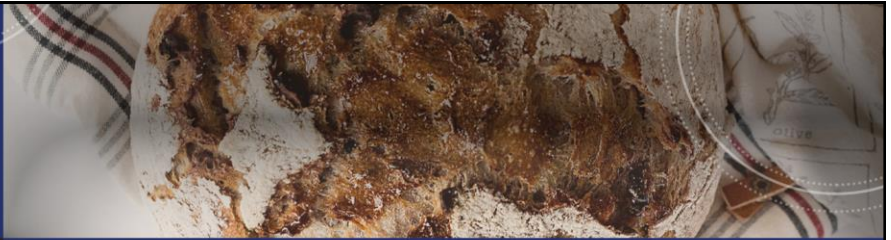


Обучителен
онлайн
семинар



Представяне и интерпретиране на живите наследства в музеите



Организация на
обединените нации
за образование,
наука и култура



Регионален център за
опазване на нематериалното
културно наследство в
Югоизточна Европа
под егидата на ЮНЕСКО



Национален фонд
КУЛТУРА

Иновативна лаборатория в музея

Доц. Милена Добрева



Увод



Цифрови ресурси



В миналото:

- Достъп
- Съхранение

Сега:

- Анализ
- Визуализации
- Хибридни обекти и сбирки

Проблеми на цифровото представяне



Има много възможности за дигитализация

- документиране – „архивни копия“
- описание, кодиране, контекстуализиране
- връзки между обекти

Технологичният натиск



- Непрекъснато обновяване и промени в технологиите
- Посетителите, свикнали с някаква технология, очакват да а намерят в музея
- «Дигитална трансформация»
- Иновации – какво точно?

В контекста на съвременните музеи



- **Предложена дефиниция от Великобритания –2019**

A museum exists to create spaces for the service of the public, using its resources, collections and programming to engage a diverse audience in a dialogue about ideas. The museum's purpose, as a trusted authority, is to convey knowledge, both tangible and intangible, about the world around us. They do this through shared authority and collaboration while welcoming debate. They continually adapt practices and approaches in order to remain relevant to the needs of present communities and ensure sustainability for the future. The museum acts as a platform to give voice to those who contribute to this dialogue, with a commitment towards social and community development. It is a meaningful meeting place, a place for social gatherings and a place for entertainment.

В контекста на съвременните музеи



- **Дефиниция от 2007 г.**

A museum is a non-profit, permanent institution in the service of society and its development, open to the public, which acquires, conserves, researches, communicates and exhibits the tangible and intangible heritage of humanity and its environment for the purposes of education, study and enjoyment.

В контекста на съвременните музеи



• Технологии? Иновации?

A museum exists to create **spaces** for the **service** of the public, using its **resources, collections and programming** to engage a diverse **audience** in a **dialogue about ideas**. The museum's purpose, as a trusted authority, is to convey knowledge, both tangible and intangible, about the world around us. They do this through **shared authority** and **collaboration** while welcoming debate. They **continually adapt practices and approaches** in order to remain relevant to the **needs of present communities** and ensure **sustainability for the future**. The museum acts as a **platform** to give voice to those who contribute to this dialogue, with a commitment towards social and community development. **It is a meaningful meeting place, a place for social gatherings and a place for entertainment.**

Интересни наблюдения



- Иновациите не са само технологични
- Те могат да засягат процесите, начина на комуникации, дейностите.

Днес ще си говорим предимно за цифровите технологии.

Какви институции у нас създават цифрови ресурси, свързани със живото наследство?

Powered by  Poll Everywhere

Start the presentation to see live content. For screen share software, share the entire screen. Get help at pollev.com/app

Вашата институция създава ли нови ресурси в областта на живите наследства?

Да

Не

Нещо друго

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Start the presentation to see live content. For screen share software, share the entire screen. Get help at pollev.com/app

Какви дейности трябва да се извършат, за да се създаде цифров ресурс, свързан с живото наследство?

