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Internet of Things (IoT) - IoT-based management of tangible cultural heritage assets - Part 2: Use cases

Contents

Page

FOREWORD 3
INTRODUCTION 5
1 Scope 6
2 Normative references 6
3 Terms and definitions 6
4 Abbreviated terms 6
5 Use case scenarios 6
5.1 General 6
5.2 Status monitoring 7
5.3 Intrusion detection 8
5.4 Location tracking 8
6 IoT-based management functions for use case scenarios 9
6.1 General 9
6.2 Status monitoring 9
6.3 Intrusion detection 10
6.4 Location tracking 10
7 Operation flows for use case scenarios 11
7.1 Status monitoring 11
7.2 Intrusion detection 12
7.3 Location tracking 14
Annex A (informative) Use case description 16
A.1 General 16
A.2 Name of use case 16
A.3 IoT application area and context of use 16
A.4 Scope of use case 16
A.5 Objectives of use case 16
A.6 Narrative of use case 17
A.7 Actors 17
Annex B (informative) Examples of test bed experimentation 18
B.1 General 18
B.2 IoT devices 18
B.3 Database on management of cultural heritage assets 19
B.4 Applications for management of cultural heritage assets 21
Annex C (informative) Historic building information modelling 23
C.1 General 23
C.2 Case study template of HBIM 23
C.3 Example case study: Notre-Dame Cathedral in Paris 24
C.3.1 General information 24
C.3.2 Main use of HBIM 25
C.3.3 Description of HBIM project 25

C.3.4 Main improvements beyond the state of the art 27
C.3.5 Replication potential 27
C.3.6 Data organization 28
C.3.7 Use of software 29
C.3.8 Open questions/requests 29
Bibliography 30

Figure 1 – Use case scenarios and goals 7
Figure 2 – Status monitoring with measurement and observation 8
Figure 3 – Intrusion detection with surveillance and notification 8
Figure 4 – Location tracking of cultural heritage assets 9
Figure 5 – Operational flows for status monitoring 12
Figure 6 – Operational flows for intrusion detection 13
Figure 7 – Operational flows for location tracking 14
Figure B.1 – IoT devices used for outdoor monitoring with solar power supply 18
Figure B.2 – IoT sensors used for location tracking 18
Figure B.3 – Database for management of cultural heritage assets 19
Figure B.4 – Example of applications for management of cultural heritage assets 21
Figure B.5 – Example of mobile applications for management 22
Figure C.1 – Axonometric view of the BIM model of Notre-Dame Cathedral 24
Figure C.2 – Section of the BIM model of the ambulatory area 26
Figure C.3 – Elevation of the north nave triforium with superimposition of the point cloud and the BIM model 27
Figure C.4 – 3D view of the BIM model in black and white 28

Table 1 – Functional operations by system components for status monitoring 11
Table 2 – Functional operations by system components for intrusion detection 13
Table 3 – Functional operations by system components for location tracking 14
Table A.1 – Actors in IoT-based management of tangible cultural heritage assets 17