CATCH / CHIP Project

PERSONALIZED PRESENTATION AND NAVIGATION OF CULTURAL HERITAGE CONTENT

STRUCTURE AND COHERENCY

- Cultural collections are not discrete art objects databases
- Different information is available for different objects
- Common vocabularies & metadata sets/models
- Metadata-based relations
- Narrative structures and context
- Concept-based structures
- Virtual integration of different collections
- Semantic integration and vocabulary mappings

PERSONALIZATION AND ADAPTATION

- Tailored presentation to different user types and devices
- Interactive and unobtrusive user and context modeling
- Individual and group adaptation
- Emotion-based recommendation of art objects
- User and Context-awareness for presentation generation and navigation
- Intelligent personal assistants

PRESENTATION OF MULTIMEDIA COLLECTIONS

- Integration of information fragments from different heterogeneous sources
- Identify ‘owner’ for each art object
- Narrative smoothing - ensure a sensible “story” (sequence of information fragments)
- Grouping objects based on metadata/properties
- Concept-based structure of the collection to compensate for the RDF lack of structure (hierarchy and sequence)
- Uniformity in the presentation

NAVIGATION IN MULTIMEDIA COLLECTIONS

- Prevent the user from getting lost
- Provide the right level of guidance and support
- Generation of navigation paths from the underlying collection structure
- Move from content level to concept level for browsing and searching
- Multi-branched hypermedia presentations
- Seamless integration of browsing and searching
- Personalized interchanging of searching and browsing
- Usability testing of various navigation and search interfaces

RELEVANT EXPERTISE (from other projects):

- SWALE (NWO, British Council)
- CHIME (NWO)
- Hera (NWO)
- AHA! (NL Net)
- AlterEgo (Telematica Institute)
- Topia (Telematica Institute)
- MobiLife (IST FP6)

SWALE: Concept-based User Modeling & Search

Hera: Generated presentations in HTML and WML

Topia: Clustered browsing & navigation

CHIME: User-Adaptive Systems Architecture