Powered by  **Poll Everywhere**

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Кои от вашите начинания включват иновации и в коя област са тези иновации - ресурси, процеси, комуникация, ...?

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Start the presentation to see live content. For screen share software, share the entire screen. Get help at pollev.com/app

When poll is active, respond at pollev.com/milenadobrev855

Text **MILENADOBREV855** to **+61 480 025 509** once to join

По време на пандемията, организирани ли сте някое от следните видове събития:

Хакатон - маратон за транскрибиране
 Maker Movement
 Инициатива от типа "гражданска наука"
 Кампания за колективно събиране на средства
 Събития в социалните медии
 Участие в Нощта на учените
 Обучителни събития
 Не, никое от изброените

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When poll is active, respond at pollev.com/milenadobrev855

Text **MILENADOBREV855** to **+61 480 025 509** once to join

Кои от тези дейности са добре застъпени във вашата организация?

Co-creation - съвместно създаване

Гражданска наука

Покрепа на инициативи на граждани

Maker spaces

Дигитална, цифрова и информационна грамотност

Powered by  **Poll Everywhere**

Start the presentation to see live content. For screen share software, share the entire screen. Get help at pollev.com/app

Примери: "Дигиталният микроскоп"

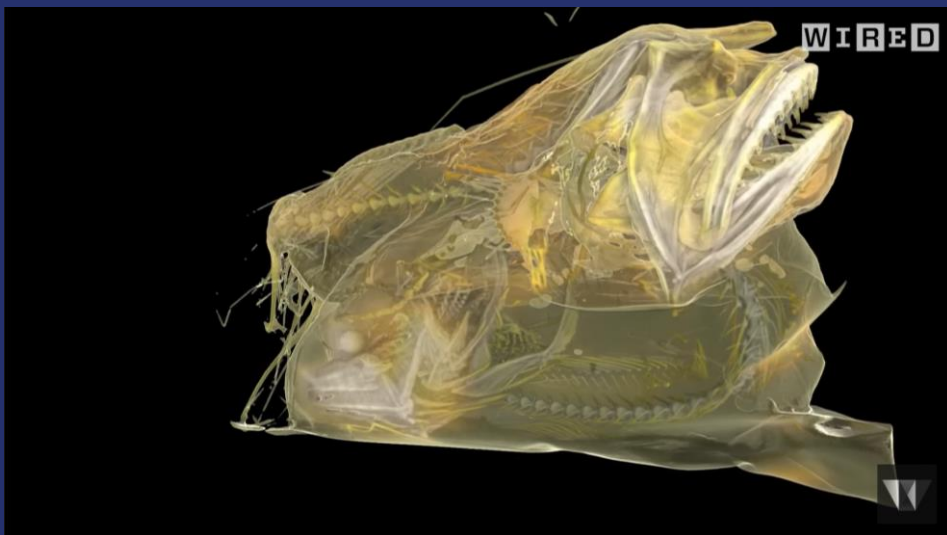


- Анализ на обекти
- Визуализация



4mm книга,
Университет в Айова
<https://blog.lib.uiowa.edu/speccoll/2013/08/06/identifying-our-4mm-miniature-book/>

Отвъд видимото



Примери от инфраструктурата Клада-Бг

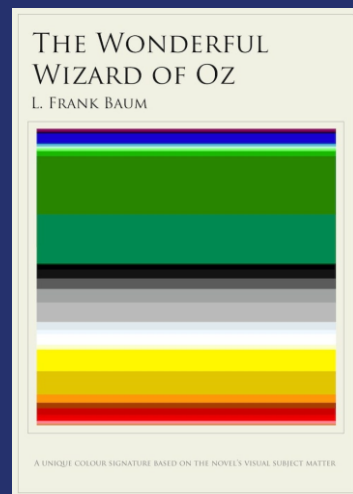


Нестандартни представяния



Цветните подписи на книгите
(Jaz Parkinson)

