Latest news from the PATHS project - reports, activities and new releases

paths — Personalised access to cultural heritage spaces

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PATHS documentation

A report providing an overview of the PATHS system including hardware, software, applications and interfaces, details about the development process itself and comprehensive data model and API documentation is now available online.

The first PATHS prototype and Web Service API were released in May 2012 and the system was then subjected to intensive testing, feedback was gathered through combination of user trials, demonstrations and technical assessments. Specifications for the final prototype were then finalized and the development of the final prototype described in this report took place in early 2013.

For more information about the report

PATHS Project Newsletter No.8: January 2014

This issue of the newsletter is released as the PATHS project draws to a close. Throughout the three years of the project PATHS has researched, developed and evaluated techniques to improve the presentation of digital library content to end users. The team have worked to develop understanding of user profiles, needs and requirements and to bring this user focus into the development cycle.

One of the major achievements of the Paths project has been to demonstrate the practical benefits and technical feasibility of enriching the metadata for cultural heritage collections as a means of improving content retrieval, supporting innovative discovery and exploitation. This addresses a critical issue for cultural heritage institutions across Europe who hold vast quantities of quality content in digital libraries that are currently never found unless explicitly sought. Positive feedback from users involved in the evaluation of the PATHS prototypes confirmed that the project achieved its objective of developing tools that add value to digital libraries and enrich user experiences. The interactivity offered by PATHS tools and the potential for expert and non-expert users to use content to create narratives, tell stories and make personal collections has the potential to have real impact on the development of the next generation of cultural heritage services.

Read more.

system documentation is:
http://www.paths-project.eu
/eng/Prototype/PATHS-system

Future plans

PATHS has released a report which sets out the findings of a study amongst the Europeana community, considers the market potential for the knowledge, research results, software, services and methodologies produced by the PATHS project and proposes strategies for sustainability and exploitation.

The aim in writing this report was to elaborate the market potential and how to exploit the knowledge, research results, software, services and methodologies of the PATHS project. Three alternative strategies for sustainability and exploitation are proposed:

Scientific exploitation of knowledge and prototypical software products through continued research including information retrieval services, natural language processing techniques, map based information visualisation and visualisation of thesaurii.

Commercial exploitation of independent software and services or PATHS function libraries including: recommender systems, Open Web API for application development, content enrichment through Natural Language Processing techniques as a Cloud SaaS service and Sentiment analysis tools for web content.

Stand-alone **Open Source** components or new modules within existing, widely deployed Open Source software products.

Action plans have been prepared

PATHS enrich

PATHSenrich is a web service prototype developed by the PATHS project that allows independent content providers to enrich their cultural heritage at item level. The prototype has been made available in the Europeana Thought Lab for the Europeana developer community to use.

Read more
http://www.paths-
project.eu/eng/News
/PATHSenrich

Prize winner

We have recently completed our evaluation of the final PATHS prototype, and we are delighted to announce that Giovanna Fregni won the Kindle Fire prize for her contribution to the field trials. The evaluation involved attending a briefing session, completing a two-week field trial with a daily diary study, and participation in a final focus group discussion to reflect on the experiences of the study. Read more:

Europeana 1914-1918

A major new collection of original material about the First World War was launched in Berlin on 28th January 2014. Europeana 1914-1918 is the most important pan-European collection of original First World War source material. It is the result of three years of work by 20 European countries and includes:

- 400,000 rare documents digitised by 10 state libraries and two other partners in Europe
- 660 hours of unique film material digitised by audiovisual archives
- 90,000 personal papers and memorabilia of some 7,000 people involved in the war, held by their families and digitised at special events in 12 countries

http://www.europeana1914-1918.eu

Europeana 1914-1918 is full of original source material – digitised photographs, maps, diaries, newspapers, letters, drawings and other content that can be used by teachers, historians, journalists, students and interest groups to create new resources. Already, the site is providing content for a new exhibition called The First World War: Places of transition and a new multilingual educational site developed by the British Library in London.

See the press release about the launch: http://pro.europeana.eu /pressrelease/29jan

project outcomes.

Read more

Forthcoming events

Museums and the Web Florence 2014
- for more information see:
http://mwf2014.museumsandtheweb.com
Digital Collection Contexts 2014 - a full
day workshop at iConference, Berlin, 4th
March 2014. For more information see
http://ischools.org/the-iconference
/registration

New publications

Pathways to Discovery: Supporting
Exploration and Information Use in
Cultural Heritage Collections , Paula
Goodale, et al, Museums and the Web
Asia, 2013
Personalising Access to Digital Cultural
Heritage Spaces , Kate Fernie, et al,
eChallenges 2013
PATHSenrich: a Web Service Prototype
for Automatic Cultural Heritage Item
Enrichment , Eneko Agirre, et al, TPDL
2013
Implementing Recommendations in the
PATHS System , Paul Clough, et al,
TPDL 2013
PATHS: A System for Accessing Cultural
Heritage Collections , Eneko Agirre, et
al, ACL 2013
Generating Paths through Cultural
Heritage Collections , Samuel Fernando,
et al, LATECH 2013

project.eu/eng/News/Prize-
winner

PATHS on iPAD

The objective of PATHS has
been to establish a flexible
system architecture that
allows the investigation of
functionalities supporting
exploration and discovery in
cultural heritage collections.
The initial deployment of
PATHS focused on
browser-based applications
on desktops. To demonstrate
the flexibility of the PATHS
api, the project developed a
version of the application for
use on iPADs.

Read more

**Word cloud of users'
thoughts as they began the
evaluation of the PATHS
system**

User evaluation report

The report presenting the results of
evaluation of the second PATHS
prototype is now available. The
report forms part of a programme of
user evaluation that began with the
PATHS first prototype whose results
have been central to the
development of the PATHS system.
The evaluation took place during the
summer of 2013, with groups of
users being invited to take part in
demonstration sessions in the UK,
Span and Greece, and in lab-based
trials which took place at the
University of Sheffield. The authors
of the report collected both
qualitative feedback and
quantitative data which was
analysed ant the results are
presented in this report.
Read more

Field trials

In addition to the evaluation
sessions held during summer 2013,
we also invited users to take part in
extended Field Trials of both the
PATHS desktop system and the iPAD
application. This took a more
naturalistic approach than with
participants being invited to use the
system over a period of a couple of
weeks in the course of their normal
activities. Some of the participants
kept diaries of their experience in
using the system and we also carried
out interviews to capture their
feedback. A report is available
presenting the results of the field
trials and also a technical evaluation
of the system, the content
processing and enrichment, and the
user interface design.

For more information about the field
trials click here.

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