Abstracts and Presentations
University of Bath, 10-13 June 2014
Abstracts and links to presentations from the ELAG 2014 Conference *Lingering Gold*

10-13 June 2014, University of Bath, United Kingdom
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KEYNOTE

The Role of Libraries in Supporting Digital Scholarship

Name of presenter: Stella Wisdom

About the presenter: Digital Curator at The British Library

Abstract: The British Library Digital Scholarship Department works to enable innovative research based on its digital collections. Our activities to support digital scholarship are organised around four themes:

1. Digital content. Every day, we are collecting, connecting to, and even creating unique digital content
2. Tools and services. We know that digital scholarship needs tools and services to support it, but we also recognise that the practice of researchers is changing rapidly. We are looking to enable researchers to bring their tools to our content as well as providing ways to discover, analyse, visualise, annotate, exchange and re-use it.
3. Engagement. Working with researchers is a real highlight of what we do. We put in a lot of effort to meet and collaborate with researchers in order to find out more about their goals, the content and data that they need, and the ways that they work with it. Engagement is at the heart of what we do.
4. Skills. We’re working hard to improve our own skills working with digital content and services.

This presentation will discuss how the production, use and integration of digital content, services and tools to facilitate scholarship and research allows research areas to be investigated in new ways, using new tools, leading to new discoveries and analysis to generate new understanding.

The crucial role libraries can play in supporting digital research by partnering in the creation of interoperable infrastructures that enable the innovative and creative use of big data humanities research data at scale and across content providers will also be discussed.

The presentation will highlight activities at the British Library that are moving us towards enabling transformative research which can serve as a useful case study for those who are embarking on a similar journey.
PRESENTATIONS

Lord of the strings – a somewhat expected journey

Presenters:

- Karen Coyle, Digital Libraries Consultant, USA
- Rurik Greenall, Developer, Norwegian University of Science and Technology (NTNU) Library
- Lukas Koster, Library Systems Coordinator, Library of the University of Amsterdam
- Martin Malmsten, Head of Development and Design, National Library of Sweden/LIBRIS
- Anders Söderback, Head of the Department of Publishing, Stockholm University Library

Abstract: In keeping with this year’s conference theme of finding what is special in the local community and exposing this to the outside world —thinking locally and acting globally — we have gathered a global fellowship. From our different individual backgrounds we will present a comprehensive view on the challenges to be tackled in order to be able to expose valuable local content to a global audience. We will focus on cultural, organisational and technical circumstances and opportunities, and look at backend metadata infrastructures and frontend discoverability.

The “lingering gold” can be of any type and format: physical objects, digital assets, data, or people. But first of all we need to establish that there actually is any gold to speak of. It might be fool’s gold after all. And even if one knows where to find these “hidden treasures”, it can be hard to liberate them from their shackles, which can be of a technical, legal or organisational nature. It is important to find the right internal and external connections, instruments and funding in order to end this quest successfully. There may be a lot of pitfalls, but also successes out there.

Is there one Holy Grail of exposing local treasures to the world? Or are there many half-holy grailettes? Is the League of Librarians the designated body to expose the gold to the world? Or are there other communities more suited to this task? Do libraries really have local treasures, or do other institutions hold the office of treasurer?

We will reveal this in a somewhat metaphorical and allegorical way, hopefully resulting in the presentation of a valuable roadmap.
The LIBRIS Upgrade – Details, Links and Interfaces

Presenters: Niklas Lindström and Lina Westerling

About the presenters: Niklas Lindström has worked with web, data and system technologies for 15 years, including consulting, open source projects and W3C standardization work (on RDFa 1.1 and JSON-LD). His experience ranges from user interface development to systems engineering and maintenance, via many kinds of data processing.

Lina Westerling as a UX (user experience) designer, Lina is involved in the complete design process from gathering requirements to detailing the UI design. Prior to entering the world of libraries she consulted in enterprise search, a close relative to discovery systems.

Abstract: Starting in earnest in 2012, The Swedish National Library (Kungliga Biblioteket – KB) begun the development of a new infrastructure and system, based at its core on Linked Data. It directly employs the linked entity description model represented by RDF, and has the capacity to mesh with other linked data on the web, through minimal engineering efforts.

While KB has been publishing linked library data since 2008, the internal system has continued to be based on MARC, used in everything from cataloguing to various internal and external data flows. We are now replacing this legacy fundament entirely with an RDF-based structure. The infrastructure is based on adaptable dataset management components, fully navigable as linked data through a graph store, and using customizable indexes for search (filtering, sorting and faceting). Everything is built on open source libraries and components, and the system itself is available as open source.

Upon this system, a modern, web based cataloguing tool has been developed, which is capable of editing data described using RDF-based vocabularies (such as Dublin Core, FOAF, BIBO, Schema.org and BibFrame), and integrating with collections of resource descriptions on the web, such as Library of Congress data (e.g. LCSH), The Open Metadata Registry, Dewey.info, GeoNames and DBPedia.

In this presentation, we will give you a walk-through of the features and capabilities of this system, showing the user interface and sharing the user stories which has driven its design. We will also look into the data fundament, and explain the mechanisms for mapping from MARC to RDF (including the benefits of JSON-LD as an instrument). We will show how this structure can be reverted into MARC, in order to support existing legacy systems. Finally, we will take a look at the new kinds of possibilities that a system of linked data enables, including federated integration with "wild" linked data on the (semantic) web (through means ranging from basic HTTP to SPARQL).
Regal – a Repository for Electronic Documents and Bibliographic Data

Presenters: Felix Ostrowski and Jan Schnasse

About the presenters:

Felix Ostrowski is a web engineer, linked data technologist and knowledge management consultant. Before founding graphthinking in 2013, he worked as a research assistant at the Berlin School of Library and Information Science and as a software developer and repository manager at the North Rhine-Westphalian Library Service Centre (hbz).

Jan Schnasse is a software developer at the North Rhine-Westphalian Library Service Centre (hbz).

Abstract: Since 2002 the North Rhine-Westphalian Library Service Centre (hbz) operates *Edoweb*, a system to gather, describe and archive deposit copies of electronic publications and websites on behalf of the State Library Centre of Rhineland-Palatinate (LBZ). The current version has been running since 2005 and is based on Ex Libris’ Digitool. In 2012 the partners decided to move the collection to an open source technology stack. With the new approach, the partners hope to gain greater flexibility for both front end and back end. In order to increase the visibility of the collection and to ease programmatic access on the data level, concepts from REST-style architectures and from the Semantic Web were taken into account. With a well balanced technology mix we want to make sure to create an up to date web application which integrates in to the German library infrastructure as well as to the web in general. The following aspects are mandatory to achieve our goals:

- increase the overall performance
- provide an up-to-date, modern user interface
- use open source software (Fedora, Elasticsearch, Drupal)
- seamlessly import (meta-)data from Digitool and potentially other repository systems
- integrate the system with the emerging Linked-Open-Data ecosystem, especially authority data
- loosen the tight integration with Ex Libris Aleph
- expose (meta-)data for easy re-use by others.

