

Crowdsourcing Our Cultural Heritage Digital Research In The Arts And Humanities

This book constitutes the proceedings of the 21st International Conference on Theory and Practice of Digital Libraries, TPDL 2017, held in Thessaloniki, Greece, in September 2017. The 39 full papers, 11 short papers, and 10 poster papers presented in this volume were carefully reviewed and selected from 106 submissions. In addition the book contains 7 doctoral consortium papers. The contributions are organized in topical sections named: linked data; corpora; data in digital libraries; quality in digital libraries; digital humanities; entities; scholarly communication; sentiment analysis; information behavior; information retrieval.

This handbook presents cutting-edge and global insights on sustainable heritage, engaging with ideas such as data science in heritage, climate change and environmental challenges, indigenous heritage, contested heritage and resilience. It does so across a diverse range of global heritage sites. Organized into six themed parts, the handbook offers cross-disciplinary perspectives on the latest theory, research and practice. Thirty-five chapters offer insights from leading scholars and practitioners in the field as well as early career researchers. This book fills a lacuna in the literature by offering scientific approaches to sustainable heritage, as well as multicultural perspectives by exploring sustainable heritage in a range of different geographical contexts and scales. The themes covered revolve around heritage values and heritage risk; participatory approaches to heritage; dissonant heritage; socio-environmental challenges to heritage; sustainable heritage-led transformation and new cross-disciplinary methods for heritage research. This book will be an invaluable resource for students and scholars in heritage studies, archaeology, museum studies, cultural studies, architecture, landscape, urban design, planning, geography and tourism.

Public History: A Textbook of Practice is a guide to the many challenges historians face while teaching, learning, and practicing public history. Historians can play a dynamic and essential role in contributing to public understanding of the past, and those who work in historic preservation, in museums and archives, in government agencies, as consultants, as oral historians, or who manage crowdsourcing projects need very specific skills. This book links theory and practice and provides students and practitioners with the tools to do public history in a wide range of settings. The text engages throughout with key issues such as public participation, digital tools and media, and the internationalization of public history. Part One focuses on public history sources, and offers an overview of the creation, collection, management, and preservation of public history materials (archives, material culture, oral materials, or digital sources). Chapters cover sites and institutions such as archival repositories and museums, historic buildings and structures, and different practices such as collection management, preservation (archives, objects, sounds, moving images, buildings, sites, and landscape), oral history, and genealogy. Part Two deals with the different ways in which public historians can produce historical narratives through different media (including exhibitions, film, writing, and digital tools). The last part explores the challenges and ethical issues that public historians will encounter when working with different communities and institutions. Either in public history methods courses or as a resource for practicing public historians, this book lays the groundwork for making meaningful connections between historical sources and popular audiences.

Artefacts, Archives, and Documentation in the Relational Museum provides the first interdisciplinary study of the digital documentation of artefacts and archives in contemporary museums, while also exploring the implications of polyphonic, relational thinking on collections documentation. Drawing on case studies from Australia, the United Kingdom, and the United States, the book provides a critical examination of the history of collections management and documentation since the introduction of computers to museums in the 1960s, demonstrating how technology has contributed to the disconnection of distributed collections knowledge. Jones also highlights how separate documentation systems have developed, managed by distinct, increasingly professionalised staff, impacting our ability to understand and use what we find in museums and their ever-expanding online collections. Exploring this legacy allows us to rethink current practice, focusing less on individual objects and more on the rich stories and interconnected resources that lie at the heart of the contemporary, plural, participatory 'relational museum.' *Artefacts, Archives, and Documentation in the Relational Museum* is essential reading for those who wish to better understand the institutional silos found

in museums, and the changes required to make museum knowledge more accessible. The book is a particularly important addition to the fields of museum studies, archival science, information management, and the history of cultural heritage technologies.

**Cultural Exchanges in the Eastern Mediterranean
Traversing Citizen Science and Citizen Humanities
Digital Libraries and Crowdsourcing
Digital Humanities and New Ways of Teaching
Museums and Digital Culture
Cultural Heritage in a Changing World**

This book covers computationally innovative methods and technologies including data collection and elicitation, data processing, data analysis, data visualizations, and data presentation. It explores how digital humanists have harnessed the hypersociality and social technologies, benefited from the open-source sharing not only of data but of code, and made technological capabilities a critical part of humanities work. Chapters are written by researchers from around the world, bringing perspectives from diverse fields and subject areas. The respective authors describe their work, their research, and their learning. Topics include semantic web for cultural heritage valorization, machine learning for parody detection by classification, psychological text analysis, crowdsourcing imagery coding in natural disasters, and creating inheritable digital codebooks. Designed for researchers and academics, this book is suitable for those interested in methodologies and analytics that can be applied in literature, history, philosophy, linguistics, and related disciplines. Professionals such as librarians, archivists, and historians will also find the content informative and instructive.

