

Practice Abstract #49

Using specific file formats to create and make dissemination material available

The results of Multi-Actor Projects can become available by using a range of digital material types. However, making decisions about the material type to use is not an easy task. There needs to be a careful consideration of the dissemination purpose and target audience. The text has always been the primary means of delivering information. In addition, there are other popular and widely adopted formats to consider: image, video, and audio. Whatever the medium of delivery is, it is always important to use the “appropriate” file format for making it available. Such decisions need to be made by taking into account the software application required to access the content. File formats that require the use of complex, proprietary software should not be considered as potential solutions. There always needs to be a balance between ease-of-use and consideration of open file formats, as well as what the most broadly used software applications are (e.g., applications for text editing). Based on this, in the EUREKA project (<https://h2020eureka.eu/>) we developed and proposed a list of recommended file formats for different types of dissemination material. In the case of text documents, the proposed file formats are “.rtf”, “.txt”, and “.xml”. This list is available in the “User manual for adding digital ‘knowledge objects’ to the online platform”, which can be accessed from our website <https://h2020eureka.eu/press>. Considering and following the file format recommendations made in this manual can contribute to an alignment and consensus among projects regarding the file formats to adapt and use for conveying information via different dissemination material types and media, among others through the EU FarmBook knowledge reservoir (<https://www.eufarmbook.eu/>)

