

Educational applications on top of digital libraries for cultural heritage

Radoslav Pavlov, Desislava Paneva

Institute of Mathematics and Informatics – BAS, radko @cc.bas.bg dessi@cc.bas.bg

Presentation overview

- SINUS project
 - "Virtual encyclopedia of the Bulgarian
 iconography" multimedia digital library the
 SUNUS learning objects source
 - SINUS use case e-learning scenario
- A real situation (use case) demonstrating the SINUS scenario
- LOGOS project learning materials

SINUS project (1)

- Research Project "Semantic Technologies for Web Services and Technology Enhanced Learning" (No. D-002-189)
- Financial support: National Science Fund of Bulgaria
- Partners:
 - 2 BAS institutes: Institute of Mathematics and Informatics and Institute of Information and Communication Technologies
 - 1 software company: Active Solutions Ltd.
- Duration: 3 years (2009 June 2012)

SINUS project (2)

Objectives:

 To develop an environment for extending, binding and using heterogeneous multimedia digital libraries, accessible as web services. Extensions of the DL in the following directions:

> a/ Enrichment of the built-in domain knowledge, through /additional/ ontological models and extended search functionality;

b/ Enrichment of search results visualization – explicitly controlled and content-based sorting of found objects, explicitly controlled and content-based display of additional descriptive (metadata based) information.

 Development of specialized e-learning facilities, allowing learning-by-authoring of specific learning materials by intensive use of multimedia digital libraries.

"Virtual encyclopedia of the Bulgarian Iconography" MDL

 Information content and digital objects with a detail semantic description synchronized with CIDOC Conceptual Reference Model standards

Functionality

- Content creation: add (annotate and semantic indexing), store, edit, preview, delete, group, and manage multimedia digital objects (images, text, sound, video) and collections;
- Manage metadata (ontological and technical);
- Innovative tools and techniques for navigation, preview, access, and browse of digital objects, collections and their descriptions;
- Simple and extended keyword search, complex semantic and context-based search, selection and group of objects;
- Multilinguality (English and Bulgarian);
- Protection and preservation of the digital content (Watermarking, CopyRights);
- Administration and data tracking services; analysis services;
- Data export;
- Personalized and adaptive access to the digital content

Object preview



St. Nicholas the Wonderworker

Type: Icon

Period: 1834 year

Author: Dimiter Molerov

School: Bansko Iconographic School

Dimmensions (cm): 82/40/2

Location

Country: Bulgaria Province: Blagoevgrad Village: Gostun Church: St. Prophet Elijah

Source

Country: Bulgaria Province: Blagoevgrad Village: Gostun Church: St. Prophet Elijah

Description

A down-to-the-waist portrait of Saint Nicholas in archieratical vestments and with a mitre on his head. He is blessing with his right hand and in his left hand he holds a closed book. The painting in the composition is made with a professional skill and betrays the hand of a gifted iconographer.

Iconographical technique: Combined

AN egg-and-oil technique, with velaturas and gilding. The varnish cover is laid unevenly and is broken as the result of a previous cleansing.

AN egg-and-oil fechnique, with relatinge and gilding. The varnish cover is laid uneveniy and is broken as the result of a previous cleansing.

[original source]

http://bidl.cc.bas.bg



BIDL Functionality



SINUS e-learning scenario (1)

Scenario characteristics:

- Learning goals:
 - improving and mastering domain knowledge;
 - development and application of learners' analytical skills;
 - mastering professional DL usage.
- Learning tasks: development of educational projects for assigned analyses of given characteristics of the objects under study by:
 - Constructing multimedia collection of DL objects to be analyzed;
 - Comparison of objects characteristics;
 - Development of the project as a multimedia document (text + collection of objects).

SINUS e-learning scenario (2)

Scenario characteristics

- Used methodology: project development using the theoretical and experimental methods such as *analysis, comparison* and *differentiation,* and interactive methods group work, discussion and debate.
 - Basic resources: primary annotated digital resources, semantically annotated digital resources, learning resource, semantic resources (ontologies), profiles of users.
 - *Users:* the developers of various resources and the consumers of those learning resources.

SINUS use case (1)

- Use case title: Development of the project The Iconography of Christ in the Historical Territories of Bulgaria
- Learning domain: East-Christian culture and art.
- Primary source of digital objects for the learning domain:
 "Virtual Encyclopaedia of the Bulgarian Iconography"
 multimedia digital library
- Users: developers of learning resources and consumers of those learning resources (students and lecturers)
- General scenario situation

SINUS use case (2)

Tasks:

- to make an analysis of the theological meaning of the iconography of Christ (the Theology team);
- to make an art critical analysis of the chronological development of the iconography of Christ in the different iconographical schools in Bulgaria (the Art Critics team);
- to examine the main iconographic techniques used in the best Bulgarian examples of iconography of Christ (the Art Technique team);
- to make an icon of Christ or a part of a mural painting depicting one of the Christ's feasts (the Artistic team).

