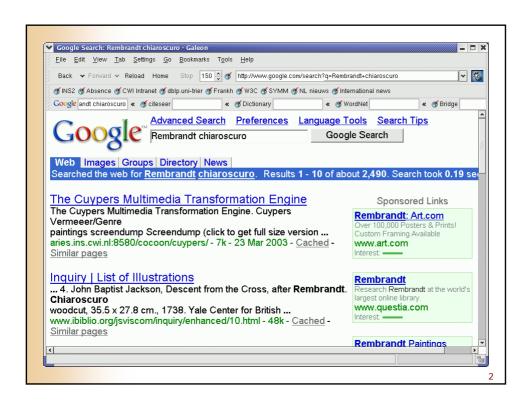


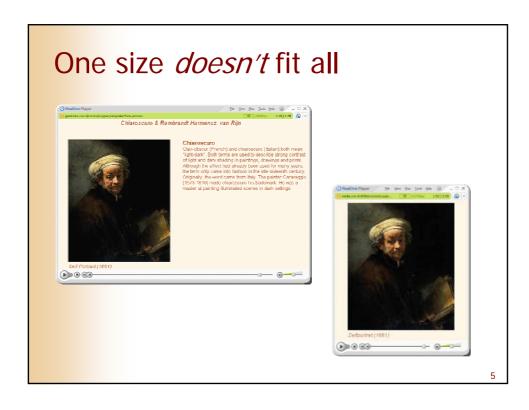
CWI, Semantic Media Interfaces

TU/e, Multimedia and Internet Technology









# The problem

- Too many users need their own information
  - for their level of expertise
  - using appropriate media
  - in an appropriate style
  - displayed on their own device
- Multimedia information design is expensive
- There has to be some automation in the process

#### The Context

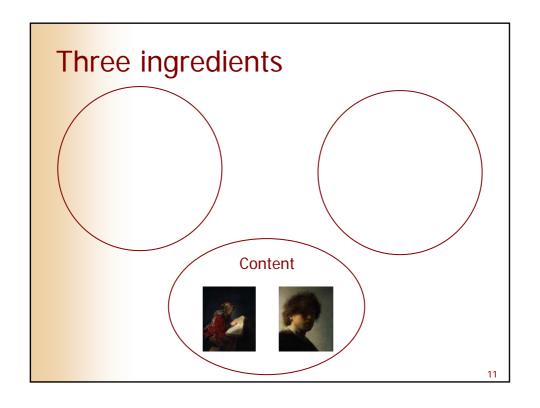
- Web
  - open and linked
  - is with us now
- Semantic Web
  - open and richly linked
  - is under development
  - particularly for machine processing
- User's information seeking task