This talk will start with a short introduction of the current system and its shortcomings. It will then focus on the main components of the new architecture and how they play together to overcome those shortcomings and fulfil the requirements. The current state of the system is demonstrated. Finally, a discussion of obstacles encountered and how they were resp. are planned to be hurdled will round off the presentation.
Metadata Interoperability Framework (MIF)

Presenters: Naeem Muhammad and Sam Alloing

About the presenters:

Naeem Muhammad: Is working as a Software Architect at LIBIS KULeuven in Belgium. He holds a PhD degree in software architecture. His current work includes research and development of software systems in the domain of digital heritage.

Sam Alloing: Is working as a Business Consultant at LIBIS KULeuven in Belgium. He specializes in designing, implementing and maintaining digital heritage and digital preservation systems.

Abstract: Metadata Interoperability Framework (MIF) is a framework designed to provide support for efficient transformation of metadata information across various platforms, such as libraries, archives and museums. MIF provides a set of mapping rules, which can be used to customize the transformation from one format to another. Some of the MIF mapping rules are:

- COPY: Copies the value from a source field to a target field.
- SPLIT: The source field is split on a defined character and put in the target fields.
- COMBINE: Multiple source fields can be combined in one target field.
- CONDITION: With condition different rules can be combined to form conditional mapping.

MIF available as a web service is designed based on Service-oriented architecture. MIF can handle a huge amount of metadata to be transformed in an efficient way. A transformation request can be made to MIF by submitting the metadata that needs to be transformed, mapping rules and specifying the output metadata format.

Currently, MIF provides support for MARC to EDM and LIDO to EDM transformation. We are extending its capabilities to enhance its scope, for example transforming MARC to and from EAD, and LIDO to and from EAD. Moreover, MIF follows open standards scheme, allowing interested parties to extend its capabilities based on their own requirements. MIF is currently being used in Europeana Inside project. A project that aims at providing a platform for sharing diverse kinds of data.
Optimization of Known-Item Discovery

Presenter: Tamar Sadeh, PhD, Director of Discovery and Delivery Strategy, Ex Libris Group

About the presenter: With a bachelor’s degree in computer science and mathematics, Tamar Sadeh began her career developing search engines for structured and unstructured data. At Ex Libris, a multinational company that develops high-performance applications for libraries and information centers, Tamar has taken an active role in the definition and marketing of the company’s various technologies since she joined the company in 1999. Tamar holds a doctorate from City University London’s School of Informatics.

Abstract: Because of the simple search interface that today’s library discovery systems offer, users tend to expect a Google-like search experience in which the discovery system understands what they want; is forgiving of misspellings, omissions, and word variations; and displays the most relevant results first, regardless of how a query is formulated. Known-item searches, which make up the majority of searches in an academic environment, pose a particular challenge for discovery systems. Whereas users know exactly what they are after, their method of describing the desired item can range from typing a few of the title’s words to copying and pasting an entire citation.

This session focuses on the work that the search team at Ex Libris has carried out in the area of known-item searches, including the establishment of methodologies for analyzing search logs and the handling of the variations of known-item search queries in the Primo discovery system.
Discovering libraries’ gold through collections-level descriptions

Presenter: Valentine Charles

About the presenter: Valentine Charles is Interoperability Specialist at both The European Library and Europeana. She is responsible for the Europeana Data Model and activities related to data interoperability.

Abstract: The European Library has extensive experience in aggregating bibliographical data and digital resources from the national and research libraries of Europe. Whilst building an important dataset, the organisation also faces the issue of fragmentation of information. This issue becomes even more a challenge when most of the resources available in libraries are not yet digitised. The European Library has therefore decided to address these issues by creating collection-level access points to libraries’ resources.

In the context of a large-scale aggregation infrastructure, such as The European Library, collection-level descriptions offer guidance to the users and support their quest for information. Collection-level descriptions allow for the capturing of most of the contextual information which accompany libraries’ resources. This information is even more necessary for resources without a digital existence: it provides the organizational and intellectual context necessary to the understanding of those resources. The European Library can still offer high-level information to users. This is because the European Library collection-level metadata enables the integration of information in addition to its aggregation. The European Library is also currently applying this principle of data integration within the CENDARI project.

The CENDARI project aims at providing an ‘enquiry environment’ to support digital humanity researchers in addressing their specific research questions. The purpose of the project is to identify and select collections and individual resources in order to provide humanities researchers with source material that is specifically relevant for their work.

In the context of the CENDARI project, The European Library has identified and selected resources relevant to the First World War. These resources have been selected based on the collections descriptions The European Library creates for all its collections. Selection of further resources has been made possible by exploiting the classification and indexing data traditionally created by libraries, which resulted in detailed data about the subjects of the resources.

Further resources gathered for CENDARI come from the wider network of Europeana, therefore enabling the interconnection of the resources related to the First World War from various domains (museums, libraries and archives). Together, these activities provide the research community with a wider range of sources required for analysis and comparatives approaches on specific topics and enable the integration of library data within a wider network of resources.
This presentation will detail the benefits of collection-level metadata for libraries and it will demonstrate how they can be used to highlight hidden resources. This will be illustrated using the example of the collaboration efforts of The European Library, representing the library-domain, and the CENDARI research infrastructure.

- [http://www.theeuropeanlibrary.org](http://www.theeuropeanlibrary.org)
- [http://www.cendari.eu/](http://www.cendari.eu/)
Building Useful & Usable Web Services

Presenter: Steve Meyer

About the presenter: Steve is the Technical Product Manager for the WorldShare Platform at OCLC. He is responsible for coordinating API strategies and their implementation across OCLC’s products.

Abstract: Building web services can have great benefits by providing reusability of data and functionality. Underpinning your applications with a web service will allow you to write code once and support multiple environments: your library’s web app, mobile applications, the embedded widget in your campus portal. However, building a web service is its own kind of artful programming. Doing it well requires attention to many of the same techniques and requirements as building web applications, though with different outcomes.