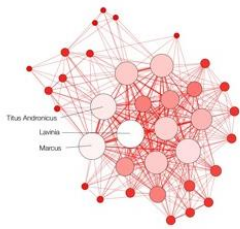
Източник: <https://www.wired.com/2013/09/data-visualization-the-color-signatures-of-famous-books/>



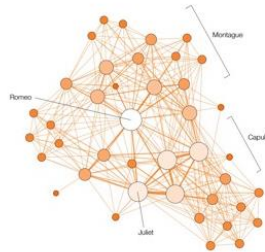
Комуникациите в трагедиите на Шекспир



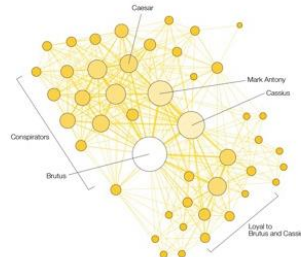
SHAKESPEAREAN TRAGEDY



TITUS ANDRONICUS
Number of characters 36 | 50% Network density



ROMEO AND JULIET
Number of characters 41 | 37% Network density



JULIUS CAESAR
Number of characters 46 | 34% Network density

ABOUT

Shakespeare's plays listed chronologically. Two characters are connected if they appear in the same scene. Their size and color intensity are proportional to their (weighted) degree of centrality. The 'network density' measures how close the graph is to complete. A complete graph (100%) has all possible edges between its nodes.

CC-BY-SA Martin Grandjean 2015
www.martingrandjean.ch

Примери: "Дигиталният телескоп"



- Големи данни
- Сбирките като данни
- Агрегатори и пространства от данни



Момиче с телескоп,
Пиетро Антонио Ротари,
Национален музей, Швеция.
http://www.europeana.eu/en/item/2064116/Museu_Provide_dCHO_Nationalmuseum_Sweden_17114

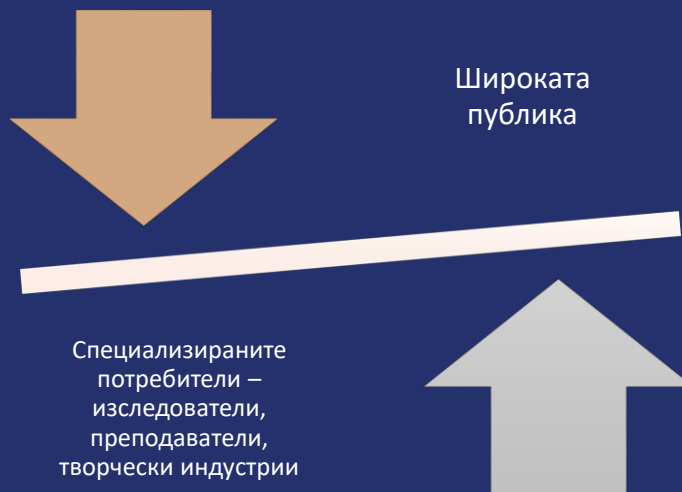
⌋

Конгресна библиотека



Explore Library of Congress collections through color with this application External by Laura Wrubel!
Published January 2018
<https://labs.loc.gov/work/experiments/library-of-congress-colors/>

