

## Experimenting with the British Library's Digital Content and Data for your research (University of Nottingham)

A workshop organised by British Library Labs and Digital Humanities and Arts (DHA) Praxis Project (University of Nottingham) as part of the British Library Labs Roadshow (2016).



**Location:** The Lounge, The National Videogame Arcade, 24-32 Carlton Street, Nottingham, NG1 1NN.

**Date:** Wednesday 3rd February 2016.

**Registration and lunch:** 12:30-13:00. **Event start:** 13:00. **Event ends:** 16:00

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

Live tweeting encouraged using **@BL\_Labs** 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 then to think ideas for innovative uses of the unique digital data collection.

### Programme\*

(\* Programme and timings subject to change).

#### 1230 Registration and Lunch

#### 1300 Introduction and Presentation: From Metadata to Experience: the ArtMaps Crowdsourcing Platform

Dr Laura Carletti, Research Fellow at the University of Nottingham

#### 1320 Quick and Dirty Location-based Experiences Using Wander Anywhere

Dr Benjamin Bedwell, Research Fellow at the University of Nottingham  
1750 The British Library Labs Project.

### **1335 British Library Labs Competition and Awards**

Mahendra Mahey, Manager of British Library Labs.

The British Library Labs project supports and inspires scholars to use the British Library's incredible digital collections in exciting and innovative ways for their research, through various activities such as competitions, awards, events and projects.

Labs will highlight some of the work that they and others are doing around digital content in libraries and also talk about ways to encourage researchers to engage with the British Library. They will present information on the annual BL Labs Competition, which closes this year on **11th April 2016**. Through the Competition, Labs encourages researchers to submit their important research question or creative idea which uses the British Library's digital content and data. Two Competition winners then work in residence at the British Library for five months and then showcase the results of their work at the annual Labs Symposium in November 2016.

Labs will also discuss the annual BL Labs Awards which recognises outstanding work already completed, that has used the British Library's digital collections and data. This year, the Awards will commend work in four key areas: Research, Artistic, Commercial and Teaching / Learning. The deadline for entering the BL Labs Awards this year is **5th September 2016**.

- 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>)

### **1350 Overview projects that have used British Library's Digital Content and data**

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

Labs will further present information on various projects such as the 'Mechanical Curator' and other interesting experiments using the British Library's digital content and data, see:

- 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.

### **1420 Examination of British Library data**

Labs Team

Labs will be coming along with terabytes of the British Library's digital data on the day which the team will give an overview of, highlighting some of the challenges faced when working with "messy" data and briefly show how to access some of it through their Mini Network Area Storage (NAS) device, a guide is available at: <http://goo.gl/E8aRyQ> (case sensitive).

## 1430 Ideas Lab (includes a coffee break at 1515)

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 Nottingham team will be on hand to help and advise.

Things to think about:

1. Consider 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 'thing'!**
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 and to ensure your idea / project **hasn't already been submitted!**
4. *If you are considering entering your idea or project to the Competition or Award, you will need to consider some of the criteria they will be assessed on (see below):*
  - For the Competition - <http://labs.bl.uk/British+Library+Labs+Competition+--+Judging>
  - For the Awards - <http://labs.bl.uk/British+Library+Labs+Awards+--+Judging>

<b>Competition</b>	<b>Awards</b>
<p><b>Consider the questions judges might think of when assessing your idea:</b></p> <ol style="list-style-type: none"><li>1. The value and clarity of the research question posed.</li><li>2. The extent to which the entry showcases British Library digital content and its potential for wider use.</li><li>3. The quality of the research approach and methods proposed.</li><li>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.</li><li>5. The project entry is realistic.</li><li>6. The project idea is achievable in terms of technical, curatorial and legal factors (see below):</li></ol> <p><b>Technical factors</b></p> <ul style="list-style-type: none"><li>• Whether the project is technically feasible.</li><li>• Whether the technical skills required to complete the project and who will be required to implement them have been clearly identified.</li></ul> <p><b>Legal factors</b></p> <ul style="list-style-type: none"><li>• Whether the legal terms of use for the digital collections identified have been checked and compliance demonstrated in the proposal.</li><li>• 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.</li></ul> <p><b>Curatorial factors</b></p> <ul style="list-style-type: none"><li>• Whether the entrant(s) can demonstrate that the digital content is available.</li><li>• Whether the entrant(s) has/have identified the curator(s)/person(s) responsible for the digital content.</li><li>• Whether the digital content is easily accessible.</li><li>• Whether the digital content can be realistically used for the project.</li><li>• Whether any extra worked required to make the digital content usable for the project has been clearly identified (where appropriate).</li></ul>	<p><b>How projects are assessed:</b></p> <ol style="list-style-type: none"><li>1. The value and clarity of the research question, problem and / or challenge posed.</li><li>2. The extent to which the work showcases British Library digital content and its potential for wider use.</li><li>3. The quality of the research approach and / or methods used.</li><li>4. The challenges the work faced and how these were overcome.</li><li>5. The appropriateness of the entry to the category under which it was entered.</li><li>6. Whether the legal terms of use for the digital collections identified have been checked and compliance demonstrated in the work.</li><li>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.</li></ol> <p><b>Consider which category your work might fall under:</b></p> <ol style="list-style-type: none"><li>1. <b>Research</b> – 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.</li><li>2. <b>Artistic</b> - 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.</li><li>3. <b>Commercial</b> – 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.</li><li>4. <b>Teaching / Learning</b> – 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.</li></ol>

### **1530 Pitching and Feedback**

Nottingham and Labs Team

Those delegates that want to can pitch their ideas and be given direct feedback.

### **1600 Goody bag and Finish!**

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

**Please complete the online feedback form:** <https://goo.gl/N96pX8> (case sensitive)

## **Speaker Biographies**

### **Dr Laura Carletti, Research Fellow at the University of Nottingham**

Laura is a Research Fellow at the Horizon Digital Economy Research Institute. Her research focuses on digital culture and learning innovation, specifically on the use of new media and technologies for citizen participation and audience development in the creative and cultural sectors. Her areas of interest are public engagement strategies, co-creation practices, crowdsourcing, and digital learning. She regularly collaborates with heritage institutions in exploring and designing alternative forms of visitors' interactions with archival resources and online collections. At the University of Nottingham, she is also co-leader of the "Design of the Visiting Experience" theme of the China Cultural Visiting Hub, and member of the board of the "Creative and Cultural Industries" Research Priority Area. Previously, Laura has worked several years as project manager of European funded initiatives in the fields of culture and education and - since January 2016 – she is Member of the Council of Europeana, the European cultural heritage platform.

### **Dr Benjamin Bedwell, Research Fellow at the University of Nottingham**

Ben is a Research Fellow in Computer Science at the Horizon Digital Economy Research Institute. His research interests are in the effects that the design of technology has on the behaviour of its users, revealed via a grounded theory approach combining ethnography, contextual inquiry and participatory design/co-design with real users. He has applied these methods to develop and study technology with a broad spectrum of users and settings, with a focus on exploring the role that Internet-of-Things and mobile technologies can play in encouraging sustainability (both from ecological and cultural heritage perspectives). He co-leads the University of Nottingham's "Heritage and the Digital" research priority area - a network of leading academics from backgrounds that span Digital Economy and Humanities - identified as an area of existing and emerging research strength.

### **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 (dev&d.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.

### **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 (dev&d.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.