



Experimenting with the British Library Digital Collections: BL Labs Workshop at #citylis

Experimenting with the British Library Digital Collections: A workshop organised by British Library Labs and the Department of Library & Information Science, City University London as part of the British Library Labs Roadshow (2016).

Location: Tait Building, Room C304, City University London, EC1V 0HB.

Date: Monday 1st February 2016.

Registration: 17:00-17:30. **Event start:** 17:30. **Event ends:** 20:00pm.

Please bring a laptop if you would like to access the Labs Digital Data for yourself on the evening!

Drinks/snacks will be provided

Wireless access: EduRoam; guest password to be announced on the day.

Live tweeting encouraged using **@BL_Labs** and the **#citylis** and **#bldigital** hashtags.

BL Labs Roadshow (2016)

Hundreds of thousands of digital items and objects are being created and collected for researchers to use such as digitised manuscripts, sheet music, newspapers, maps, archived websites, radio, performances, TV news broadcasts, and artworks, as well as the more expected items like scanned versions of books.

This wonderful cacophony of content is having a significant effect on how institutions like the British Library support the research needs of their users. Will people discover new information when they are no longer restricted to viewing a single page from a single book at a time? How can the BL build systems that provide a coherent route across its content, regardless of whether it is a televised news report or a unique signature drawn in the margins of a map? How can we use crowd-sourced information, computer vision and machine-learning techniques to provide people with better tools to better judge and interpret the context of illustration or work? How can we exploit animations and interactive infographics to better convey the information found in our holdings?

This is the research space that British Library Labs explores and we want to encourage researchers and scholars to work with us and share their research questions and innovative ideas around this. This informal workshop will showcase some of the British Library's digital content and data, and give attendees the opportunity to hear from recent library and information science students who have engaged with Labs in various ways, and then to think ideas for innovative uses of the unique digital data collection.

Programme*

(* Programme and timings subject to change).

1700 Registration.

1730 Introduction.

Lyn Robinson, Head of Library & Information Science, City University London.

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1735 The Digital Research Team.

Aquiles Alencar Brayner, Digital Curator at the British Library, will talk about this cross-disciplinary mix of curators, researchers, librarians and programmers who support the creation and innovative use of British Library's digital collections. In this talk Aquiles will highlight how they work with those operating at the intersection of academic research, cultural heritage and technology to support new ways of exploring and accessing our collections through collaborative projects.

1750 The British Library Labs Project.

Mahendra Mahey, Manager of the British Library Labs Project, British Library, will talk about the British Library Labs project which encourages scholars to use the British Library's incredible digital collections for their research, through various activities such as:

- Competition (<http://labs.bl.uk/British+Library+Labs+Competition>)
- Awards (<http://labs.bl.uk/British+Library+Labs+Awards>)
- Events (<http://labs.bl.uk/Events>)
- Projects (<http://labs.bl.uk/Other+Uses+of+Collections>)

1800 #citylis student panel. #citylis students Ludi Price, Alison Pope, Daniel van Strien and Dimitra Charalampidou will host a question-and-answer panel sharing their experiences of working with the British Library which includes entering the British Library Labs competition, working as a placement student with Labs, working at International Gaming Day and attending various events at the Library. See blog post: <http://goo.gl/T5K1mq>.

1820 Overview projects that have used British Library's Digital Content and data.

Ben O'Steen, Technical Lead for British Library Labs, will go into further detail about:

- Competition projects (<http://labs.bl.uk/British+Library+Labs+Competition>)
- Award winners and runners' up projects (<http://labs.bl.uk/British+Library+Labs+Awards>)

He will highlight some of the challenges and issues faced with using the digital content and data and importantly what the British Library has learned.

He will also briefly show how to access some of the terabytes of data available on the day on a our Mini Network Area Storage (NAS) device, a guide is available at: <http://goo.gl/E8aRyQ> (case sensitive)

1850 Ideas Lab.

Led by the British Library Labs team.

Delegates will be encouraged to work together and think of ideas of what they might do with the digital collections and data in light of some of the challenges of working with it. The Labs and #citylis team will be on hand to help and advice.