Как оцифряваме и какво предлагаме



Големите данни са вече тук

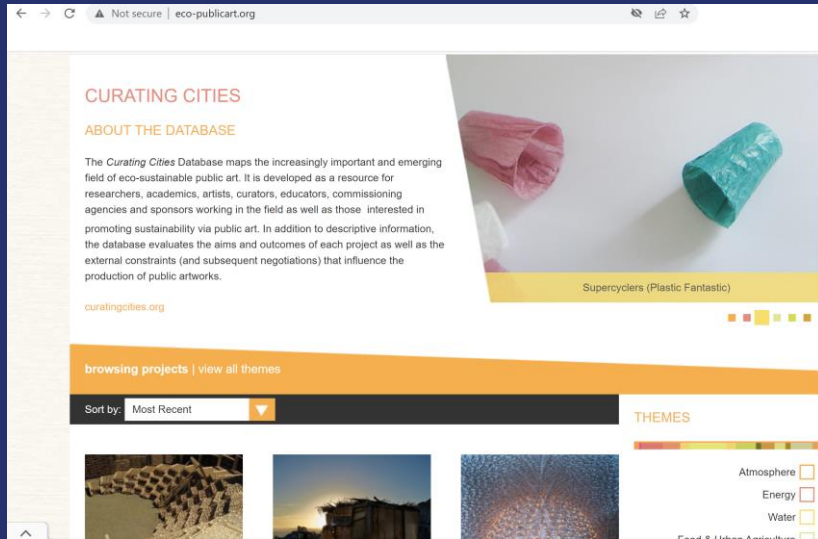


- Европейска
- Как да ги използваме
- Как те променят изследванията
 - Нови научни въпроси
 - Нови методи
 - Използване на повече първични източници

Сбирките като данни и Лабораториите за иновации



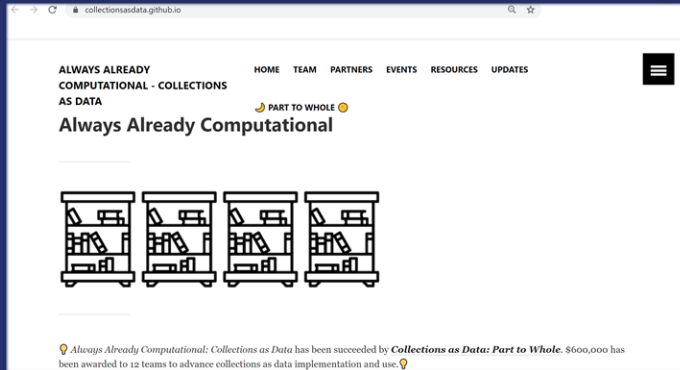
Събиране – материално наследство



Събиране – живо наследство



‘Сбирките като данни’



- Padilla, Thomas et al. (2019, May 22). Final Report --- Always Already Computational: Collections as Data (Version 1). Zenodo. <http://doi.org/10.5281/zenodo.3152935>
- Always Already Computational: Collections as Data final report and project deliverables: <https://osf.io/mx6uk/wiki/home/>

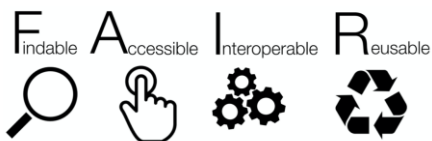
<https://collectionsasdata.github.io>

‘Сбирките като данни’



Providing access to the underlying files of digitised cultural heritage resources to facilitate data analysis by means of tools and methods developed in the field of digital humanities.

<https://www.kbr.be/en/projects/data-kbr-be>



Collections as Data: 50 things to start with!



Want to support collections as data at your institution, but not sure how to begin? Drawing on what we learned from engaging with practitioners and researchers throughout the [Always Already Computational](#) project, the project team compiled a list of 50 Things you can do to get started. 50 Things is intended to open eyes, stimulate conversation, encourage stepping back, generate ideas, and surface new possibilities. If any of that gets traction, then perhaps you can make the case for investing in collections as data at your institution in a meaningful, if not systematic, way.

Our best advice: start simple and engage others in the process. You may find some activities listed here are already underway!

About this publication: 50 Things was published in October 2018 under a CC BY-NC-SA 4.0 license.

https://collectionsasdata.github.io/50things/50_things.pdf

В библиотеке



"Any library program, physical or digital (or a hybrid) in which innovative approaches to library services, tools, or materials are tested in some structured way before being made part of regular workflows, programs, or mission."

