



METADATA TAGGING GAMES

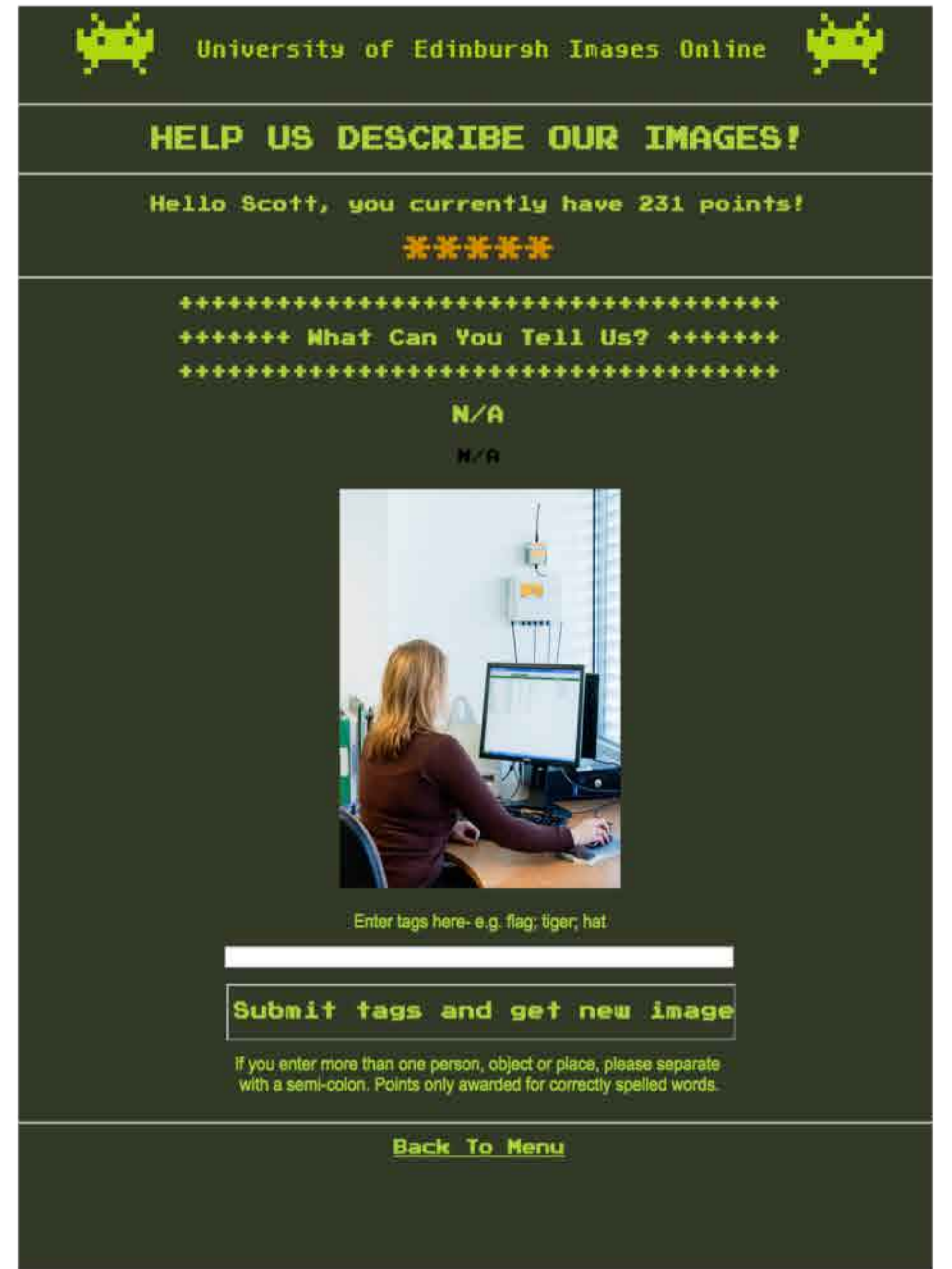
A solution to making poorly-described image repositories searchable.

One of the issues that we have at Edinburgh is that our image collections are quite sparsely described. While basic identification information (title, creator, identifier) is always present, subjects and keywords are not, which makes it very difficult to search the collection for specific 'things' (for example, if you search for a horse, you expect all the images containing horses back!).

One way we thought about tackling this issue was to let incentivised users do the work for us, tagging the items simply with what they see in the images, thinking from the perspective of a curious user searching a collection. A free coffee is given away for ten minutes intensive tagging: gamification and prizes on offer are intended to make an arduous task light, and more enjoyable. The data they give us is moderated, and then voted on (good or bad), by other users. Once the metadata item has achieved a net score past the agreed threshold, it is deemed worthy to load back into the image repository.

We appreciate that the content we get is not of an academic standard, but still very important in the context of searchability. We are effectively asking the layman to give us the search terms the layman would use. We intend to repurpose the code so it can be used for academic research, transcription, translation and so on.