Things to think about:

1. Think of your own expertise and interests.
2. Browse some of our digital collections online: <http://labs.bl.uk/Digital+Collections> and on our Mini NAS <http://goo.gl/E8aRyQ> and **choose at least one!**
3. See previous ideas submitted to the Competition - <http://labs.bl.uk/Ideas+for+Labs> and projects submitted to the Awards - <http://labs.bl.uk/Other+Uses+of+Collections> for inspiration!
4. Consider some of the criteria ideas and projects will be assessed on:
 - For the Competition - <http://labs.bl.uk/British+Library+Labs+Competition+--+Judging>
 - For the Awards - <http://labs.bl.uk/British+Library+Labs+Awards+--+Judging>

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1915 Pitching and Feedback.

Panel comprising of British Library Labs and #citylis staff. Delegates will be asked to *pitch* their ideas and be given direct feedback from the panel, things to consider are:

<p>Competition</p> <p>Consider the questions judges might think of when assessing your idea:</p> <ol style="list-style-type: none">1. The value and clarity of the research question posed.2. The extent to which the entry showcases British Library digital content and its potential for wider use.3. The quality of the research approach and methods proposed.4. The entrant(s) can demonstrate the skills, knowledge and expertise to successfully carry out the project by working with the BL Labs team at the British Library.5. The project entry is realistic.6. The project idea is achievable in terms of technical, curatorial and legal factors (see below): <p>Technical factors</p> <ul style="list-style-type: none">• Whether the project is technically feasible.• Whether the technical skills required to complete the project and who will be required to implement them have been clearly identified. <p>Legal factors</p> <ul style="list-style-type: none">• Whether the legal terms of use for the digital collections identified have been checked and compliance demonstrated in the proposal.• Whether the entry contains information that ensures the project does not in any way infringe intellectual property rights or any other rights of any third party. <p>Curatorial factors</p> <ul style="list-style-type: none">• Whether the entrant(s) can demonstrate that the digital content is available.• Whether the entrant(s) has/have identified the curator(s)/person(s) responsible for the digital content.• Whether the digital content is easily accessible.• Whether the digital content can be realistically used for the project.• Whether any extra worked required to make the digital content usable for the project has been clearly identified (where appropriate).	<p>Awards</p> <p>Consider which category your work might fall under:</p> <ol style="list-style-type: none">1. Research – For work that has been carried out in the context of a research project or activity. It should show the development of new knowledge about the British Library's digital content, research methods, or tools.2. Artistic - For work that uses the British Library's digital content in the context of artistic or creative endeavours. It should inspire, stimulate, amaze and provoke.3. Commercial – For work that delivers or develops commercial value. It could be in the context of new products, tools, or services that build on, incorporate, or enhance the British Library's digital content to produce commercial value.4. Teaching / Learning – For work that has been created in a teaching and / or learning context using the British Library's digital content / data. It would clearly show how it has been used to provide quality learning experiences to learners of any age and ability. <p>How projects are assessed:</p> <ol style="list-style-type: none">1. The value and clarity of the research question, problem and / or challenge posed.2. The extent to which the work showcases British Library digital content and its potential for wider use.3. The quality of the research approach and / or methods used.4. The challenges the work faced and how these were overcome.5. The appropriateness of the entry to the category under which it was entered.6. Whether the legal terms of use for the digital collections identified have been checked and compliance demonstrated in the work.7. Whether the work contains information that ensures that it does not in any way infringe intellectual property rights or any other rights of any third party.
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1930 Goody bag!

A goody bag will be given to the best idea decided by the panel.

Please complete the onine feedback form: <https://goo.gl/JkRCLs> (case sensitive)

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Speaker Biographies (in alphabetical order by surname)

Dr Aquiles Alencar-Brayner, Digital Curator, British Library.

Aquiles has worked at the British Library as a Digital Curator since 2010. He holds a PhD in Latin American Literature from King's College, University of London, and an MSc in Library and Information Science from City University London. He has been involved in various digital projects and is a member of The British Academy and Peer Review Committee for the Economic and Social Research Council.