SINUS use case (3)

- Arts Critics team task: Make an art critical analysis of the development in time of the iconographic image of Jesus Christ in the various iconographical schools on Bulgarian land. Steps to be performed:
 - Select a minimum of 6 iconographic object containing the image of Jesus Christ in a one-figure composition.
 - Arrange the iconographic objects in groups by school of iconography.
 - If a school of iconography's group contains objects by an eminent author and founder of the school, place these high on the list. Among the objects designated for art critical analysis there should be at least one by a prominent author/school founder, if available.
 - Ensure that the iconographic objects designated for art critical analysis are currently in good condition.
 - Ensure that at least one primitive iconographic object and at least one Renaissance iconographic object are included in the iconographic objects designated for art critical analysis.

SINUS use case (4)

- Art Technique team task: Find iconographic objects containing the image of Jesus Christ in order to compare their specifics from a technological point of view
 - Find all the iconographic scenes with Jesus Christ.
 - Choose one iconographic scene with a Christ's feasts ((Holy Cross, Nativity, Epiphany, Palm Sunday, Ascension, Pentecost and Transfiguration), with the most samples (iconographic objects), minimum 6.
 - Ensure the selected iconographic objects are on solid base (wood, stone and metal, bone, glass).
 - Ensure only iconographic techniques (tempera, oil, mixed) are used in the painting of the iconographic objects.
 - Ensure the iconographic objects contain gilding.
 - Ensure the Iconographic objects are arranged by temporal characteristics, for example, century.

SINUS use case (5)

- Team analysis presentation
 - With a multimedia demonstration (multimedia presentation, film) for a collaborative discussion forum
 - On the basis of the discussions and presentations a specific task for the artistic team to draw an iconographic object is collectively chosen.
 - Project evaluation: Professor Ivanov evaluates each team according to:
 - Completeness, adequacy and correctness of the text material (choice of collection, choice of base characteristic/s of the iconographic objects to use when implementing the analysis, adequacy of the findings and conclusion of the analysis);
 - Attractiveness of the multimedia presentation of the theses and results of the analysis;
 - Questions/comments, their meaning and correctness, creative ideas and thinking.

The LOGOS project

- Project acronym: LOGOS
- Project name: Knowledge-on-Demand for Ubiquitous Learning
- Contract no.: EU 6FP IST-4-027451
- Started: 2006 February
- Duration: 3 years
- Website: http://www.logosproject.com/
- Partners: 15 from 8 countries
- Coordinator: Antenna Hungaria, Hungary

The LOGOS project - partners

- Antenna Hungaria, Hungary
- University of Brighton, UK

•

•

- Technical University of Crete, Greece
- Eduweb Multimedia, Hungary
- Consorzio per la Ricerca e l'Educazione Permanente, Italy
- European Distance and E-Learning Network, UK
- Fondation Maison des Sciences de l'Homme, France
- Institute of Mathematics and Informatics at the Bulgarian Academy of Sciences, Bulgaria

- Institut National de l'Audiovisuel, France
- Budapest University of Technology and Economics, Hungary
- Laboratory of Informatics, Robotics, and Microelectronics of Montpellier, France
- Institute of Information Technologies at the Bulgarian Academy of Sciences, Bulgaria
- University of Angers, France
- EXOS Consulting, Slovakia
- Sofia Digital, Finland

The LOGOS project

Aims

- The development of a new cross-media platform for eLearning using current Internet, mobile phone and DVB technologies for knowledge delivery
 - Development of a special authoring studio using
 objects from existing digital archives (digital
 libraries and repositories) for new cross-media
 learning content

LOGOS Courseware: Style and achievements of the Bansko-Razlog iconographic school

- LO1: Introduction to Bansko-Razlog iconographic school;
 - LO2: Famous iconographic characters painted by iconographers from Bansko-Razlog iconographic school;
 - LO3: Famous iconographic scenes painted by iconographers from Bansko-Razlog iconographic school;
- LO4: Saint Nicholas painted by iconographers from Bansko-Razlog iconographic school and other famous iconographic schools;
- LO 5: The Nativity of Christ scene painted by iconographers from Bansko-Razlog iconographic school and other famous iconographic schools.

LO2: Famous iconographic characters painted by iconographers from Bansko-Razlog iconographic school



The Nativity of Christ scene painted by iconographers famous iconographic schools







THANK YOU FOR YOUR ATTENTION!

http://bidl.cc.bas.bg

http://sinus.iinf.bas.bg

http://logosproject.com