METADATA VISUALISATION OF CULTURAL HERITAGE
INFORMATION WITHIN A COLLABORATIVE ENVIRONMENT

Arantza RESPALDIZA¹, Monica WACHOWICZ², Antonio VÁZQUEZ HOEHNE¹

¹Technical University of Madrid (UPM), Departamento de Topografía, Geodesia y Cartografía
Autovía de Valencia km. 7,5. Madrid, Spain, ma.respaldiza@upm.es
²University of New Brunswick, Geodesy and Geomatics Engineering
15 Dineen Drive, PO Box 4400, Fredericton, New Brunswick, Canada, monicaw@unb.ca

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Abstract: Cultural content on the Web is available in various domains (cultural objects, datasets, geospatial data, moving images, scholarly texts and visual resources), concerns various topics, is written in different languages, targeted to both laymen and experts, and provided by different communities (libraries, archives museums and information industry) and individuals (Figure 1). The integration of information technologies and cultural heritage content on the Web is expected to have an impact on everyday life from the point of view of institutions, communities and individuals. In particular, collaborative environment can recreate 3D navigable worlds that can offer new insights into our cultural heritage (Chan 2007). However, the main barrier is to find and relate cultural heritage information by end-users of cultural contents, as well as by organisations and communities managing and producing them. In this paper, we explore several visualisation techniques for supporting cultural interfaces, where the role of metadata is essential for supporting the search and communication among end-users (Figure 2). A conceptual framework was developed to integrate the data, purpose, technology, impact, and form components of a collaborative environment. Our preliminary results show that collaborative environments can help with cultural heritage information sharing and communication tasks because of the way in which they provide a visual context to end-users. They can be regarded as distributed virtual reality systems that offer graphically realised, potentially infinite, digital information landscapes. Moreover, collaborative environments also provide a new way of interaction between an end-user and a cultural heritage data set. Finally, the visualisation of metadata of a dataset plays an important role in helping end-users in their search for heritage contents on the Web.
Metadata Visualization of Heritage Information within a Collaborative Environment

Motivation
Cultural content on the Web is available in various domains (cultural objects, datasets, geospatial data, moving images, scholarly texts, and visual resources), concerns various topics, is written in different languages, targeted to both laymen and experts, and provided by different communities (libraries, archives, museums and information industry) and individuals. The integration of information technologies and cultural heritage content on the Web is expected to have an impact on everyday life from the point of view of institutions, communities and individuals. In particular, collaborative environments can recreate 3D navigable worlds that can offer new insights into our cultural heritage (Chen 2007). However, the main barrier is to find and relate cultural heritage information by and users of cultural contents, as well as by organization and communities managing and producing them.

Methodology

Data

Form

Purpose

Impact

Objectives
1. Review the suitability of different forms of representation applied to heritage information in different user interaction cases in a collaborative environment, and examine the impact on each of the cases.
2. Forms of representation derived from the semantic (spatial, temporal and thematic) of the metadata elements and evaluation purposes.

Conclusions
Our first results indicate that collaborative environments can be a new way of improving user involvement in sharing heritage information by proving a new way of interaction between the user and a heritage information. The collaborative environment needs its own search interface and tailor the visualisation of metadata of an information accordingly to the collaboration of the users.
Figure 1: Domain cultural content

Figure 2: Data format of cultural contents

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