So what are the usability principles for web services? How do you build a web service that you (and others) will actually want to use? In this talk, we’ll share some of the lessons learned through OCLC’s work on the WorldCat Metadata API. This web service is a sophisticated API that provides external clients with read and write access to WorldCat data. It provides a model to help aspiring API creators navigate the potential complications of crafting a web service. We’ll cover:

- Loose coupling of data assets and resource-oriented data modeling at the core
- Coding to standards vs. exposure of an internal data model
- Authentication and security for web services: API Keys, Digital Signing, OAuth Flows
- Building web services that behave as a suite so it looks like the left hand knows what the right hand is doing
The black box opens

Presenter: Marina Muilwijk

About the presenter: Marina Muilwijk is a software developer at Utrecht University Library. Most of her work centers around the institutional repository and digitisation, but she is also involved in developing new library services.

Abstract: Giving library patrons what they want and how they want it.

Utrecht University Library is a black box in more than one sense. For library patrons, the processes behind the creation of library services is opaque. Who comes up with the ideas? How can they influence the development? And is there a way to reuse all that data that the library can offer?

In this presentation, we will look at two ways in which the library wants to open its services to patrons and the world: APIs and new ways of developing services.

We started with APIs as a way to connect our own applications, for example to exchange data between our circulation system and our smartphone app. But some of these could be interesting to third parties as well. For instance, we have an application for reading digitised material, which uses metadata from DSpace in a machine readable form. These data are open to the world, should somebody want to use them. And our digitised maps can be georeferenced, so you can overlay the old map over the satellite images in Google Earth.

Last year we decided to make it policy that new applications should offer APIs, so that others can make use of our data. In some cases this is easy, like with VIVO, which offers linked open data out-of-the-box. In other cases, we have to take a good look at our architecture, to determine which data to expose and how. The presentation will contain some examples from current projects, like the smartphone app and a project called “Bibliograaf”.

The “Bibliograaf” is an existing website in which we present the various databases and search engines that the library provided access to. In the current project, we want to improve this site. But it’s not just about building an application around APIs and the latest web wizardry. In fact, the main focus is on something else entirely: it is an experiment with the Lean Startup method. Lean Startup aims to help you build what customers really want, rather than what you think they want. Because having the data out there is good and useful, but sometimes you just want a simple way to use them. And it’s often surprisingly difficult to describe what you need for that. In Lean Startup, you don’t just ask customers what they want, you test it. Developing a product is a series of experiments. You build something and measure how people react to it. Or you build two versions and see which one is used the most. Sometimes you don’t even need a fully working application, just a basic page that does only one thing.

I will show some examples of experiments and outcomes. At the start of the project, we had some ideas about people would probably want. The project is still running, so we don’t know what exactly we will end up with. But we do know that it’s going to be different from what anybody expected before we started.
That is the point of being more open: to offer services that people will actually want to use, rather than systems we think they should use. And to make it possible for others to do the same, with the help of our APIs on our data.
EuropeanaBot – using open data and open APIs to present digital collections

Presenter: Peter Mayr

About the presenter: Peter Mayr is an administrator for the ILL-system at the North Rhine-Westphalian library consortium (hbz) in Cologne.

Abstract: Twitter bots are a relatively new means to present digital objects. They allow collections to “speak for themselves”, gain visibility in the Twittersphere and aid serendipity effects. Current examples are e.g. the bots of the Digital Public Library of America or of the National Library of Australia.

An relatively new TwitterBot is “EuropeanaBot”: a program to present images from the collections of Europe’s leading galleries, libraries, archives and museums by using Europeana’s Application Programming Interface (API).

EuropeanaBot not only tweets hourly about a random digital object, it also enriches them. By using open data collections (e.g. place names, a list of Nobel prize winners, . . . ) or open APIs (e.g. Wikipedia, current news items) it enhances the simple query results and puts them into new – often surprising and entertaining – contexts. In addition a kind of “digital persona” has been created to make it easier for the EuropeanaBot to blend in with “Twitter culture” and simplify interaction with other users.

The talk introduces this project and also covers the data flow and the connections to the services that have been used. Additionally the impact and resonance of EuropeanaBot is analyzed and some possible future developments are discussed.
Datavisualization as a library service? Examples from Chalmers library

Presenter: Stina Johansson

About the presenter: Librarian/bibliometrician at Chalmers Library, Department of Scholarly Communication. Loves to work and think creatively with and about data.

Abstract: In one day, you may see many examples of information – and datavisualization, the first one perhaps in the morning paper, the last one in an ad on Facebook? Exploring and finding patterns and stories in data, presenting results in the form of an image, is not a new idea but an idea in revival and of growing importance. William Playfair, author of Commercial and Political Atlas (1786) is often said to be the inventor of modern datavisualization. While we reuse designs and ideas created in the days of Playfair, we are also developing new ways of visualizing and analyzing data. In the mix of the new and old, we find a service useful for all collecting, storing, providing- and in need to analyze large amounts of data. Chalmers Library recently started working with, for us, new ways of visualizing data—drawing networks of metadata, making geospatial analyses and finding trends and patterns in bibliographic data, as a part of our bibliometric analyses. This has grown into a small scale library service, and Chalmers library now offers support for researchers and colleagues who want to create their own visualizations, and visualizations of bibliographic and other data, in the forms of topical, geospatial, temporal and network data. At Chalmers Library, we think of datavisualization as new and exciting way to present and promote our "lingering gold". I will tell you about this new service, how it is taking shape, what types of questions and requests we get, challenges we face, how we learn and develop from working with our researchers, and about our quest to learn more about datavisualization, its history, theory and techniques; a quest that has taken us through a fascinating landscape of creative ideas and solutions – in the research library community and beyond.
The Surprising Adventures of the Mechanical Curator, and Other Tales

Presenter: Ben O'Steen

About the presenter: Technical Lead of British Library Labs, an Andrew W. Mellon funded project hosted at the British Library.

Abstract: The British Library Labs project (2013-) aims to explore novel methods of discovery and access, and to enable research on the British Library’s digital content in new and sometimes surprising ways. The talk will be about our work, most notably on the “Mechanical Curator”, an experiment in public engagement and crowd-sourcing, and on our other efforts to lower the technological and procedural barriers to distant-reading, image analysis, text- and data-mining research here at the library.

The “Mechanical Curator” released over one million illustrations taken from 19th century books in the public domain. This collection gained over 100 million views and 35,000 tags on Flickr in one month.