The rise of digitisation and social media over the past decade has fostered the rise of participatory and DIY digital culture. Likewise, the archival community leveraged these new technologies, aiming to engage users and expand access to collections. This book examines the creation and development of participatory archives, its impact on archival theory, and present case studies of its real world application. Participatory Archives is divided into four sections with each focused on a particular aspect of participatory archives: social tagging and commenting; transcription; crowdfunding; and outreach & activist communities. Each section includes chapters summarizing the existing literature, a discussion of theoretical challenges and benefits, and a series of case studies. The case studies are written by a range of international practitioners and provide a wide range of examples in practice, whilst the remaining chapters are supplied by leading scholars from Australia, Canada, Denmark, the Netherlands, Norway, the United Kingdom, and the United States. This book will be useful for students on archival studies programs, scholarly researchers in archival studies who could use the book to frame their own research projects, and practitioners who might be most interested in the case studies to see how participatory archives function in practice. The book may also be of interest to other library and information science students, and similar audiences within the broader cultural heritage institution fields of museums, libraries, and galleries.

This volume introduces the reader to the wide range of methods that digital humanities employ, and offers a practical guide to the study, interpretation, and presentation of cultural material and practices. In this instance, the editors consider digital humanities to include both the use of computing to understand cultural material in new ways, and the application of theories and methods from the humanities to interpret new technologies. Each chapter provides a step-by-step guide to cutting-edge methodologies so that students can make informed decisions about the methods they use, consider ethical practices, follow practical procedures, and present their work effectively. Readers will develop practical and reflexive understandings of the software and digital devices that they study and use for research, and the book will help new researchers collaborate and contribute to their scholarly communities, and to public discourse. As contemporary humanities work becomes increasingly interdisciplinary, and increasingly permeated by and with digital technologies, this volume helps new researchers navigate an evolving academic environment. Humanities and social sciences students will find this textbook an invaluable resource for assessing and creating digital projects.

This handbook provides a systematic overview of the present state of international research in digital public history. Individual studies by internationally renowned public historians, digital humanists, and digital historians elucidate central issues in the field and present a critical account of the major public history accomplishments, research activities, and practices with the public and of their digital context. The handbook applies an international and comparative approach, looks at the historical development of the field, focuses on technical background and the use of specific digital media and tools. Furthermore, the handbook analyzes connections with local communities and different publics worldwide when engaging in digital activities with the past, indicating directions for future research, and teaching activities.

Digital Culture & Society (DCS)

A History of Participation in Museums and Archives

The Routledge International Handbook of New Digital Practices in Galleries, Libraries, Archives, Museums and Heritage Sites

Analysis, discovery and retrieval

8th International Conference, EuroMed 2020, Virtual Event, November 2–5, 2020, Revised Selected Papers

Is Digital Different?

This book constitutes the refereed post-conference proceedings of the Final Conference of the Marie Skłodowska-Curie Initial Training Network for Digital Cultural Heritage, held in Olimje, Slovenia, in May 2017. The 29 revised full papers included in this volume were carefully reviewed and selected from 198 submissions. They focus on interdisciplinary and multi-disciplinary research concerning cutting edge cultural heritage informatics, -physics, -chemistry and -engineering and the use of technology for the representation, documentation, archiving, protection, preservation and communication of cultural heritage knowledge.

This collection examines how the networked image establishes new social practices for the user and presents new challenges for cultural practitioners engaged in making, curating, teaching, exhibiting, archiving and preserving born-digital objects. The mode of vision and imaging, established through photography over the previous two centuries, has and continues to be radically reconfigured by a hybrid of algorithms, computing, programmed capture and display devices, and an array of online platforms. The image under these new conditions is filtered, fluid, fleeting, permeable, mobile and distributed and is changing our ways of seeing. The chapters in this volume are the outcome of research conducted at the Centre for the Study of the Networked Image (CSNI) and its collaboration with The Photographers' Gallery over the last ten years. The book's contributors investigate radical changes in the meanings and values of hybridised media in socio-technical networks and speak to the creeping automation of culture through applications of AI, social media platforms and the financialisation of data. This interdisciplinary collection draws upon media and cultural studies, art history, art practice, photographic theory, user design, animation, museology and computer science as a way of making sense of the specific cultural

consequences of the rapid succession of changes in image technologies and to bring the story up to date. It will be of particular interest to scholars and students of visual culture, media studies and photography.

This volume includes a variety of first-hand case studies, critical analyses, action research and reflective practice in the digital humanities which ranges from digital literature, library science, online games, museum studies, information literacy to corpus linguistics in the 21st century. It informs readers of the latest developments in the digital humanities and their influence on learning and teaching. With the growing advancement of digital technology, humanistic inquiries have expanded and transformed in unfathomable complexity as new content is being rapidly created. The emergence of electronic archiving, digital scholarship, digitized pedagogy, textual digitization and software creation has brought about huge impacts on both humanities subjects and the university curricula in terms of nature, scope and design. This volume provides insights into what these technological changes mean for all the stakeholders involved and for the ways in which humanities subjects are understood. Part 1 of this volume begins with a broad perspective on digital humanities and discusses the current status of the field in Asia, Canada and Europe. Then, with a special focus on new literacies, educational implications, and innovative research in the digital humanities, Parts 2-4 explore how digital technology revolutionizes art forms, curricula, and pedagogy, revealing the current practices and latest trends in the digital humanities. Written by experts and researchers across Asia, Australia, Canada and Europe, this volume brings global insights into the digital humanities, particularly in the education aspect. It is of interest to researchers and students of cultural studies, literature, education, and technology studies. The strongest point of this collection of work is that, it brings important concepts to the study of digital literacies, for example, looking at it from the perspective of new literacies, languages and education. Daniel Churchill, Associate Professor, Faculty of Education, The University of Hong Kong With a rapidly growing advancement in digital tools, this book has made a relevant contribution by informing readers what the latest development of these tools are, and discusses how they can aid research, libraries, education and even poets across different continents. Samuel Kai-wah Chu, Associate Professor, Faculty of Education, The University of Hong Kong