7

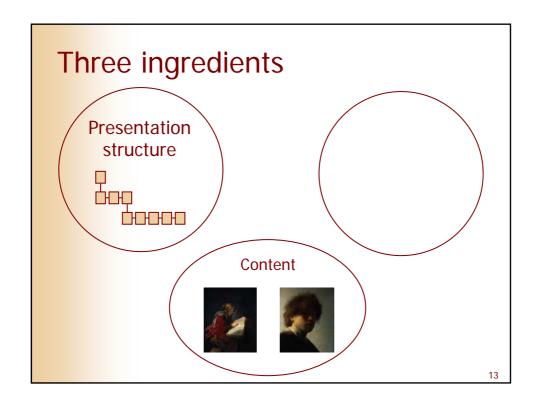
# Interaction Design for the SW

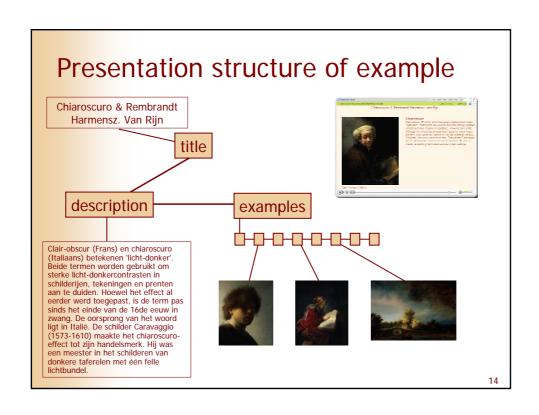
- Long term goal to construct hypermedia automatically.
  - What good is that to you?
- You understand interfaces and how to design them by hand.
  - How can machines help us with the details?
- We can capture semantics about information design for re-use.
  - Not there yet.
- We can use information sources available on the SW and make them available to end-users.
  - That's what much of this week is about.
- Then we need to deal with:
  - Selecting a sub-set (semantic search)
  - Grouping and ordering (linking to extra) for end-user. (Start with "data" based structuring and move to discourse based.)
- New functionality
  - relation search
  - include higher level human-oriented communication
  - others?
- And then we need to understand what good new interfaces are.
  - Evaluating an existing interface is relatively easy