Brooks, M., & Heller, M. (2013) Library labs. *Reference & User Services Quarterly* 52(3), 186-190 (2013).

Galleries, Libraries, Archives and Museums Labs

– a space to experiment and innovate on-site and on-line with digitised and born digital collections and data

- Expert support and advice
- Essential equipment (software, hardware, storage, network)
- Essential ingredients (data, text, images)
- The ability to create, validate, capture, record, reproduce, archive, and share results
- Community, tutorials, examples
- Integrated into reference and research workflows

Founded in 2013

BRITISH LIBRARY



Mahendra Mahey

Project Manager,
British Library Labs

Adam Farquhar

Head of Digital
Scholarship

Eleanor Cooper

Project Officer,
British Library Labs

British Library Labs
Experiment with our
digital collections

<https://www.bl.uk/projects/british-library-labs>



@BL_Labs @britishlibrary @labs@bl.uk @BL_DigiSchol

British Library Labs (BL Labs)

BRITISH LIBRARY

- Promotes, inspires, and supports the use of the British Library's digital collections and data
- Works on projects with researchers, developers, educators, entrepreneurs and artists from around the world
- Provides insight into the emerging practice of digital research and helps shape the provision of the British Library's digital services, tools, collections, and data.
- Ensures that the intellectual digital heritage we hold is accessible to everyone for research, inspiration and enjoyment



@BL_Labs @britishlibrary @labs@bl.uk @BL_DigitalSchol

International GLAM Labs Community



<https://glamlabs.io/>: 70 участника вкл. музеи



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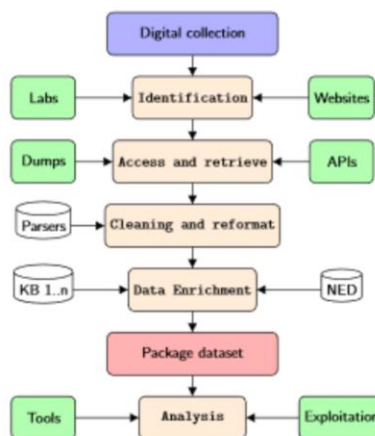
www.press.bas.bg
https://clada-bg.eu

PUBLIC DOMAIN

[https://clada-
bg.eu/images/PDFs/web_ISBN_9786192
450939.pdf](https://clada-bg.eu/images/PDFs/web_ISBN_9786192450939.pdf)

ДЯ ОТВОРИМ
ГЛАМ
ЛАБОРАТОРИЯ

Методика



Framework employed to create machine actionable collections - KB stands for Knowledge Base, while NED stands for Named Entity Disambiguation.