The talk will also discuss the impact this release has had – both internally and externally – and how public engagement through sites such as Wikimedia Commons has increased our understanding of this content. The technological challenge of curating at this scale will be outlined as will our use of cloud infrastructure such as the Microsoft Azure platform.
Librarygame – Evaluating gamification as a means of increasing customer engagement

Presenters: Ciaran Talbot and Dr Kay Munro

About the presenters:

Ciaran works in the Digital Systems team at the University of Manchester Library. His current role is split between Library Systems Manager and Systems Support Analyst. He is a member of the library’s Innovation Group and is now managing the Librarygame Project.

Dr Kay Munro is a College Librarian supporting the College of Social Sciences with an interest in mobile and web 2.0 technologies. Kay manages the Librarygame Project at the University of Glasgow.

Abstract: The Librarygame project aims to increase engagement with library customers by gamifying elements of library behaviour. Customers gain points for borrowing books, entering a library or accessing an e-resource. Users can share their library usage with their friends via a web interface or a mobile app. Customers gain badges for visiting the library at certain times of the day (for example, ‘Night Owl’) or for completing specific activities (‘Weightlifter’, if you take out a large number of books in one go).

The University of Manchester and University of Glasgow are working together with developers Running In The Halls to implement Librarygame at their respective libraries. Both institutions will be piloting the product from February through to May with the aim of going live in September 2014.

The overall objectives for the project are:

1. Encourage engagement with library users.
2. Increase the number of first year undergraduates actively engaging with the Library.
3. Enhance the customer’s serendipitous discovery of Library resources by allowing customers to share their use, reviews and ratings.
4. Evaluate gamification as a means of shaping user behaviour.
5. Expose Library usage statistics in a meaningful way.

We will measure the meeting of these objectives both qualitatively through interviews with the pilot group and quantitatively by analysing the data collected through Librarygame and connected library systems. We will also be able to compare the difference in feedback from Manchester and Glasgow as both have taken a different approach to the branding of Librarygame.
Integrating ORCiD – A two way conversation.

Presenter: Tom Demeranville

About the presenter: Based at the British Library, Tom is a software engineer specialising in digital identifiers and identities. He is Technical Lead on the ODIN project.

Abstract: The ORCID and DataCite Interoperability Network (ODIN), running from 2011 to 2013, is a collaboration between the British Library, CERN, ORCID, DataCite, Dryad, arXiv and the Australian National Data Service with the aim of using persistent, open and interoperable identifiers to connect people with scholarly digital objects.

We will explore how connections are being built between authors and research outputs using unique identifier schemes. We will demonstrate practical software solutions using open source software developed and inspired by the ODIN project and offer concrete advice on creating and managing workflows to build such links.

The ODIN project has used ORCiD user profiles and British Library UK E-Thesis Online Service (ETHOS) author metadata to connect authors with their PhD thesis. We will explain the reasoning behind ODIN’s work and its key objectives. We will explore workflows that could be adopted by the other parts of the library and data-centre communities to enrich their own author and catalogue metadata. Drawing on our experience integrating with DataCite & International Standard Name Identifiers (ISNI) will we will demonstrate how data-centres and libraries can leverage ORCiD user profiles and these workflows.

ETHOS is the UK’s national thesis service provided by the British Library which aims to maximise visibility of the UK’s doctoral research theses. It uniquely identifies and hosts the metadata for over 300,000 theses. ORCID is an open, non-profit, community-based effort to provide a registry of unique researcher identifiers and a transparent method of linking research activities and outputs to these identifiers.

The beta project outputs can be found at http://ethos-orcid.appspot.com which includes links to the open source code repositories.
Librarians taking liberties. The role of academic libraries in present-day research

Presenter: Demmy Verbeke

About the presenter: Demmy Verbeke received his PhD in Classics from KU Leuven in 2005. He subsequently worked as project manager for Monumentenwacht Antwerpen (2006) and was a post-doctoral research fellow in the Department of History at Harvard University (2006-7), in the Centre for the Study of the Renaissance at the University of Warwick (2007-9) and in the De Wulf-Mansion Centre for Ancient, Medieval and Renaissance Philosophy at KU Leuven (2009-12). Dr Verbeke is now head librarian of the Faculty of Arts at KU Leuven, where he teaches Heuristics and Methodology in the BA programme and Intellectual History of the Late Middle Ages and the Renaissance in the MA programme.

Abstract: The mission of academic libraries is commonly defined as supporting research, learning and teaching at the institution they are part of. However, there is considerable variation in how academic libraries translate this mission statement into practice, and certainly in the ways they have shaped their services in response to the digital turn.

Particularlly revealing in this context is the ever-growing number of academic libraries which transform their physical spaces into (largely bookless) learning centres and seem to focus the public side of their services (almost) exclusively on learning/teaching. The proposed paper argues for a continued attention to the research component within the mission of academic libraries and their public services, and highlights, in keeping with the conference theme, the hitherto untapped potential embedded in said libraries and their staff when it comes to supporting or even initiating research. It will present the various ways in which libraries (can) support ongoing research – e.g. by the establishment of research spaces – and, perhaps more surprisingly, will try to make the case why librarians should get involved in research projects from the earliest planning stages or should even initiate and lead research efforts.

In order to make this point, the proposed paper will focus on the role of libraries in Digital Humanities projects. It will not only evaluate the recent scholarship on the role of libraries and their staff in Digital Humanities projects (and what this literature tells us about the practices at other universities), but also document the contribution of the University Library at KU Leuven in general, and the Arts Faculty Library in particular, to ongoing or planned research projects, e.g. the testing of OCR applications for early printed Dutch and Latin texts, the development of an integrated reference database and collaborative platform for the study of Patristic, Medieval and Byzantine texts, the digitisation of the Husserl Archive, and online publishing. Finally, this paper will also briefly present the current state of the plans to found a Digital Humanities Library Lab @ Leuven (DH3L), offering a frank discussion of the common challenges encountered and the ways in which faculty, administration and library staff at KU Leuven are trying to overcome them.
Scanning woes and war stories

Presenter: Toke Eskildsen

About the presenter: Toke Eskildsen works as a System Architect at the State and University Library, Denmark. He is responsible for the technical core of the library’s search system and tends to get involved in most of its digitization projects.

Abstract: The State and University Library of Denmark is home to all books, records and newspapers published in Denmark. Its vision is to have everything online in 2020 and at any given time, there are multiple active digitization projects. For this talk the focus will be on paper- and microfilm scanning, where the projects range from a quite small project consisting of 3 books to a current newspaper effort with 30 million pages on microfilm.