Dimitra Charalampidou, Former Trainee at BL Labs and Graduate of Alexander Technological Institute of Thessaloniki

Dimitra is a graduate of Library Science and Information Systems at the Alexander Technological Institute of Thessaloniki (A.Te.I.Th.), Greece. She wrote a dissertation during her training period at the British Library's BL Labs, which focuses on the upload of digitised collections, more specifically the British Library's Digitised Bookbindings, on Wikimedia Commons. She has participated in the organisation of the 'Crossroads of Curiosity' event at the British Library and has helped organise a number of conferences such as the EIPub 2014 and the KNOWescape 2014 Conferences in Thessaloniki, Greece as well as events at the Alexander Technological Institute's library.

Mahendra Mahey, Project Manager of British Library Labs.

Previous to Labs he was at UKOLN (University of Bath) working for 4 years on the Jisc funded the UK Developer Community Supporting Innovation (DevCSI) initiative (organising several "Developer Happiness" conferences (dev8d.org)) and 5 years together on a project focussing on how academic institutions could manage their research information using a common metadata standard and one supporting research in digital repositories of scholarly outputs. He was an adviser for the Jisc Regional Support Centres encouraging academics / librarians to use electronic learning resources and make effective use of e-learning technologies and techniques in their practice. He also worked as a lecturer for over 10 years in Social Sciences, Computing, Multimedia and English for Speakers of Other Languages in Further and Higher Education internationally.

Alison Pope, Business Analyst and former #citylis student

Alison is a Business Analyst in Information Technology Services at the University of Reading working on enterprise architecture with a focus on business and information architectures. Most of Alison's career has been spent in higher education designing and improving information systems in a changing education and technology landscape. Alison has implemented library systems, virtual learning environments and digital repositories; supported the transition to the Research Excellence Framework with new systems for research data and management information; and worked with researchers on a variety of digital scholarship projects. Alison recently studied Information Science at #citylis with a particular interest in digital information technology architectures, data visualisation and sport informatics.

Ludi Price, PhD candidate in Information Science, Department of Library & Information Science, City University London.

Ludi is a third year Ph. D. student in Information Science at City University London. Her research is focusing on the digital information behaviour of fans and how their high-quality, amateur creation, organisation and sharing of cultural artefacts is challenging traditional models of information provision in the GLAM (Galleries, Libraries, Archives & Museums) sector. She is also active in promoting the appreciation of fanworks and fan practices in the library world, most recently participating in the International Games Day at the British Library. She also works part time as Far Eastern cataloguer at the SOAS, University of London library.

Lyn Robinson, Head of Library & Information Science, City University London

Lyn is well known as Founder and Director of the innovative Library School, #citylis, and as a researcher, writer and presenter within the field of library & information science. She describes herself as an academic and a Londoner.

Ben O'Steen, Technical Lead of British Library Labs.

Previous to working for Labs he was a freelance developer in the academic sector. While his expertise lies in solving interesting problems using computers, his formal training is in chemistry: He has authored a Physics GCSE training course, created electronics for art installations, co-founded the "Developer Happiness" conference (dev8d.org), and he was the lead developer in the Bodleian Library's Research and Development department building their Resource Description Framework (RDF) - powered repository and digital asset management systems. In recent years, he has worked on Jisc funded projects (OpenBibliography, OpenCitation), wrote reports for funders on topics such as text-mining and sat on technical advisory boards for the Web-service Offering Repository Deposit (SWORD) protocol, ORCID and other groups.

Daniel van Strien, Library Science Masters student, City University London.

Daniel is a #citylis student who has recently submitted a dissertation assessing the role of research funders in the transition to open access, focusing on policies relating to the payment of Article Processing Charges. Alongside an interest in open access, Daniel is passionate about the potential uses of technology in libraries and the new ways in which libraries can support research. Recently Daniel facilitated a workshop on GitHub as part of 'Library Carpentry', a series of 'four three-hour software skills sessions focused on the needs and requirements of the library professionals'. Daniel currently works as an Assistant Librarian at Newcomb Library, Homerton University Hospital.

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