This volume on virtual and augmented reality (VR/AR) and gamification for cultural heritage offers an insightful introduction to the theories, development, recent applications and trends of the enabling technologies for mixed reality and gamified interaction in cultural heritage and creative industries in general. It has two main goals: serving as an introductory textbook to train beginning and experienced researchers in the field of interactive digital cultural heritage, and offering a novel platform for researchers in and across the culturally-related disciplines. To this end, it is divided into two sections following a pedagogical model developed by the focus group of the first EU Marie S. Curie Fellowship Initial Training Network on Digital Cultural Heritage (ITN-DCH): Section I describes recent advances in mixed reality enabling technologies, while section II presents the latest findings on interaction with 3D tangible and intangible digital cultural heritage. The sections include selected contributions from some of the most respected scholars, researchers and professionals in the fields of VR/AR, gamification, and digital heritage. This book is intended for all heritage professionals, researchers, lecturers and students who wish to explore the latest mixed reality and gamification technologies in the context of cultural heritage and creative industries. It pursues a pedagogic approach based on trainings, conferences, workshops and summer schools that the ITN-DCH fellows have been following in order to learn how to design next-generation virtual heritage applications, systems and services.

Artefacts, Archives, and Documentation in the Relational Museum

Managing Digital Cultural Objects

Teaching, Knowledge Exchange & Public Engagement

Routledge Handbook of Sustainable Heritage

Research Methods for the Digital Humanities

This book addresses the state-of-the-art initiatives as well as challenges, policy, and strategy issues in developing a digital heritage ecosystem within the broader context of an emerging digital culture. Case studies are drawn from the United States, Europe, and Asia to showcase the breadth of innovative ideas in delivering, communicating, interpreting, and transforming cultural heritage content and experience through multi-modal, multimedia interfaces. Aiming to offer a balanced overview of digital heritage and culture issues and technologies, the book pulls together expert views and updates on these four broad areas, namely, a) policy and strategy, b) applications, c) business models, and d) emerging concepts and directions. Policy and strategy chapters provide insights into how digital heritage strategy and policy are formulated and implemented in cultural heritage institutions and public agencies. Applications chapters present novel installed and mobile applications deploying technical tools in innovative assemblies and evaluate their usefulness, effectiveness along with other metrics in delivering an enriched user experience. Business model chapters unveil a variety of partnership models that have been successfully structured for the benefit of stakeholders. Emerging concepts and directions chapters propose research directions pointing to new signposts in technologically enhanced delivery of digital heritage and culture. This practical book will be of interest to policy makers, business people, researchers, curators, and educators as well as the culture-minded public seeking to understand how the burgeoning field of digital heritage and culture may impact our social, cultural, and recreational activities. Contents: Strategy and Policy: IT-enabled Innovative Services as a Museum Strategy: Experience of the National Palace Museum, Taipei, Taiwan (James Quo-Ping Lin) Designing Digital Heritage Competence Centers: A Swedish Model (Halina Gottlieb) 7 Lessons Learned for Digital Culture (Christine Kuan) Applications and

Services: Reinventing MoMA's Education Programs for the 21st Century Visitor (Jackie Armstrong, Deborah Howes, and Wendy Woon) Onemillionmuseummoments: A Cultural Intertwingling (Suzanne Akhavan Sarraf) Documentary Storytelling Using Immersive and Interactive Media (Michael Mouw) The Making of Buddha Tooth Relic Temple and Museum Virtual Temple (June Sung Sew and Eric Deleglise) Digital Media in Museums: A Personal History (Selma Thomas) Using New Media for Exhibit Interpretation: A Case Study, Yuan Ming Yuan Qing Emperors' Splendid Gardens (Herminia Din, Darrell L Bailey and Fang-Yin Lin) Business and Partnership Models: The Virtual Collection of Asian Masterpieces: A Universal Online Museum (Manus Brinkman) A Tale on a Leaf: Promoting Indonesian Literature and Culture Through the Development of the Lontar Digital Library (Ruly Darmawan and Djembar Lembasono) The Future of History is Mobile: Experiencing Heritage on Personal Devices (Christopher Jones) Technology and Other Issues: A Cultural Heritage Panorama: Trajectories in Embodied Museography (Sarah Kenderdine and Jeffrey Shaw) From Product to Process: New Directions in Digital Heritage (Eugene Ch'ng, Henry Chapman and Vince Gaffney) I Sho U: An Innovative Method for Museum Visitor Evaluation (Anita Kocsis and Sarah Kenderdine) Digital Cultural Heritage is Getting Crowded: Crowdsourced, Crowd-funded, and Crowd-engaged (Leonard Steinbach) Readership: Policy makers, business people, researchers, curators, and educators as well as the culture-minded public seeking to understand how the burgeoning field of digital heritage and culture may impact our social, cultural, and recreational activities.

