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Slide one (opening)

- Today I'm going to talk about a service offered by the ARTS and HUMANITIES DATA Service called ICT GUIDES.
- And ICT Guide has been under development for a couple of years now and the previous development work for the service was funded by AHRC and is now funded by JISC

Slide two (3 AIMS of ICT Guides)

- Some of the aims of ICT Guides are to highlight some of the projects that are being undertaken in the digital arts and humanities, but it isn't simply a list of projects
- We are trying to develop a service that documents projects in a much qualitative manner in terms of recording the methods and the techniques that were used in the projects.
- So in effect what we are trying to do is facilitate communities of practice around some of the common methods employed on a number of digital arts and humanities projects (primarily in the UK but we are also starting to include projects from other nations)
- And we developed a taxonomy of methods that informed the underlaying design of the database and I'll talk about this a little more in a moment.

Slide three: Splash Page

- So, I'll give you a brief demo of ICT Guides (and there is only so much that you can do via screen shots so if you want a live demo then we are over on the AHDS stand so I can show you more then).
- ICT Guides is divided into Methods, Projects, Tools, expert Centre, and Training which we believe they outline the key things that you need to know to undertake a project in the digital arts and humanities.

Slide four: Projects:

- And this is a list of some of the projects that are contained on the database. The projects form the core of ICT Guides in that they are what are used to populate the other categories such as methods and tools.

Side five: Example project (1)

- And this is an example of one of the projects held within ICT Guides (and there isn't a lot of projects listed so far, only about 100, but we hope to include many more over the following months)

Slide six: Example project (2)

- And you will note that there is a brief citation for the project, and usually a list of subjects that it covers, the output of the project, such as text and the digital components as well as publications, a lists of people who worked on the project and their contact details, and also a list of technical standards employed such as meta-data

Slide seven: Community Input

- A key motivation behind ICT Guides is to make is a community resource that is maintained by the producers of the projects themselves. So what we do is identify digital arts and humanities projects, and then ask them if they want to participate in ICT Guides, and then send them a login and password so they can fill in the details of their projects themselves through an administration interface.

Slide eight: Community Input

- And, for example, here are some of the details that project developers need to fill in terms of data capture methods. And once a minimum number of questions are answered, the systems asks the project developer if they want to publish the resource, then the ICT Guides editor checks it and it is published as live.

Slide nine: Community Input

- And, for example, here is the screen that the project developers fill in to list the publication that they produced from their work.

Slide ten: Editorial

- And this is one of the administration screens used by the ICT Guides editor to undertake the editorial process.

Slide eleven: Editorial

- So the editor gets a list of projects that are flagged as complete then she or he checks them to make sure that the information contained in them has been entered correctly, and then they are published live.

Slide twelve

- And during this process, the ICT Guides editor has the ability to link the project to, for example, the expert centres that may have been consulted to undertake the project.

Slide thirteen: Taxonomy

- And one of the most important features of ICT Guides that has informed its development from the very start is the taxonomy that it is built upon.

- The taxonomy serves as a controlled vocabulary for the method section of the database. By gathering the information on the employment of methods in a controlled fashion, the database's capability for structured searching is greatly enhanced

- The term method as used in ICT Guides broadly refers to the techniques and tools that are used to gain new knowledge in the various academic fields which constitute the digital arts and humanities.

- A method is a computational methods if it is either based on ICT (i.e. database technology), or critically dependent on it (i.e. statistical analysis).

Slide fourteen: Methods

- And in the top level of the Taxonomy we have 8 categories I believe (things such as data capture, data analysis, data structuring and other key methods used in a digital arts and humanities projects).

Slide fifteen: Methods: Top level taxonomy

- And if we choose one, say data capture, then we have another whole set of categories to choose from.

Slide sixteen: Methods: Scanning

- And if we choose one, say 2d scanning, then we get a brief description of the method, a list of the project that have used the method (which are bound to be many in this instance) and you get a list of tools to undertake the methods (such as scanners) and you get a lists of places that you can get training for the methods (either online or offline training).

Slide seventeen: training

- And this is an example of some of the training that is available for 2d scanning.

Slide eighteen: tools

- And this is a list of some of the tools that are listed within ICT Guides. And we have a preference for free and open source software, but we also list commercial software where appropriate (ie. when there is no free or open source software available or when the commercial product is actually the better software).

Slide nineteen: tools

And this is an example of a citation for one of the tools for image manipulation (that you may need for your 2d scanning method).

Slide Twenty: tools

And a citation for the ubiquitous Photoshop which is pretty much the industry standard for image manipulation software.

Slide: Twenty one: Summary…

- So to conclude we hope by listing in a qualitative manner, many of the digital arts and humanities projects in the UK and elsewhere, along with the methods and tools that they employed, that we will provide a resource that is useful for new and established scholars in the digital arts and humanities.

- We hope that a community of practitioners will develop who will make contact with each other and discuss the issues that will lead to the creation of further tools and projects within the digital arts and humanities.

- Investment in the ICT skills base of the humanities

- Project centric approach is worthwhile as it reveals what those skills can be used for. Project Centric (important, give the work clarity, focus, and purpose)
  Like VREs document centric…find out about projects and how they were made…little confusion about its role. Make aware the possibilities to others.

- Taxonomy, formal way of structuring knowledge …greatest strength for broader collaboration…overlapping domains…

- Strengthen the relationship of ICT Guides to other information sources (re-imagine it at a web service)

Slide Twenty Two: Future developments

Future developments include a small-scale prototype study is to investigate and build a prototype design of an opensource community driven repository and 'development ecosystem' for the dissemination, promotion, and development of digital tools for the arts and humanities. The project will extend ICT Guides to better facilitate the development of tools; addressing a gap in the service and the needs of the arts and humanities community.

Building upon opensource repository software such as the version control system *Subversion*, the project will explore and expound collaborative practices for the storage, distribution, and distributed development of much-needed tools. The research will produce an online prototype as well as an extensive body of research that purports best-practice for distributed tools development. The prototype is aimed at the developers and users of tools and the present and future users of ICT Guides

Thankyou…