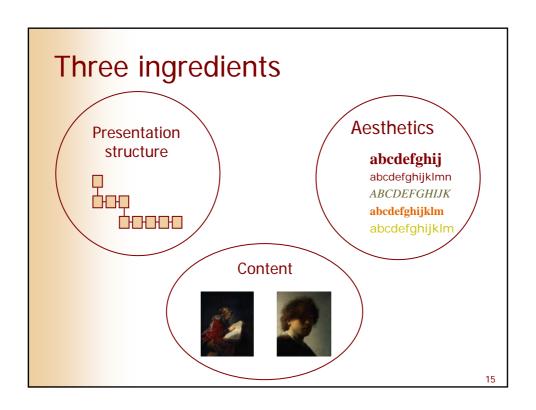


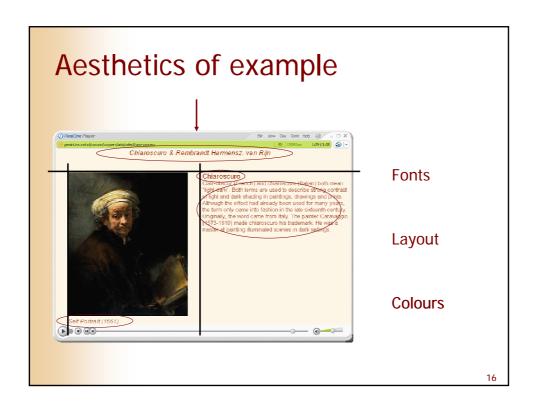


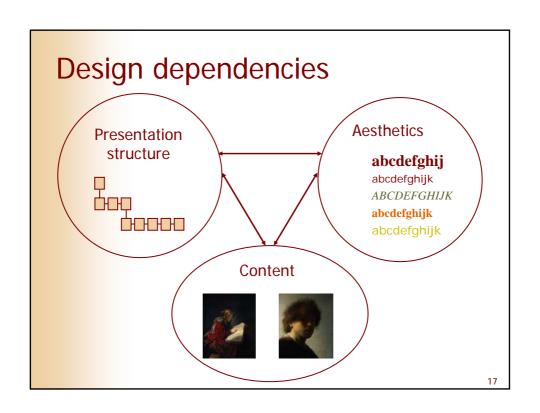


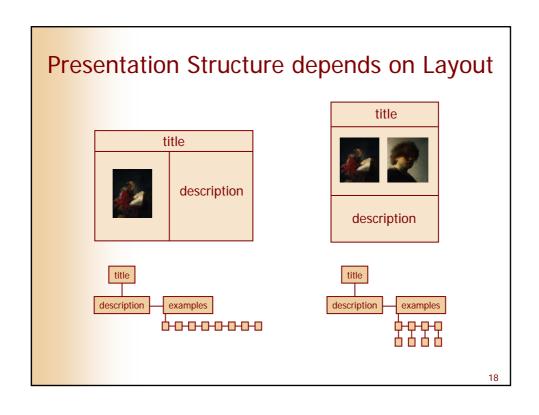




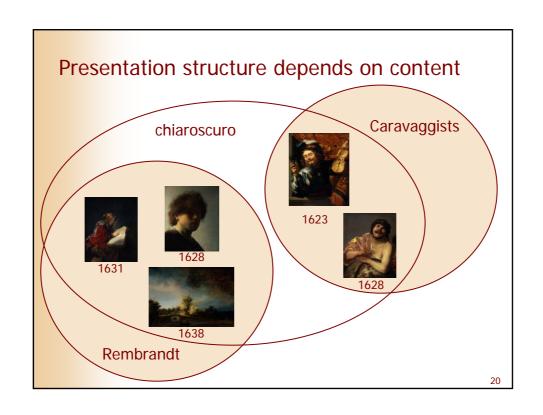


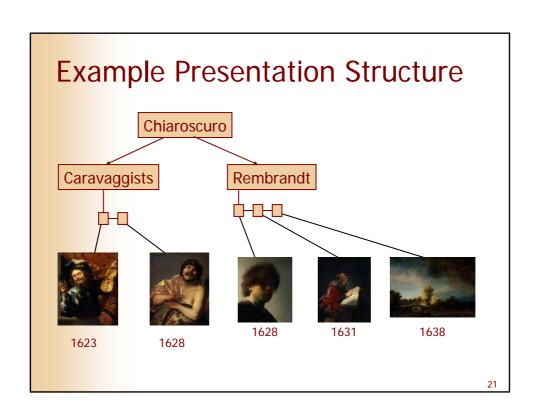










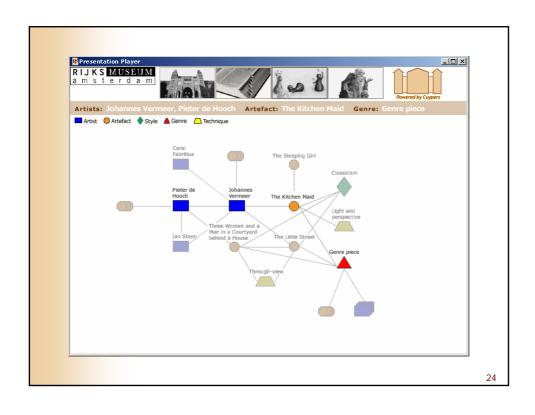


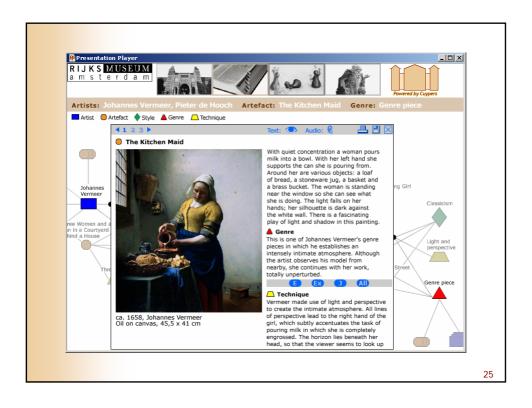
# Different presentation styles

- Large amount of information
- High interaction

22











# Different presentation styles

- Entertainment rather than information
- Low interaction









### Flexible interfaces to MM

- Creating multimedia presentations requires
  - understanding message of presentation
  - knowing specifications of use context
  - making design dependencies explicit
  - taking these dependencies into account
- This is what we want to achieve

## **Information Seeking**

**Information seeking** is the process or activity of attempting to obtain information in both human and technological contexts (Wikipedia).