Keywords: Digitalization; Digital Heritage; Digital Culture; Museology; Museum; Virtual Collection; Mobile; Outreach; Policy Key Features: Most journals and books on digital heritage are focused on technology solutions and project case studies. They do not tackle policy, strategy and business issues. This book includes discussion from senior managers at leading museums and institutions explaining their respective organisation's policy and strategy. In addition to projects already implemented, some chapters give insights into emerging concepts and useful lessons from past experience. This eclectic volume includes contributions from Asia, Europe, and the United States. Contributions from museums, universities, and companies provide a global lens on digital heritage and culture in practice and research. It is aimed at students and non-specialists while also containing materials for professionals. The affordable price of the book is believed to be attractive to students and non-specialist adults, and also within the price band of competing titles.

This book constitutes the refereed post-conference proceedings of the 8th International Conference on Digital Heritage, EuroMed 2020, held virtually in November 2020. The 37 revised project papers and 30 revised short papers presented were carefully reviewed and selected from 326 submissions. The papers are on topics such as digital data acquisition technologies in CH/2D and 3D data capture methodologies and data processing; remote sensing for archaeology and cultural heritage management and monitoring; interactive environments and applications; reproduction techniques and rapid prototyping in CH; e-Libraries and e-Archives in cultural heritage; virtual museum applications (e-Museums and e-Exhibitions); visualisation techniques (desktop, virtual and augmented reality); storytelling and authoring tools; tools for education; 2D and 3D GIS in cultural heritage; and on-site and remotely sensed data collection.

This book explores how digital culture is transforming museums in the 21st century. Offering a corpus of new evidence for readers to explore, the authors trace the digital evolution of the museum and that of their audiences, now fully immersed in digital life, from the Internet to home and work. In a world where life in code and digits has redefined human information behavior and dominates daily activity and communication, ubiquitous use of digital tools and technology is radically changing the social contexts and purposes of museum exhibitions and collections, the work of museum professionals and the expectations of visitors, real and virtual. Moving beyond their walls, with local and global communities, museums are evolving into highly dynamic, socially aware and relevant institutions as their connections to the global digital ecosystem are strengthened. As they adopt a visitor-centered model and design visitor experiences, their priorities shift to engage audiences, convey digital collections, and tell stories through exhibitions. This is all part of crafting a dynamic and innovative museum identity of the future, made whole by seamless integration with digital culture, digital thinking, aesthetics, seeing and hearing, where visitors are welcomed participants. The international and interdisciplinary chapter contributors include digital artists, academics, and museum professionals. In themed parts the chapters present varied evidence-based research and case studies on museum theory, philosophy, collections, exhibitions, libraries, digital art and digital future, to bring new insights and perspectives, designed to inspire readers. Enjoy the journey!

European Heritage, Dialogue and Digital Practices focuses on the intersection of heritage, dialogue and digital culture in the context of Europe. Responding to the increased emphasis on the potential for heritage and digital technologies to foster dialogue and engender communitarian identities in Europe, the book explores what kind of role digital tools, platforms and practices play in supporting and challenging dialogue about heritage in the region. Drawing on fieldwork involving several European museums and heritage organisations, the chapters in this volume critically engage with the role of digital technology in heritage work and its association with ideas of democratisation, multivocality and possibilities for feedback and dialogic engagement in the emerging digital public sphere. The book also provides a framework

for understanding dialogue in relation to other commonly used approaches in heritage institutions, such as participation, engagement and intercultural exchange. The authors map out the complex landscape of digitally mediated heritage practices in Europe, both official and unofficial, by capturing three distinct areas of practice: perceptions and applications of digitally mediated dialogues around heritage within European museums and cultural policy, facilitation of dialogue between European museums and communities through participatory design approaches and non-official mobilisation of heritage on social media. *European Heritage, Dialogue and Digital Practices* will be of interest to both scholars and students in the fields of heritage and museum studies, digital heritage, media studies and communication, the digital humanities, sociology and memory studies. The book will also appeal to policy makers and professionals working in a variety of different fields.

Heritage and Archaeology in the Digital Age

A Textbook of Practice

Digital Cultural Heritage

Academic Crowdsourcing in the Humanities

4th International Conference, DTGS 2019, St. Petersburg, Russia, June 19–21, 2019, Revised

Selected Papers

New Perspectives and Research

Crowdsourcing, or asking the general public to help contribute to shared goals, is increasingly popular in memory institutions as a tool for digitising or computing vast amounts of data. This book brings together for the first time the collected wisdom of international leaders in the theory and practice of crowdsourcing in cultural heritage. It features eight accessible case studies of groundbreaking projects from leading cultural heritage and academic institutions, and four thought-provoking essays that reflect on the wider implications of this engagement for participants and on the institutions themselves. Crowdsourcing in cultural heritage is more than a framework for creating content: as a form of mutually beneficial engagement with the collections and research of museums, libraries, archives and academia, it benefits both audiences and institutions. However, successful crowdsourcing projects reflect a commitment to developing effective interface and technical designs. This book will help practitioners who wish to create their own crowdsourcing projects understand how other institutions devised the right combination of source material and the tasks for their 'crowd'. The authors provide theoretically informed, actionable insights on crowdsourcing in cultural heritage, outlining the context in which their projects were created, the challenges and opportunities that informed decisions during implementation, and reflecting on the results. This book will be essential reading for information and cultural management professionals, students and researchers in universities, corporate, public or academic libraries, museums and archives.

