strategy, which balances accessibility with depth. By integrating external platforms such as SoundCloud, GitHub, madineurope.eu portal and many others, the website avoids data silos and instead functions as a central nexus within a broader digital ecosystem.

The structured presentation of the eight craft instances ensures that the Craeft methodology—the Craeft Ethnographic Protocol- is not only documented but also made visible through high-quality recording sessions and visual galleries.

Through the implementation of advanced security modules (reCAPTCHA, Antideo, and Login Security), the consortium has ensured that engagement data remains authentic. This technical rigour provides a secure environment for community interaction, protecting the project's intellectual outputs from automated threats while maintaining a high-quality user base.

These indicators suggest that, even after the project's conclusion, there is strong potential for the website to remain a lasting scholarly resource.