Research on information seeking behaviour:

- Information Foraging Theory (Pirolli, 1999)
- Information Seeking Task (Keller, 2007)
- Behavioral Model of Information Seeking on the Web (Choo, 2000)
- and many others

34

#### **Information Seeking Tasks**

(adapted from Kelly 2007)

- Fact Finding query with a clear goal, answer either there or not.
  - Simple query:
    - "Where was this painting created?"
  - Complex query:
    - "Is there any painting from our collection depicting Amsterdam or created by a painter from Amsterdam with width smaller then 50 cm?"

#### **Information Seeking Tasks**

(adapted from Kelly 2007)

- Information Gathering: collecting information around a particular topic mostly from different sources, has a high level goal, e.g. in order to make decision, write a report, carry out an assignment.
  - Comparison: compare differences and similarities between objects or sets of objects.

A curator needs to make a proposal each year for acquisition or selling some objects for the museum collection. To do this, she needs to make an assessment of the objects in the collection, and compare them with collections from other musea to see what they already have/don't have and to see whether the museum needs to obtain a specific object to make the collection complete.

"What kind of middle-east collections do other musea in the Netherlands have? Is there any tribe or region which is not represented in our collection or in the collection of other musea? It there is, we need to find out exactly what kind of object we should get."

36

#### **Information Seeking Tasks**

(adapted from Kelly 2007)

**2. Relationship:** find relationships between people and things. Interesting relationships may be direct or indirect, through several links.

A curator needs to do research about the people around Rembrandt van Rijn. To do this, the curator does a literature search on close and distant family members of the artist, people who he painted - mostly rich and influential people, people who he met and was friends with.

The questions about these people are the same:

"Who is this person, what does s/he do and what is the nature of his/her relationship with Rembrandt?"

#### **Information Seeking Tasks**

(adapted from Kelly 2007)

#### 3. Topic:

gather information about a topic, e.g. "Tell me more about X".

A curator wants to find the story behind every object in the collection. Among the objects is a Jewish ceremonial coat. The curator needs to find out the history of the coat. The curator checks the literature, newspaper archives and auction records.

"Where and when was the coat made?
Was there any restoration done to the coat?
What is the purpose of the coat? What does it symbolize?
Is there any meaning behind the embroidery?
Where was it used? Who used it?
Was it used at an important event?"

38

#### **Information Seeking Tasks**

(adapted from Kelly 2007)

**4. Combination:** find a match between two pieces of information, most likely from different sources. This task is similar to putting pieces of a puzzle together to get answers.

A new part of a public building needs to be decorated.

An art adviser first gathers the requirements for the public-art, such as the amount of space, the preference of the client, the purpose of the building, the theme of the art and the environment.

The next step is to search for all public-art artists, and their portfolio containing examples of their work.

The next step is to match the collected requirements with an appropriate artist. The art advisor needs to make a selection of several artists who are suited to the job and then present these options to the client for approval.

"Which public art artists match the project requirements?"

#### **Information Seeking Tasks**

(adapted from Kelly 2007)

**5. Exploration:** Also known as exploratory search. The nature of the search is exploratory, after following one trail of idea after another, the researcher may unexpectedly find another new idea.

An example is when an expert is looking for examples of artworks for use in staircase projects. Artists do not specialise in staircase art. Rather, the expert looks for related projects for suggestions, such as artists who do landscaping or city planning art projects.

"... In specific situations, (such as) in the Staircase project, I look a lot at similar examples of artworks in staircases, for instance, art projects connected to landscaping or city planning, something like that."

40

#### **Information Seeking Tasks**

(adapted from Kelly 2007)

- Keep up-to-date: not goal driven. The motivation is to "see what is new", "keep up-to-date" or even "waste time"
  - Active: e.g. browsing on news website
  - Passive: e.g. subscribing to news website RSS feed

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- Vox Populi: generating video documentaries from semantically annotated media repositories
  PhD thesis, Technical University of Eindhoven, 2006
  <a href="http://www.cwi.nl/~media/Theses/Bocconi/VoxPopuli.pdf">http://www.cwi.nl/~media/Theses/Bocconi/VoxPopuli.pdf</a>