The *Routledge International Handbook of New Digital Practices in Galleries, Libraries, Archives, Museums and Heritage Sites* presents a fascinating picture of the ways in which today's cultural institutions are undergoing a transformation through innovative applications of digital technology. With a strong focus on digital design practice, the volume captures the vital discourse between curators, exhibition designers, historians, heritage practitioners, technologists and interaction designers from around the world. Contributors interrogate how their projects are extending the traditional reach and engagement of institutions through digital designs that reconfigure the interplay between collections, public knowledge and civic society. Bringing together the experiences of some of today's most innovative cultural institutions and thinkers, the Handbook provides refreshingly new ideas and directions for the exciting digital challenges and opportunities that lie ahead. As such, it should be essential reading for academics, students, designers and professionals interested in the production of culture in the post-digital age.

This book provides an overview of various challenges and contemporary research activities in cultural heritage information focusing particularly on the cultural heritage content types, their characteristic and digitization challenges; cultural heritage content organization and access issues; users and usability as well as various policy and sustainability issues associated with digital cultural heritage information systems and services. *Cultural Heritage Information*, the first book in the peer-reviewed *i-Research* series, contains eleven chapters that have been contributed by seventeen leading academics from six countries. The book begins with an introductory chapter that provides a brief overview of the topic of digital cultural heritage information with the subsequent chapters addressing specific issues and research activities in this topic. The ordering of the chapters moves from scene setting on policies and infrastructures, through considerations of interaction, access and objects, through to concrete system implementations. The book concludes by looking forward to issues around sustainability, in the widest sense, that are necessary to think about in order to maximize the availability and longevity of our digital cultural heritage. The key topics covered are: - Managing digital cultural heritage information - Digital humanities and digital cultural heritage (alt-history and future directions) - Management of cultural heritage information: policies and practices - Cultural heritage information: artefacts and digitization technologies - Metadata in cultural contexts – from manga to digital archives in linked open data environment - Managing cultural heritage: information systems architecture - Cultural heritage information users and usability - A framework for classifying and comparing interactions in cultural heritage information systems - Semantic access and exploration in cultural heritage digital libraries - Supporting exploration and use of digital cultural heritage materials: the PATHS perspective - Cultural heritage information services: sustainability issues. Readership: This will be essential reading for researchers in Information Science specifically in the areas of digital libraries, digital humanities and digital culture. It will also be useful for practitioners and students in these areas who want to know the different research issues and challenges and learn how they have been handled in course of various research projects in these areas.

This book brings the study of nineteenth-century illustrations into the digital age. The key issues discussed include the difficulties of making illustrations visible online, the mechanisms for searching the content of illustrations, and the politics of crowdsourced image tagging. Analyzing a range of online resources, the book offers a conceptual and critical model for engaging with and understanding nineteenth-century illustration through its interplay with the digital. In its exploration of the intersections between historic illustrations and the digital, the book is of interest to those working in illustration studies, digital humanities, word and image, nineteenth-century studies, and visual culture.

Studies in Word and Image

Participatory Archives

A New Companion to Digital Humanities

Participatory Heritage

Libraries, Archives and Museums as Democratic Spaces in a Digital Age

European Heritage, Dialogue and Digital Practices

The internet as a platform for facilitating human organization without the need for organizations has, through social media, created new

challenges for cultural heritage institutions. Challenges include but are not limited to: how to manage copyright, ownership, orphan works, open data access to heritage representations and artefacts, crowdsourcing, cultural heritage amateurs, information as a commodity or information as public domain, sustainable preservation, attitudes towards openness and much more. Participatory Heritage uses a selection of international case studies to explore these issues and demonstrates that in order for personal and community-based documentation and artefacts to be preserved and included in social and collective histories, individuals and community groups need the technical and knowledge infrastructures of support that formal cultural institutions can provide. In other words, both groups need each other. Divided into three core sections, this book explores: - Participants in the preservation of cultural heritage; exploring heritage institutions and organizations, community archives and group - Challenges; including discussion of giving voices to communities, social inequality, digital archives, data and online sharing - Solutions; discussing open access and APIs, digital postcards, the case for collaboration, digital storytelling and co-designing heritage practice. Readership: This book will be useful reading for individuals working in cultural institutions such as libraries, museums, archives and historical societies. It will also be of interest to students taking library, archive and cultural heritage courses.

Thema der 15. Internationalen Konferenz der International Society for Knowledge Organization vom 9. bis 11. Juli 2018 in Porto ist "Challenges and Opportunities for Knowledge Organization in the Digital Age". Der Konferenzband fasst die Vorträge von Wissenschaftlern aus aller Welt zusammen.