The base requirements for scanned images at Statsbiblioteket are simple:

3-400 PPI, Lossless TIFF (lately lossless JPEG 2000), no over- or under-exposure and no sharpening, contrast adjustment or similar. We tend to use outsourcing to scanning companies and they inevitably start the process by breaking those requirements.

Working with scanning companies has proven to be an ongoing learning experience for us. What we thought was the baseline for image scanning has turned out to be advanced requirements. We tend to get what we ask for in the end, but it requires vigilance and a lot of explaining. Using images delivered by scanning companies, this talk explores the tell-tales of problematic scans. It shows how to quickly discover fundamental mistakes that are not obvious to the naked eye, and why they still matter. The reactions and sometimes denial from the scanning companies act as a warning not to take much for granted in the scanning world.
Going digital in the closed stacks – Library logistics with a smart phone

Presenters: Eva Dahlbäck and Theodor Tolstoy

About the presenters:

Eva Dahlbäck - Librarian, Assistant Manager for Department of Customer Services at Stockholm University Library, has worked with library logistics for 10 years.

Theodor Tolstoy – Head of development at the department of IT at Stockholm University Library. Previously developer at the Library of the Swedish parliament

Abstract: Many research libraries have large parts of their collections in closed stacks and lend out numerous inter library loans. In most of these libraries orders are printed out on paper and then managed manually by librarians. For the patron the pathway is all digital: their order is placed via the webpage and an email notification arrives when the material is available for pick up.

At Stockholm University Library we started to question our logistic work with closed stacks: can we make this work-flow easier, seamless, faster and all digital? And can we combine all types of orders into one work-flow? A project was started which has now ended in an all-new work-flow and a new system.

Today we have a web based system named Viola, the system collects the different types of orders, from closed stacks and inter library loans, and mixes and sorts them into a digital list. From that list the librarian selects the orders he or she will collect that day. The chosen orders are downloaded to a hand computer or smart phone. The information in the phone contains all the data needed to find the book. The smart phone can read the barcode or RFID-tag in the book and save that information. When all the books in the list are gathered, the librarian transfers the list of orders back to their computer and the Viola-system. Viola updates the library system, so the book’s status becomes lent or reserved. Viola also sends an email to the patron stating that the material is available for pick up. The librarian can simply put the material on the shelf for collection.

There are many benefits with this system.

- One work-flow for several different types of orders
- All digital road – fewer manual steps
- Faster – less time collecting books, patrons gets the book faster
- 5 persons can do the work that 10 persons did before
- Competence development of technical skills for the work force
- Viola is connected to the invoice-system

The system has been created by developers working in the library together with librarians that know the functionality they need. It has been a close collaboration, where the librarians have specified the functions needed and the developers built a system that meets these needs. Work with “user stories” have been key in the collaborative work between librarians and technicians. The system has been tailor-made based on workflow requirements and with
the end user in mind. In the presentation I will describe the Viola functionally in detail and show a film to indicate how librarians use Viola every day and do a short walk through the technical architecture.
WORKSHOPS

The Power of Sharing Linked Data: Giving the Web What It Wants

Presenter: Richard Wallis

About the presenter: Technology Evangelist, OCLC Richard Wallis, distinguished thought leader in Semantic Web and Linked Data, joined OCLC in 2012 as Technology Evangelist to focus and share Linked Data developments. He has been at the forefront of the emergence of these technologies in the information world for over 20 years. He is Chair of the W3C Schema Bib Extend Community Group and evangelist for the adoption of Linked Data in libraries and wider Web. He has an international reputation for insightful and entertaining keynote sessions at library, Web, and Semantic Web focused events. He is a pragmatist who believes in searching for implementable solutions.

Intended audience: This presentation is equally applicable to decision makers, practitioners and technical staff in libraries, archive and associated organisations – also their system developers and suppliers.

Abstract: The Web is changing. Search engines are placing more emphasis on identified entities and the relationships between them – so called Semantic Search. Google, Bing, Yahoo! and others are at different stages in the implementation of Knowledge Graph functionality. Wikidata is applying structured data techniques to organising the world’s information.

Against that background, the library community can capitalize on these developments to ensure that our resources are visible in the emerging Web of Data, significantly enhancing their discoverability. To achieve this there needs to be fundamental changes in the way libraries, and their systems, share information about what they hold and what they license. No longer can we expect library data to be treated as a special case. No longer can we expect our users to find our library discovery interface as a prerequisite to discovering our library’s resources. If we want our resources to appear in the daily search workflow of our users, we need to be represented in the tools they use for everything else.

Using linked data principles to share information from individual libraries, using general-purpose vocabularies such as Schema.org, will mean that the search engines will be aware of what we have to offer and where to guide users to access it. By giving the Web what it wants in the way that it wants it, libraries will be able to use the Web to inform their users, relieving them of the need to use a library specific interface to discover library resources.

Richard will explore early examples of these techniques and what libraries and system suppliers will need to consider to take advantage of these trends in the future.
Subjects:

- Introduction to things such as Linked Data, Schema.org, Authoritative Hubs in the web of data, Knowledge Graphs etc. at a high-level against the background I described above.
- Linked data in a little more depth – the simple power of the link.
- Vocabularies in general – Schema.org in particular
- How would you publish LD/prepare it – triple stores/file systems/caching/ – Who’s data do I use?
- OCLC Linked Data – Works/manifestations – what’s next
Alternative ERM management on the basis of managed Linked Data

Presenters:

- Dr. Jens Mittelbach (Head of User Services and Information Department at SLUB Dresden)
- Björn Muschall (Systems Librarian at Leipzig University Library)
- Jan Polowinski (SLUB Dresden)
- Leander Seige (Head of IT at Leipzig University Library)
- Lydia Unterdörfel (Systems Librarian of the ERM project at Leipzig University Library)

Abstract: The management of bibliographic data and electronic resources has become a distinctive and important task for libraries in recent years. The diversity of resources, changing licensing policies and new business models, individual or consortial acquisition and modern discovery technologies have turned the marketplace of scientific information into a complex and multidimensional construct. A state of the art management of electronic resources requires flexible data models and the capability to integrate heterogeneous data sources.

Leipzig University Library is currently developing a scalable, reusable application for the management of electronic resources in academic libraries. This software uses Linked Data technologies and integrates ERM relevant data in RDF. The application is developed using the open source application framework OntoWiki as a basis. Semantic content can easily be created and edited using a comfortable inline editing mode for RDF.