This has been quite successful for us, in that we have managed to tag a good proportion of our collections quickly. We could, perhaps, look at ways to do similar things with our data in Europeana.



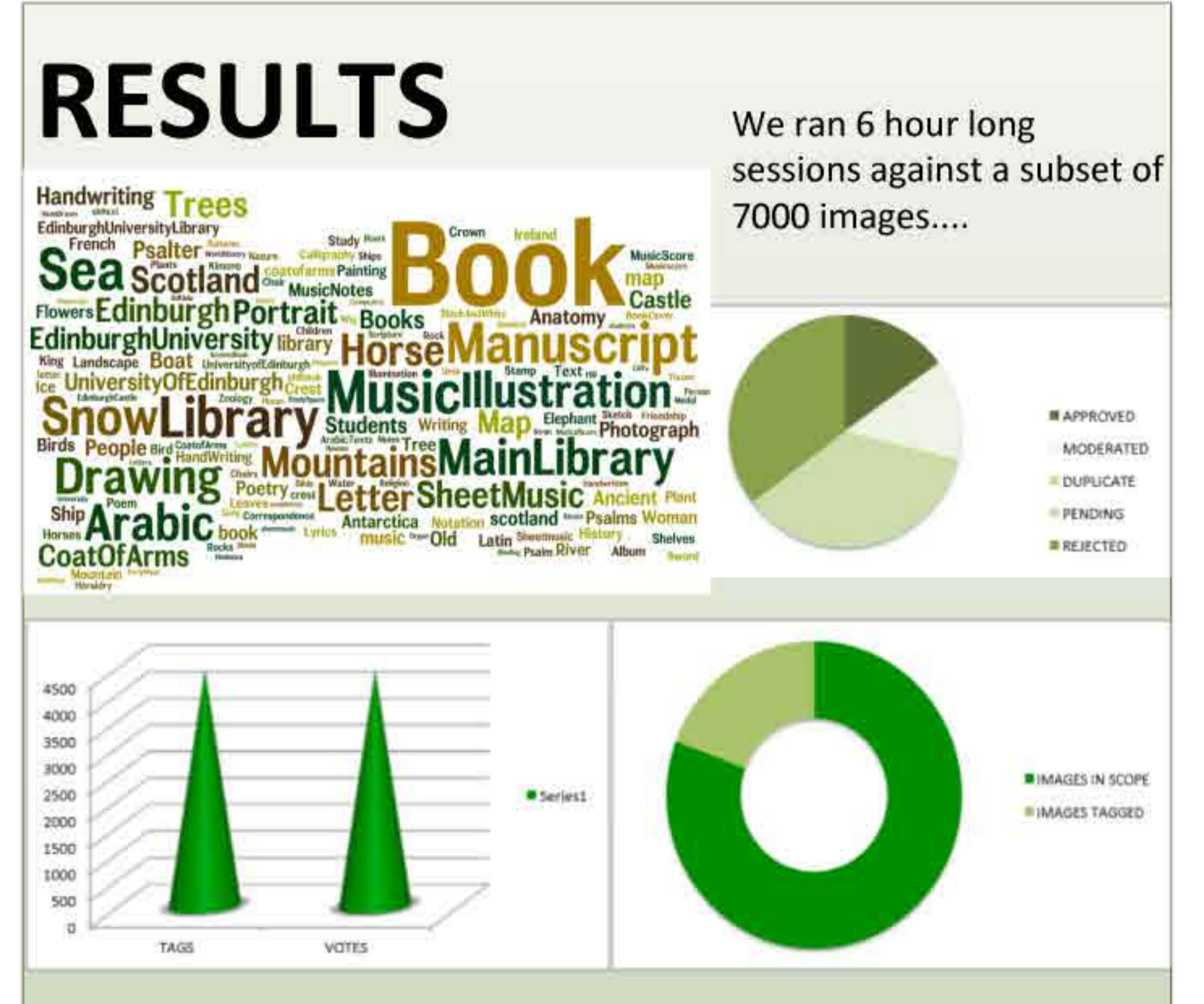
EVERYTHING IS SIMPLE!

- Technical- LAMP stack.
- Interface- 1980s retro theme
- Content- layman's terms as keywords- no research needed