This volume constitutes the refereed proceedings of the 4th International Conference on Digital Transformation and Global Society, DTGS 2019, held in St. Petersburg, Russia, in June 2019. The 56 revised full papers and 9 short papers presented in the volume were carefully reviewed and selected from 194 submissions. The papers are organized in topical sections on e-polity: governance; e-polity: politics online; e-city: smart cities and urban planning; e-economy: online consumers and solutions; e-society: computational social science; e-society: humanities and education; international workshop on internet psychology; international workshop on computational linguistics.

What are the leading tools and archives in digital cultural heritage? How can they be integrated into research infrastructures to better serve their intended audiences? In this book, authors from a wide range of countries, representing some of the best research projects in digital humanities related to cultural heritage, discuss their latest findings, both in terms of new tools and archives, and how they are used (or not used) by both specialists and by the general public.

Cultural Heritage Information

Visual Heritage: Digital Approaches in Heritage Science

Crowds, Communities and Co-production

Data Analytics in Digital Humanities

Final Conference of the Marie Skłodowska-Curie Initial Training Network for Digital Cultural Heritage, ITN-DCH 2017, Olimje, Slovenia, May 23–25, 2017, Revised Selected Papers

Access and management

Academic Crowdsourcing in the Humanities lays the foundations for a theoretical framework to understand the value of crowdsourcing, an avenue that is increasingly becoming important to academia as the web transforms collaboration and communication and blurs institutional and professional boundaries.

Crowdsourcing projects in the humanities have, for the most part, focused on the generation or enhancement of content in a variety of ways, leveraging the rich resources of knowledge, creativity, effort and interest among the public to contribute to academic discourse. This book explores methodologies, tactics and the "citizen science" involved. Addresses crowdsourcing for the humanities and cultural material Provides a systematic, academic analysis of crowdsourcing concepts and methodologies Situates crowdsourcing conceptually within the context of related concepts, such as 'citizen science', 'wisdom of crowds', and 'public engagement'

This book explores the analysis and interpretation, discovery and retrieval of a variety of non-textual objects, including image, music and moving image. Bringing together chapters written by leading experts in the field, this book provides an overview of the theoretical and academic aspects of digital cultural documentation and considers both technical and strategic issues relating to cultural heritage projects, digital asset management and sustainability. Managing Digital Cultural Objects: Analysis, discovery and retrieval draws from disciplines including information retrieval, library and information science (LIS), digital preservation, digital humanities, cultural theory, digital media studies and art history. It's argued that this multidisciplinary and interdisciplinary approach is both necessary and useful in the age of the ubiquitous and mobile Web. Key topics covered include: • Managing, searching and finding digital cultural objects • Data modelling for analysis, discovery and retrieval • Social media data as a historical source • Visual digital humanities • Digital preservation of audio content • Searching and creating affinities in web music collections • Film retrieval on the web. Readership: The book will provide inspiration for students seeking to develop creative and innovative research projects at Masters and PhD levels and will be essential reading for those studying digital cultural object management as well as practitioners in the field.

Traversing disciplines, A History of Participation in Museums and Archives provides a framework for understanding how participatory modes in natural, cultural, and scientific heritage institutions intersect with practices in citizen science and citizen humanities. Drawing on perspectives in cultural history, science and technology studies, and media and communication theory, the book explores how museums and archives make science and cultural heritage relevant to people's everyday lives, while soliciting their assistance and participation in research and citizen projects. More specifically, the book critically examines how different forms of engagement are constructed, how concepts of democratization are framed and enacted, and how epistemic practices in science and the humanities are transformed through socio-technological infrastructures. Tracking these central themes across disciplines and research from Europe, Canada, Australia and the United States, the book simultaneously considers their relevance for museum and heritage studies. A History of Participation in Museums and Archives should be essential reading for a broad academic audience, including scholars and students in museum and heritage studies, digital humanities, and the public communication of science and technology. It should also be of great interest to museum professionals working to foster public engagement through collaboration with networks and local community groups.

This book examines how computer-based programs can be used to acquire 'big' digital cultural heritage data, curate, and disseminate it over the Internet and in 3D visualization platforms with the ultimate goal of creating long-lasting "digital heritage repositories." The organization of the book reflects the

essence of new technologies applied to cultural heritage and archaeology. Each of these stages bring their own challenges and considerations that need to be dealt with. The authors in each section present case studies and overviews of how each of these aspects might be dealt with. While technology is rapidly changing, the principles laid out in these chapters should serve as a guide for many years to come. The influence of the digital world on archaeology and cultural heritage will continue to shape these disciplines as advances in these technologies facilitate new lines of research. The book is divided into three sections covering acquisition, curation, and dissemination (the major life cycles of cultural heritage data). Acquisition is one of the fundamental challenges for practitioners in heritage and archaeology, and the chapters in this section provide a template that highlights the principles for present and future work that will provide sustainable models for digital documentation. Following acquisition, the next section highlights how equally important curation is as the future of digital documentation depends on it. Preservation of digital data requires preservation that can guarantee a future for generations to come. The final section focuses on dissemination as it is what pushes the data beyond the shelves of storage and allows the public to experience the past through these new technologies, but also opens new lines of investigation by giving access to these data to researchers around the globe. Digital technology promises significant changes in how we approach social sciences, cultural heritage, and archaeology. However, researchers must consider not only the acquisition and curation, but also the dissemination of these data to their colleagues and the public. Throughout the book, many of the authors have highlighted the usefulness of Structure from Motion (SfM) work for cultural heritage documentation; others the utility and excitement of crowdsourcing as a 'citizen scientist' tool to engage not only trained students and researchers, but also the public in the cyber-archaeology endeavor. Both innovative tools facilitate the curation of digital cultural heritage and its dissemination. Together with all the chapters in this volume, the authors will help archaeologists, researchers interested in the digital humanities and scholars who focus on digital cultural heritage to assess where the field is and where it is going.