SLUB Dresden is currently developing a generic Data Management Platform based on Linked Data technologies. This platform provides functionalities to integrate data from arbitrary systems and turn old fashioned data formats into Linked Data. Implementing a sufficient management solution for electronic resources implicates the aggregation of heterogeneous data from various sources and ensuring their interoperability. Therefore, the ERM software will employ the Data Management Platform to convert, link and import data. This involves several issues regarding vocabularies, provenance, versioning and the diversity of data in general.

Aim of the workshop is that participants can answer these questions:

- How is electronic resource management done in libraries today?
- What are the basic feature requirements for electronic resource management?
- How can we identify the individual requirements of our libraries?
- What are the advantages of a highly detailed ERM system?
- Which data should be integrated in such a system?
- How do we convert heterogeneous data and make them interoperable?
- What data models and schemas should be employed in library data management?
- What database technologies are suitable for storing bibliographic and library related enterprise data?
Focus on the user: Innovating new library products and services. How we can become more innovative and entrepreneurial.

Presenter: Ken Chad

About the presenter: Please see www.kenchadconsulting.com

Ken gained his MA from the Information Science Department at City University in London. He is also an alumnus of the Warwick University Business Innovation and Growth Programme which he completed in 2006. He has over 20 years experience in the library software business working in support, project management, implementation, sales and marketing and at Executive Director/Board level. His customers included a wide range of academic, research, college, public, corporate and national libraries in the UK and throughout the world.

Ken set up his consulting business in 2007 to help enable libraries, and business supporting libraries, to deliver improved services and reduce costs through more effective and imaginative use of technology. His consulting activities include reviewing/auditing library IT infrastructure and systems, help with strategy, user needs and the procurement of new and replacement systems.

As well as working with individual libraries and businesses he has undertaken a number of national and sector wide projects for organisations such a Jisc, SCONUL and RIN. His work has included projects on ebooks, research data management, resource discovery, open and linked data and archives. He also provides market intelligence and horizon scanning services for and about the information and library technology sector. Ken has published articles and presented widely on the strategic impact of technology-driven change. Ken is a member (MCLIP) of CILIP, ALA and a committee member of UKSG. He set up and manages a number of free, open community resources including the Higher Education Library Technology (HELibTech) wiki, Local Government Library Technology (LGLibTech) and Open Specifications for Library Systems (LibTechRFP).

Abstract:[1] With the rise of technology platforms it’s increasingly easy for businesses and libraries to develop new products and services. In January 2014 the Economist reported: “new firms combine and recombine open-source software, cloud computing and social networks to come up with new services. In fact, many of these new services are application programming interfaces (APIs)—mini-platforms that form the basis of another digital product, allowing for endless permutations.” It went on to say: “All in all, the impact of platformisation will be monumental. Those who see the current entrepreneurial explosion as merely another dotcom bubble should think again. Today’s digital primordial soup contains the makings of the economy and perhaps even the government of tomorrow.”

So how can we become more innovative and entrepreneurial in the library world? It’s not about the technology per se. The impetus to be more and more ‘customer driven’ or ‘consumer focussed’ seems almost universal and relentless. “Consumerization” has taken on a specific meaning in terms of information technology. It represents the growing tendency for new technology “to emerge first in the consumer market and then spread into
business and government organizations"[2]. The consumer market is seen as the primary
driver of information technology innovation. It wasn’t always so. Indeed information
technology typically focussed first on the ‘back end’ tasks and then evolved to meet
consumer needs. Library systems evolved in this way with the public facing catalogue or
“OPAC” coming along relatively late as a module.

I argue that while libraries often think and say they have the user at heart, they (like many
businesses) deliver products and services do not truly reflect this. In a 2013 blog post Ben
Thompson argued that: “The business buyer famously, does not care about the user
experience. They are not the user, and so items that change how a product feels or that
eliminate small annoyances simply don’t make it into their rational decision making
process.”[3] The ‘rational process’ he mentions is typically the tender/RFP/specification
based method that many organisations, including libraries, use to evaluate and acquire their
systems. Even librarians themselves plead guilty. One of the problems, according to
librarian Aaron Tay is that: “librarians want to have complicated features such as advanced
searches in systems like Summon which is empirically shown to be little used”.[4]

We might debate what a good user experience means but surely it is worthwhile goal.
Libraries are only too aware that they are in competition with services such as Google and
that the user experience of library services compares unfavourably in certain circumstances.
Ben Thompson makes the following point: “The attribute most valued by consumers,
assuming a product is at least in the general vicinity of a need, is ease-of-use….all things
being equal, consumers prefer a superior user experience” He concludes: “It is impossible
for a user experience to be too good.”

So how do we create a great user experience? I’m not going to describe exactly what
constitutes a good user experience. The precise elements that constitute a good user
experience for a first year undergraduate may differ from an experienced academic or
researcher or member of the public. However I believe we often look at the technology too
early and have a mindset that is too feature based and does not adequately consider what
users really need to get done. There are some pragmatic and useful tools that libraries,
working with vendors and/or developers, can use to help them develop better services and
acquire or develop better products to help deliver those services.

For example the Jobs-To-Be-Done (JTBD) methodology is well established in the business
world. This is an insightful and productive way of analysing customer ‘needs’. “Most
companies segment their markets by customer demographics or product characteristics and
differentiate their offerings by adding features and functions. But the consumer has a
different view of the marketplace. He simply has a job to be done and is seeking to ‘hire’ the
best product or service to do it.”[5] So users don’t want a library discovery service, a VLE, an
ebook or ‘easier access to e-resources”: they want to solve a particular problem.

Taking this ‘jobs’ or problem based approach provides insights and can help anyone design
or acquire new products or services. For libraries it can be a helpful tool, for example, in
evaluating a variety of new library system offerings. This is because it not only helps to
identify the jobs that need to be done or problems that customers (library users and staff)
need to solve, but also provides a way of analysing potential solutions. Instead (or perhaps
alongside) scoring a system against a set of functional requirements the solution can be
evaluated in terms of how far and easily it enables users to get their ‘jobs’ done. In particular it can highlight how existing offerings are not meeting important needs. This can be where libraries or service providers can create new and innovative solutions. At the core of this approach is a deceptively simple set of questions:

1. What is the problem to be solved-the ‘job-to-be-done’?
2. Who needs to solve the problem?
3. What’s the circumstance of the problem?

This analysis produces a series of ‘Job-to-be-done’ statements like this: {User} wants to {solve a problem} in {this circumstance}

It is important to recognise that the jobs are completely neutral of the solutions (the products and services). While a customer JTBD remains generally stable over time, the products and services an organisation delivers will typically change. The change may take place, for example, when a library is reviewing its strategy or its technology infrastructure.