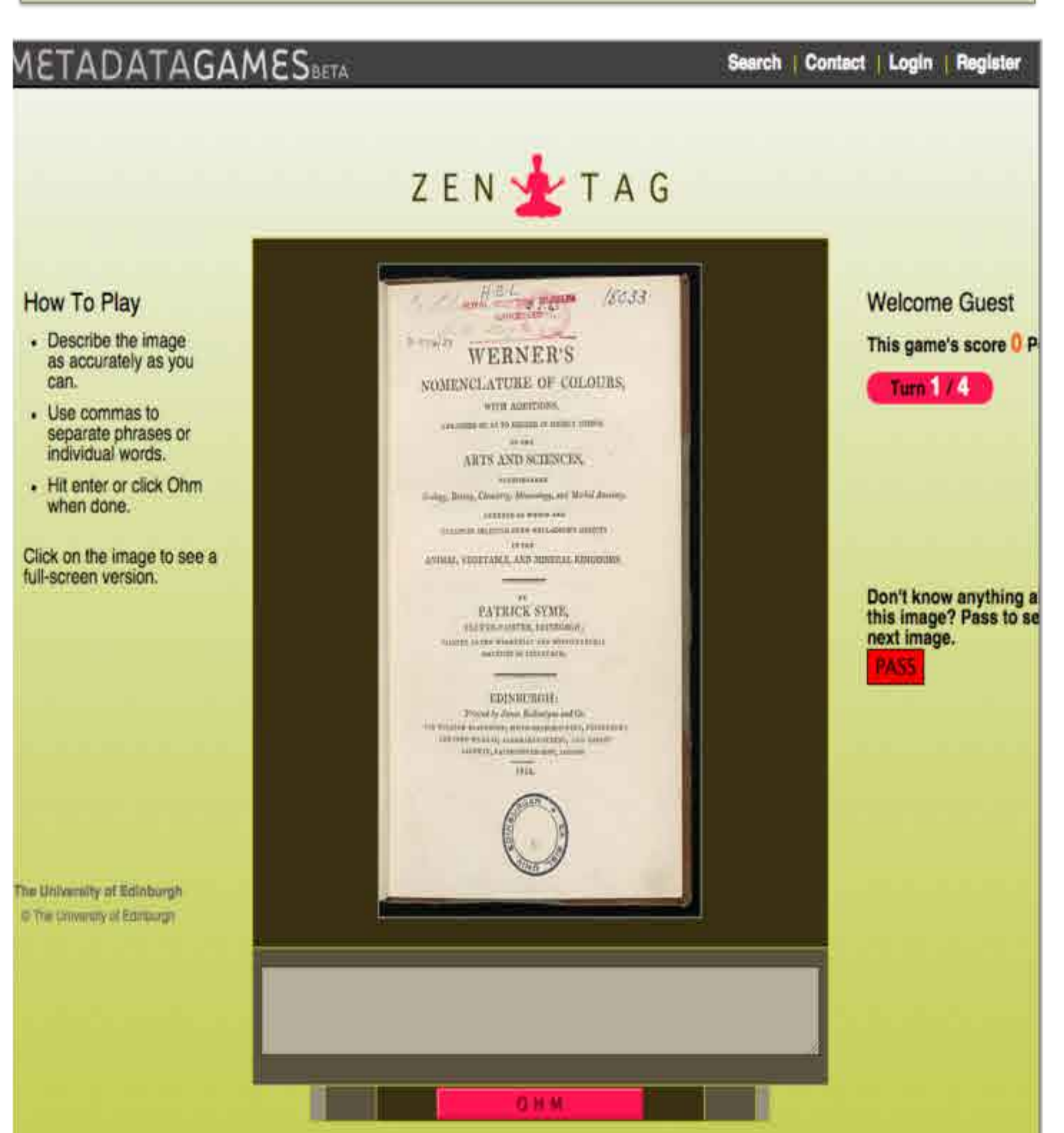
Our Leaders

Pos	Name	Points
1	MARA CARELLA	621
2	AMARIE AL-REMAIL	163
3	KIMBERLEY LEITCH	163
4	LAURA CUNNINGHAM	163
5	ETHEMIO MADRIGNAN	151
6	HOLLY KILLARD	134
7	MATTHEW SUMMERS	132
8	ETIENNA HONNEV	126
9	ANDREW MATSON	119
10	ROBERT COLLON	119
11	SISS MATZ	118
12	BENJAMIN BERNHEIN	115
13	ALY HANOU	106
14	CALLUM BOLLARD	104
15	FLOREN BARRIS	96
16	ANNA LESZING	90
17	GILLIES HUNDO	90
18	MARK LINDY	88
19	HUBERT SUDLER	88
20	EMMA DANIEL	81
21	HATTIE CHISHALL	81
22	LISA CHAN	77
23	SAM HANSON	71
24	ALEXANDER FEAL	67
25	ALEXANDER FEAL	65
26	EILIDH SIMPSON	63
27	MATTHEW HUNDO	58
28	JONATHAN ELIAS	47
29	NILJHEE RAMOLY	46
30	MARZIE REID FEEEN	40
31	DANIEL TOTH	38
32	ZUZU DILZINOVA	38
33	HANK ROBERTSON	37
34	KARINA KAH	36
35	FRANCIS GILLEN	35
36	ROBMANA BUSTON	32
37	ARUNA HILMEERA	31
38	LAURA CHRISTOPHER	22
39	LAURE CATALAN	17
40	NIKOLAY RYBICHEV	5
41	CORV SCAGOLA	3



- ## Next steps
- Research version for description, transcription
 - Integration with Tiltfactor Metadata Games
 - Simple API for native image repository
 - Code framework
 - More games and experimental research tools on the broader Library Labs site
 - Authorities interface
 - Stop words

FIND OUT MORE AT:
<http://librarylabs.ed.ac.uk>
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