Crowdsourcing our Cultural Heritage

How information creation, capture, preservation and discovery are being transformed

Theories, Models and Methods

Asia Minor, Cyprus and Egypt

Digital Transformation and Global Society

Nineteenth-Century Illustration and the Digital

The central purpose of this collection of essays is to make a creative addition to the debates surrounding the cultural heritage domain. In the 21st century the world faces epochal changes which affect every part of society, including the arenas in which cultural heritage is made, held, collected, curated, exhibited, or simply exists. The book is about these changes; about the decentring of culture and cultural heritage away from institutional structures towards the individual; about the questions which the advent of digital technologies is demanding that we ask and answer in relation to how we understand, collect and make available Europe's cultural heritage. Cultural heritage has enormous potential in terms of its contribution to improving the quality of life for people, understanding the past, assisting territorial cohesion, driving economic growth, opening up employment opportunities and supporting wider developments such as improvements in education and in artistic careers. Given that spectrum of possible benefits to society, the range of studies that follow here are intended to be a resource and stimulus to help inform not just professionals in the sector but all those with an interest in cultural heritage.

Instead of outsourcing tasks to providers using labor-intensive countries, libraries around the world increasingly appeal to the crowds of Internet users, making their relationship with users more collaborative. These internet users can be volunteers or paid, work consciously, unconsciously or in the form of games. They can provide the workforce, skills, knowledge or financial resources that libraries need in order to achieve unimaginable goals.

This edited collection brings together global experts to explore the role of information professionals in the transition from an analogue to a digital environment. The contributors, including David Nicholas, Valerie Johnson, Tim Gollins and Scott David, focus on the opportunities and challenges afforded by this new environment that is transforming the information landscape in ways that were scarcely imaginable a decade ago and is challenging the very existence of the traditional library and archive as more and more resources become available on line and as computers and supporting networks become more and more powerful. By drawing on examples of the impact of other new and emerging technologies on the information sciences in the past, the book emphasises that information systems have always been shaped by available technologies that have transformed the creation, capture, preservation and discovery of content. Key topics covered include: - Search in the digital environment - RDF and the semantic web - Crowd sourcing and engagement between institutions and individuals - Development of information management system - Security: managing online risk - Long term curation and preservation - Rights and the Commons Finding archived records in the digital age. Is Digital Different? illustrates the ways in which the digital environment has the potential to transform scholarship and break down barriers between the academy and the wider community, and draws out both the inherent challenges and the opportunities for information professionals globally. Readership: This book will be of particular to students, particularly those on information studies programs, and academics, researchers and archivists globally.

This book draws on both traditional and emerging fields of study to consider what a

grounded definition of quantitative and qualitative research in the Digital Humanities (DH) might mean; which areas DH can fruitfully draw on in order to foster and develop that understanding; where we can see those methods applied; and what the future directions of research methods in Digital Humanities might look like. Schuster and Dunn map a wide-ranging DH research methodology by drawing on both 'traditional' fields of DH study such as text, historical sources, museums and manuscripts, and innovative areas in research production, such as knowledge and technology, digital culture and society and history of network technologies. Featuring global contributions from scholars in the United Kingdom, the United States, Europe and Australia, this book draws together a range of disciplinary perspectives to explore the exciting developments offered by this fast-evolving field. *Routledge International Handbook of Research Methods in Digital Humanities* is essential reading for anyone who teaches, researches or studies Digital Humanities or related subjects.

Digital Classics Outside the Echo-Chamber

The Networked Image in Post-Digital Culture

Handbook of Digital Public History

Cultural Heritage Infrastructures in Digital Humanities

Proceedings of the Fifteenth International ISKO Conference 9-11 July 2018 Porto, Portugal

Acquisition, Curation, and Dissemination of Spatial Cultural Heritage Data

This highly-anticipated volume has been extensively revised to reflect changes in technology, digital humanities methods and practices, and institutional culture surrounding the valuation and publication of digital scholarship. A fully revised edition of a celebrated reference work, offering the most comprehensive and up-to-date collection of research currently available in this rapidly evolving discipline Includes new articles addressing topical and provocative issues and ideas such as retro computing, desktop fabrication, gender dynamics, and globalization Brings together a global team of authors who are pioneers of innovative research in the digital humanities Accessibly structured into five sections exploring infrastructures, creation, analysis, dissemination, and the future of digital humanities Surveys the past, present, and future of the field, offering essential research for anyone interested in better understanding the theory, methods, and application of the digital humanities

The movement of people and objects has always stood at the heart of attempts to understand the course and processes of human history. The history of the Mediterranean is particularly abundant when it comes to issues of migration, colonisation, and trade, initiating thus archaeological, historical, linguistic and cultural discussions. This collection highlights the richness and depth of the multifaceted cultural exchanges of the region and focuses on underrepresented aspects of cultural exchanges in the Mediterranean, with Cyprus having a central role as a crossroads. It responds to the challenge of linking the study of everyday life at the micro-level to macro-scale narratives based on trans-regional engagement.