There is a hierarchy of jobs. For example a ‘top level’ job for an undergraduate may be to ‘get a degree’ (or get a first class degree). Along the way the student will have a number of specific jobs they need to get done- to complete an assignment or essay for example. The circumstance can be a critical element. Supposing the user is on a train with their iPad and the deadline is the next day. In this circumstance how well do library services stack up against Google? Clearly there will be key functional aspects to meet practical customer needs. But there will also be emotional aspects: the subjective customer needs related to feelings and perception. These are often ignored but can be critical. They can be how the user herself feels about the solution or indeed how the customer believes others perceive them while using the solution. How cool is it? The better a solution can fulfil all of these factors the better chance it has of being successful.

REFERENCES

[1] Adapted, in part, from ‘Focus on the user’ By Ken Chad. UKSG eNews 13th December 2013


Open Up! Licensing your library's treasures

Presenters:

- Maarten Zeinstra (CC Netherlands)
- Dorota Kawęcka (CC Poland)
- Gwen Franck (CC Europe)

with special thanks to Lieke Ploeger (Open Knowledge Foundation)

Contact: mailto:gwen@creativecommons.org

Introduction: In the slipstream of Europeana-style projects and examples set by institutions such as the Wellcome library, libraries are increasingly willing to license their (image) materials for maximum reuse, but they are sometimes unsure how to do this in the best way. The aim of this workshop is to offer practical, hands-on advice about how to make these materials as openly available as possible.

Aim and objectives: The workshop will address several topics related to licensing digitized collections, such as dealing with different categories of material (public domain, copyrighted materials, orphaned works), how to handle different legal restraints in different countries, which license to choose, how to communicate this to the audience and how to address misuse. We will show how open licensing can facilitate intersectoral collaborations and enable creative use of the materials.

Outcomes:

- More clarity about different licensing options
- Concrete guidelines / toolkit to take home so that participants can get started
- How to make the workshop active and engaging
- Participants will be asked to provide concrete examples of materials that can be found in their own institutions
- We will address copyright regulations in participants’ countries

Schedule for the Workshop:

- Introduction of the topic
- Background on different licenses
- Case studies and recent examples from library field
- Hands-on: work on concrete examples provided by participants
- Include material from/work on CC toolkits
- Discussion
Workshop Title: Linking Data with sameAs: Challenges and Solutions

Presenters: Adrian Stevenson and Jane Stevenson

Audience: Those with a particular interest in linking one dataset with another through the use of ‘sameAs’ ([http://www.w3.org/TR/owl-ref/#sameAs-def](http://www.w3.org/TR/owl-ref/#sameAs-def)), where names or other entities are matched and declared to be the same.

Requirements: Laptop with admin rights to install Open Refine ([http://openrefine.org/download.html](http://openrefine.org/download.html))

The workshop will not require expertise in Linked Data, but it will assume a basic understanding of Linked Data principles, as it will be moving beyond the basics of creating Linked Data to the specifics of linking between datasets.

This workshop will be divided into 4 sections:

1. A brief introduction to Linked Data, focussing on techniques for matching between datasets

2. An introduction to the challenges of creating ‘sameAs’ links between datasets through the use of personal names, using examples from the Archives Hublinks to the VIAF name authority ([http://viaf.org/](http://viaf.org/)) and DBPedia. Where does matching fall down? Why might false matches occur? How can you be sure you are referencing the same person? Examples of surprising matches and problematic mis-matches will be explored.

3. The process of matching using available tools. We will demonstrate matching using Open Refine and the SILK Framework tools.

4. A hands-on session will allow participants to use Open Refine to try matching some example names to VIAF and then export the matched data as RDF sameAs triples using the RDF Refine plugin. Time and technology allowing, we will also try some simple matching using the SILK tool.

Workshop outcomes: A practical understanding of the challenges of creating links between Linked Data datasets, including some pitfalls to look out for and ways to improve accuracy. This workshop will be useful for those intending to create Linked Data, or who have already started the process but have not yet considered the all-important linking between datasets that characterises Linked Data, and gives it such huge potential.
Preparing For The Future

Presenter: Brian Kelly, Innovation Advocate, Cetis, University of Bolton.

Audience: Librarians who have interests and responsibilities for identifying new technological developments and developing organisational plans for responding to such innovation.

Short description: Libraries are making changes in shifting their focus from concentrating on the outside world to concentrating on what is special in the local community and exposing this to the outside world. But to do this there is a need to think locally and act globally.

But there is a need for decisions about local activities to be informed by activities happening on a national and global level. We need to remember that technology continues to develop at breakneck speed, offering new opportunities for the sector. At the same time, technological developments can be distracting and may result in wasted time and effort (remember the excitement provided by Second Life?!).

This workshop session will help participants identify potentially relevant technological developments by making use of ‘Delphic’ processes. The workshop will provide insight into processes for spotting ‘weak signals’ which may indicate early use of technologies which could be important in the future.

But having identified potentially important technological developments, organisations need to decide how to respond. What will be the impact on existing technologies? What are the strategic implications and what are the implications for staff within the organisation?

The interactive workshop session will provide opportunities to address the challenges in understanding the implications of technological developments and making appropriate organisational interventions.
BOOT CAMPS

Touching Linked Data – Installation and use of OntoWiki and Virtuoso to work interactively with Linked Data content

Presenters:
- Andreas Nareike
- Carsten Krahl
- Natanael Arndt
- Norman Radtke
- Sebastian Nuck

Audience: Technicians and librarians who are able to install debian packages on a Linux/Unix system with a basic knowledge on Linked Data

Expertise: Andreas Nareike, Natanael Arndt, Norman Radtke and Sebastian Nuck are members of AKSW research group and are core developers of the open source application OntoWiki. Carsten Krahl is software developer at Leipzig University Library (LUL). They all are currently involved in a software development project at the LUL to implement an electronic resource management (ERM) system in collaboration with the Saxon State and University Library Dresden (SLUB). A brief overview of the project can be found at http://dmp.slub-dresden.de/. OntoWiki is used as a user interface for triple stores like Virtuoso. AKSW is known for projects like DBpedia, OntoWiki and other Linked Data and Semantic Web tools.

Required: To actively participate in the bootcamp, a laptop/notebook is required. The bootcamp will be easiest to follow on Ubuntu/Debian Linux. Experienced users may also use another Linux based Operating system. For participants that are familiar with at least Apache and PHP, also Windows might be a viable choice. Alternatively we will also provide images for VirtualBox with a freshly installed Linux system which can be run on any machine. A working VirtualBox installation is required for this option

Programming experience: None required, basic shell scripting skills are advantageous.