Примери



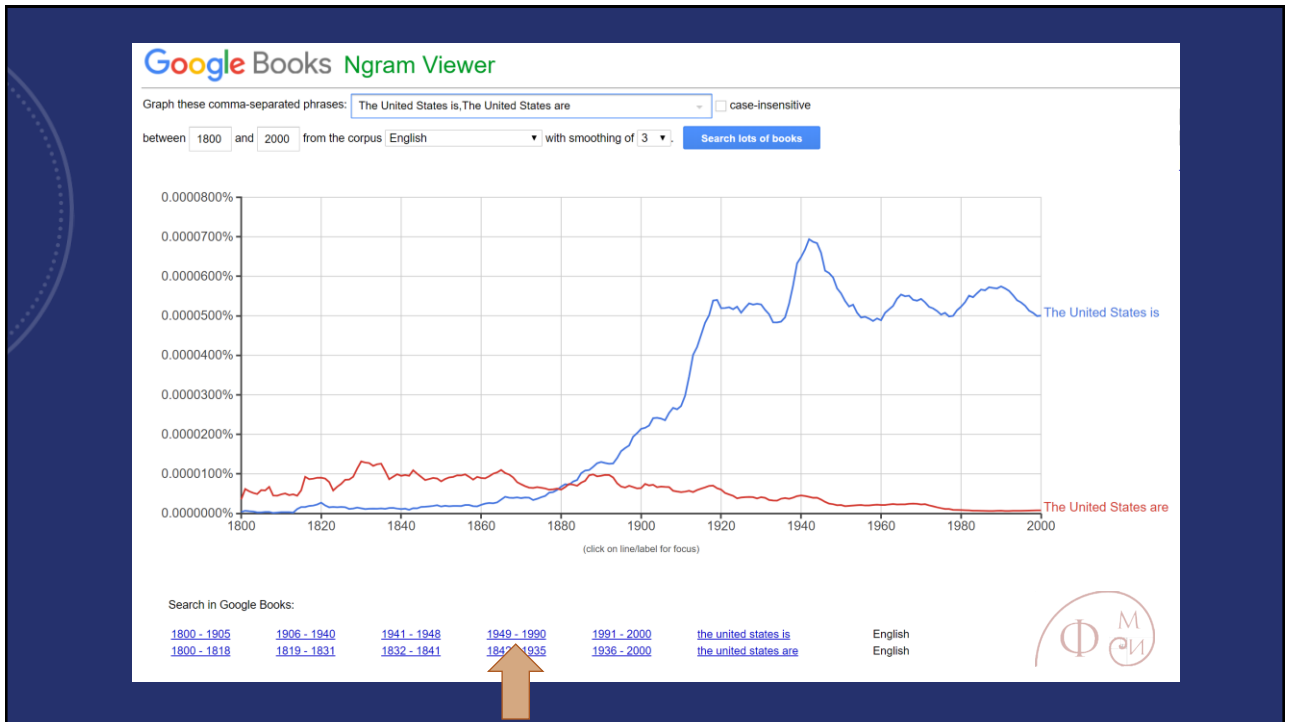
Примери в изследователската работа



“There was a time a few years ago when the United States was spoken of in the plural number. Men said "the United States are" — "the United States have" — "the United States were." But the war changed all that. Along the line of fire from the Chesapeake to Sabine Pass was settled forever the question of grammar. Not Wells, or Green, or Lindley Murray decided it, but the sabers of Sheridan, the muskets of Sherman, the artillery of Grant. ... The surrender of Mr. Davis and Gen. Lee meant a transition from the plural to the singular.”

— James McPherson (president of the American History Association) *The Washington Post*, Apr. 24, 1887, p. 4

According to this the change around the Civil War (1861)



Потребителите добавят данни

Since its launch in 2008, the Australian Newspapers site (now included in the library's 'Trove' service) had seen over 267,938 members of the public carrying out 290,022,876 lines of text corrections and adding over 39,980,242 tags.



<http://trove.nla.gov.au/system/stats?env=prod>

В музеите



САЦ: <https://www.aam-us.org/tag/crowdsourcing/>

The British Library: Georeferencing historical maps



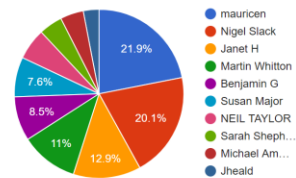
The top contributors are:

This release

Name	Control points
1 mauricen	80,799
2 Nigel Slack	74,057
3 Janet H	47,627
4 Martin Whitton	40,655
5 Benjamin G	31,330
6 Susan Major	28,073
7 NEIL TAYLOR	22,158
8 Sarah Shepherd	16,631
9 Michael Ammon	16,414

Top contributors pie chart (control points)

This release



BRITISH LIBRARY

ONLINE GALLERY

See 30,000 items from our collection

Online Gallery Home Virtual books Online exhibitions Highlights tour Personal galleries

UK > Online Gallery Home > Georeferencing

Georeference home Maps already georeferenced Participants About

Help us place our digitised maps

Are you interested in local history and old maps? Would you like to explore historic places across the globe? If so, you can help the British Library. You can quickly create an overlay of historic maps on current mapping and compare the past with the present.