*The design and use of metadata is always culturally, socially, and ideologically inflected. The actors, whether these are institutions (museums, archives, libraries, corporate image suppliers) or individuals (image producers, social media agents, researchers), as well as their agendas and interests, affect the character of metadata. There is a politics of metadata. This issue of *Digital Culture & Society* addresses the ideological and political aspects of metadata practices within image collections from an interdisciplinary perspective. The overall aim is to consider the implications, tensions, and challenges involved in the creation of metadata in terms of content, structure, searchability, and diversity.*

*Crowdsourcing our Cultural Heritage*Routledge

Digital Scholarly Editing

Mixed Reality and Gamification for Cultural Heritage

Digital Heritage. Progress in Cultural Heritage: Documentation, Preservation, and Protection

Routledge International Handbook of Research Methods in Digital Humanities

Public History

21st International Conference on Theory and Practice of Digital Libraries, TPD 2017, Thessaloniki, Greece, September 18-21, 2017, Proceedings

*How we understand our shared and individual heritage, interpret and disseminate that knowledge is increasingly central to contemporary society. The emerging context for such development is the field of heritage science. Inherently interdisciplinary, and involving both the Arts and Humanities, engineering, conservation and the digital sciences, the development of heritage science is a driver for change; socially, economically and technically. This book has gathered contributions from leading researchers from across the world and provides a series of themed contributions demonstrating the theoretical, ethical, methodological and technical methods which lie at the heart of heritage science. Archaeology, conservation, museology, the arts, forensic sciences, and heritage management are represented through collaborative research with specialists in applied technologies including object and terrestrial laser scanning, multi-spectral imaging, visualisation, GIS and 3D-printing. Together, the chapters present important case studies to demonstrate the recent advances and best practise within the discipline, highlighting the value of digital transformation across the heritage community that includes objects, monuments, sites and landscapes spanning two million years of natural and cultural history from all over the world. *Visual Heritage: Digital Approaches in Heritage Science* is aimed at a broad academic and practice-led readership, which extends across many disciplines and will be of considerable value to scholars, practitioners, and students working within heritage and computer science at all levels. The content, which applies heritage science across two million years of cultural history will be appreciated by a general audience, as well as those wishing simply to explore the vast range of potential technical applications across all the disciplines represented in the book.*

This book provides an up-to-date, coherent and comprehensive treatment of digital scholarly editing, organized according to the typical timeline and workflow of the preparation of an edition: from the choice of the object to edit, the editorial work, post-production and publication, the use of the published edition, to long-term issues and the ultimate significance of the published work. The author also examines from a theoretical and methodological point of view the issues and problems that emerge during these stages with the application of computational techniques and methods. Building on previous publications on the topic, the book discusses the most significant developments in digital textual scholarship, claiming that the alterations in traditional editorial practices necessitated by the use of computers impose radical changes in the way we think and manage texts, documents, editions and the

public. It is of interest not only to scholarly editors, but to all involved in publishing and readership in a digital environment in the humanities.

Edited by organisers of "Digital Classicist" seminars in London and Berlin, this volume explores the impact of computational approaches to the study of antiquity on audiences other than the scholars who conventionally publish it. In addition to colleagues in classics and digital humanities, the eleven chapters herein concern and are addressed to students, heritage professionals and "citizen scientists". Each chapter is a scholarly contribution, presenting research questions in the classics, digital humanities or, in many cases, both. They are all also examples of work within one of the most important areas of academia today: scholarly research and outputs that engage with collaborators and audiences not only including our colleagues, but also students, academics in different fields including the hard sciences, professionals and the broader public. Collaboration and scholarly interaction, particularly with better-funded and more technically advanced disciplines, is essential to digital humanities and perhaps even more so to digital classics. The international perspectives on these issues are especially valuable in an increasingly connected, institutionally and administratively diverse world. This book addresses the broad range of issues scholars and practitioners face in engaging with students, professionals and the public, in accessible and valuable chapters from authors of many backgrounds and areas of expertise, including language and linguistics, history, archaeology and architecture. This collection will be of interest to teachers, scientists, cultural heritage professionals, linguists and enthusiasts of history and antiquity.

Libraries, archives and museums have traditionally been a part of the public sphere's infrastructure. They have been so by providing public access to culture and knowledge, by being agents for enlightenment and by being public meeting places in their communities. Digitization and globalization poses new challenges in relation to upholding a sustainable public sphere. Can libraries, archives and museums contribute in meeting these challenges?

Challenges and Opportunities for Knowledge Organization in the Digital Age

Research and Advanced Technology for Digital Libraries

Digital Heritage And Culture: Strategy And Implementation

Vol. 6, Issue 2/2020 - The Politics of Metadata