Short description: OntoWiki facilitates the visual presentation of a knowledge base as an information map, with different views on instance data. It enables intuitive authoring of semantic content, with an inline editing mode for editing RDF content, similar to WYSIWIG for text documents

This bootcamp session demonstrates how to:
- install and configure OntoWiki on a Linux system, which includes
  - (if needed) installation of a local Apache server and PHP
  - installation and configuration of Virtuoso
  - installation and configuration of OntoWiki
- import sample data
• edit data with the user interface
• use the linked data wrappers to interactively import remote data

After the bootcamp participants will have their own OntoWiki installation to take home.

For additional questions or further information please contact Andreas Nareike:

mnareike@informatik.uni-leipzig.de
VIVO for beginners – running a local VIVO installation and importing research information data

Presenters:

- Ina Blümel – Deputy Head of Open Science Lab, TIB Hannover (German National Library of Science and Technology) Digital library projects, teaches eScience
- Gabriel Birke – Technical Advisor/Developer, TIB Hannover (German National Library of Science and Technology) MediaWiki for Booksprints, VIVO pilot
- Lukas Koster – Library Systems Coordinator, Library of the University of Amsterdam Works with Primo discovery tool/metadata hub, VIVO pilot
- Violeta Ilik – Semantic Technologies Librarian, Texas A&M University Libraries. Serves as Scholarly Communication’s key contributor for the TAMU Libraries’ VIVO project. Works on digitization projects that require metadata crosswalks
- Ted Lawless – Library Applications Developer, Brown University Library, Providence, RI USA. Implemented and maintains VIVO at Brown. Serves on the library’s technical team with responsibility for developing library search and delivery services.

Support:

- Valeria Pesce – Information systems specialist, Global Forum on Agricultural Research GFAR/FAO
- Lambert Heller Head of Open Science Lab, TIB Hannover (German National Library of Science and Technology)

About the organisers: We are all novice implementers. None of us are VIVO developers. We are facing the same challenges as everybody else. We are finding out the hard way and want to share our experiences.

Audience: People who are interested in or will be responsible for setting up and administering a local VIVO installation with local research information data

Expertise:

- Basic UNIX/Linux/Windows system administration helpful, but not required
- Basic knowledge of Linked Data concepts, ontologies, RDF, metadata, research information

Required: Basic system: Your own laptop/device with Linux, or Windows/Mac with Linux installed in a virtual machine (VMWare, Virtualbox, Parallels).

Server environment for installing VIVO: The Linux environment must have the Java SDK 1.7, Apache Tomcat 1.7, MySQL 5.1 and Ant 1.9 installed.

VIVO: VIVO 1.6 installation file
Karma: Karma installation file
Java SDK
Maven

Participants have three options for preparing their workstations:

1. Install everything (or parts) in advance
2. Install everything (or parts) during the bootcamp (installation files and support will be available on site)
3. Install everything (or parts) using VM images for VirtualBox, plus install files for VIVO and Karma, provided during the bootcamp, support included.

Programming experience: Not required, but some basic knowledge and experience is always helpful

Short description: VIVO is an open source tool based on linked open data concepts for connecting and publishing all research information within and across institutions.

The hands-on bootcamp will focus on getting your own local VIVO installation up and running, and transforming and ingesting some real data, resulting in a working presentable system.

Topics and Activities:

1. • Installing, configuring and running VIVO 1.6 on Linux
   • Installing and running Karma open source data manipulation tool on Linux, Windows

2. • Mapping research data (people, organisations, publications, projects etc.) to the VIVO supported ontologies using Karma. The goal is to provide a valuable guide to best practices in modeling RDF data by utilizing the Karma data integration tool.
   • We will provide sample test data files, but participants are encouraged to bring their own local data. Type and format descriptions will be provided in advance.
   • Creating a local ontology to accommodate for unique identifiers for people and organizations, necessary for modeling the data.
   • Importing the transformed RDF into VIVO

Optional:

• Extending the VIVO core ontology for local requirements: best practices and tools.
• Customizing the VIVO templates

Useful links:
• Virtualbox: https://www.virtualbox.org/wiki/Downloads
• VMWare: https://my.vmware.com/web/vmware/downloads
• Parallels: http://www.parallels.com/
• VIVO home: http://vivoweb.org/
• VIVO downloads: http://vivoweb.org/download

• VIVO installation guides: https://wiki.duraspace.org/display/VIVO/Install+Guide

• Karma home: http://isi.edu/integration/karma/

• Karma download and installation: https://github.com/InformationIntegrationGroup/Web-Karma/wiki/Installation

• Java SDK: http://www.oracle.com/technetwork/java/javase/downloads/jdk7-downloads-1880260.html
  Maven: http://maven.apache.org/download.cgi
Transforming XML using XSLT Style Sheets

Presenter: Frank Waajen

Audience: Information professionals who have a good understanding of XML

Required: oXgyen XML editor, Internet connection

Short description: XSLT style sheets define template rules, using XPath expressions to select content in a XML-document. With these template rules the selected data can be transformed into XML, HTML or text. This bootcamp will give you an overview of XSLT and you will learn how to use it. Focus is on XSLT 1.0

Topics:

- Using templates
- Navigating the XML tree with XPath 1.0
- Using XPath-functions
- Variables and parameters
- Using branching and control structures
- transformation of XML to HTML
- transformation of XML to XML
- Transformation to and from MARCXML, Dublin Core, MODS, RDF
- multiple input documents
- Working with recursion, modes, and named templates
Hackathon using OCLC services

Presenter: Steve Meyer

Abstract: This bootcamp will explore some of the OCLC Developer Network web services. We will provide an overview of some of the common topics such as the general REST-based architecture for most services and how to use some new authentication clients. The group can then decide to take a deep dive into a particular API and/or write a client library for the community.

Audience: people interested in exploring a wide range of APIs and web services

Expertise: moderate experience needed in the areas of data and coding

Required: come with a programming environment on your laptop

Programming experience: moderate required to take advantage of APIs; multiple responsibilities such as data knowledge and development can be spread across multiple participants on a team.

Agenda:

1. Introduction

   Resources for hacking on our APIs:
   
   - Web service documentation
   - API Explorer demo
   - API Keys (WSKey)
   - Authentication libraries

2. Brainstorming

   Break into groups around areas of interest. Pick projects to work on within teams.

3. Hacking