You can join the latest phase of our project, which features over 3,000 more maps from the British Library collections. Help us identify accurate locations for these historic maps! Bear in mind that some places have changed significantly or disappeared completely, creating a puzzle that reveals an exciting contrast.

Your name will be credited, and your efforts will significantly improve public access to these collections. Contributors can see the results of their work, as well as the progress of the pilot and other participants, and the top contributor will be publicly announced.

Let's begin...

1. See a video explanation of how it works

Overall progress of BL Georeferencer



The progress bar is updated live.



47

Year of the Bay (HistoryPin)



Mysteries
Map
Gallery
Tours
Collections
Slideshow

185
Total mysteries

44
Unsolved mysteries

22
Under investigation

119
Mysteries solved

Show me

- All mysteries
- Unsolved mysteries
- Under investigation
- Solved mysteries

Only show

- All mystery types
- Title mysteries
- Date mysteries
- Location mysteries
- Street View mysteries
- Tag mysteries

Is this your house? Help us pin these photos from the Ruth Asawa collection! If you recognize anything familiar, please let us know.

by Stanford University Libraries Special Collections, Manuscripts Division

unknown
1960 - 1970

Clues
These architectural studies were all taken in the 1960s in preparation for Asawa's Hyatt Fountain. It may be possible to determine locations based on their proximity to her identified photos.

Solve

The screenshot shows the website www.ushmm.org/online/lodzchildren/. The header includes the United States Holocaust Memorial Museum logo and the title "Children of the Lodz Ghetto: A MEMORIAL RESEARCH PROJECT". Navigation links include Home, Student List, Community Center, and My Research. A search bar is present with the text "Search a Name".

PROJECT STATUS

27	Students known to have survived
186	Students known to have perished
10724	Students with currently unknown fate

A historical black and white photograph of a group of children in coats and hats is displayed on the right. A "Share This" button is located at the bottom right of the image area. A PDF file named "DARIAHteach_WP2U....pdf" is visible in the browser's download bar.

DigitalKoot (National Library, Finland)

The illustration depicts a seesaw with three cartoon characters. One character is on the left end, another is in the middle, and a third is on the right end. The seesaw is labeled with city names: "New York", "Williamsonin", and "Olympia". The background is a simple landscape with a green hill and a blue sky.

Повторна употреба

Old weather
<https://www.oldweather.org/>

Китове
 Арктика

Търговски
 пътища
 Първа световна
 война

Hour	Knots	Direction	WINDS			BAROMETR.			TEMPERATURE			State of the weather by appearance	Force of Winds by squalls	State of the sea	Direction of the wind at end of watch
			Direction	Force	Velocity	Height in Fathoms	Time of day	Air	Sea	Wind					
A.M.															
1	4	b	At E.	At N.	5	0	29.74	43	44	45	48	m.	none	a	R
2	11	b	"	"	5	0	29.74	43	44	45	48	d.	"	a	"
3	17	0	"	"	5	0	29.75	43	44	45	48	mi	"	a	"
4	3	b	"	"	5	0	29.75	43	44	45	48	"	"	a	"
5	3	b	"	"	5	0	29.76	43	44	45	48	"	"	a	"
6	2	0	"	"	5	0	29.76	43	44	45	48	"	"	a	"
7	3	b	"	"	5	0	29.76	43	44	45	48	O.	strong	a	"
8	11	7	"	"	5	0	29.76	43	44	45	48	"	"	a	"

Какво расте?



Брой обекти

Размер на обектите

Сложност

Неструктурирани данни

Нови видове данни (аналитика)

Следи от това какво правят потребителите



А сега накъде?

- Какво да събираме в цифров вид – предизвикателства на живото наследство?
- Използване на материалното като врата към живото наследство?
- Как да ангажираме и въвличаме повече хора?

Благодарности



DISTILL, <https://distill.page/>
ECHOING, <https://echoing.eu/>