



Interacting with the Humanities

Ruth Kirkham – Project Manager 'Building a Virtual Research Environment for the Humanities' (BVREH)

E-Science Project Management Symposium - 10-11 April 2008





Interacting with the Humanities – Our Experiences

- What is a VRE and what have we been doing?
- Who are our humanities users?
- What did we do to address their needs?
 - 'A day in the life' (field methods)
 - Scenarios
 - Demonstrators
 - Pilots/iterative development
- How were these methods useful in motivating and involving users?
- What lessons have we learnt?





What is a Virtual Research Environment?

Definition of a VRE:

"The purpose of a VRE is to help researchers in all disciplines manage the increasingly complex range of tasks involved in carrying out research. A VRE will provide a framework of resources to support the underlying processes of research on both small and large scales, particularly for those disciplines which are not well catered for by the current infrastructure." (JISC)

"A set of online tools, systems and processes interoperating to facilitate or enhance the research process within and without institutional boundaries." (Mike Fraser – OUCS)

JISC Building a VRE for the Humanities

- Initially a 15 month project (started summer 2005)
- Capturing user requirements from researchers across the division
- How do the Humanities differ from large scale Science?
- No predefined technology (ground up approach)
- Build 3 to 4 prototypes/demonstrators

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JISC



A VRE for the Study of Documents and Manuscripts

- A pilot 'Virtual Research Environment for the Study of Documents and Manuscripts'
 - Another really long project title!
- Addressing needs highlighted in previous survey
 - Communication/collaboration
 - Image viewing
 - Annotation tools
- Small group of test users initially, with functionality broaden to wider humanities researchers



What did we do?



Or... what didn't we do!

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User Requirements Survey

- 'Field methods' stage prior to prototyping (Wixon et al 2002)
- Interviewed a broad range of humanities researchers, research projects, libraries and a number of IT support staff to determine:
 - What is 'a day in the life' of a humanities researcher like?
 - What is the 'workbench' of a humanities researcher?





User Requirements Survey

- Must consider developers/computer scientists and ways to motivate them
- Getting them involved at the user requirements stage has been crucial
- In the very beginning no development work during the BVREH survey





User Requirements Survey

- Supported by enthusiastic user champions from within the humanities division
- Approach was important in providing users with a sense of 'ownership'
- Led us to create a number of scenarios...

User scenarios









Simon Brown: Researcher -18th Century German

Dr Mary White: Researcher at a university library **Bob Black:** Researcher -Classics

Gwendolyn Green: Lecturer and artist in the Fine Art department

Disclaimer:

Names have been changed to protect the innocent.

No animals/researchers were harmed during the production of this presentation

Simon Brown: Researcher - 18th Century German



Representing those who believe themselves to be non-technical

Simon Brown is a member of the Modern Languages faculty and specialises in 18th Century German

He mainly uses primary sources and spends a great deal of time in the library. Simon admits to using his computer as a 'glorified typewriter'

In recent years, Simon has used the internet to find out about more ephemeral material including articles by journalists and lesser known authors, which in the past he may have missed.

Simon finds signing up to email lists an annoyance due to the sheer amount of unwanted, non-related information that results. However he does find one list of particular interest.

Simon is particularly keen to hear about grants and potential sources of funding

Dr Mary White: Researcher at a university library



Representing those who work internationally and collaboratively and is just discovering the benefits of technology

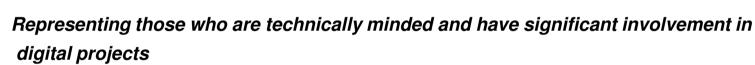
Mary White works on a research project in a university library, cataloguing Medieval Manuscripts using local xml tools.

Mary uses bibliographic tools and word processing packages extensively and is keen to be able to share her work easily and quickly.

Mary works collaboratively with many researchers across the world. Typically she uses email and the telephone to communicate with them. Mary has recently experienced an IRC Chat meeting which she found particularly useful

Mary is interested in the idea of the Access Grid however, she is concerned that her colleagues may not have access to the technology.

Bob Black: Researcher - Classics



Bob Black is a researcher within the Classics faculty specialising in ancient Greek inscriptions.

Bob has been involved with many digitization projects, enabling resources to be made available for study. IT use already reflects the way his group is working.

Bob often collaborates with other experts across the world and appreciates the benefits of technology in assisting with this. Like Mary, Bob is concerned that his colleagues don't have the same familiarity with ICT and although he actively seeks the latest tools, he finds relatively little of use at this time.



Gwendolyn Green: Lecturer and artist in the Fine Art department



Representing those actively seeking collaborations across subject and institutional boundaries

Gwendolyn Green is a lecturer and artist in the Fine Art department. Her work is heavily influenced by science and electronics.

Gwen uses the internet and various software and graphic design tools extensively in her work.

Keen to work with others across subject and institutional boundaries, Gwen wants to know what researchers are doing elsewhere and how she might work with them.

Gwen is keen on the notion of an 'ideas pool' where artists and interested parties can advertise their ideas and interests to one another.

'Supporting the Mechanism of Research'





Simon Brown: Researcher -18th Century German

- Centralised information regarding grants and funding
- Searchable lists of conferences lectures and seminars

Dr Mary White: Researcher at a university library

- Chat Facilities
- Working collaboratively on documents
- Assistance in publishing online
- Access Grid
 technology



Bob Black: Researcher -Classics

- Information about researchers and research interests
- Communication tools e.g. Video conferencing/ Access Grid technology and chat facilities



- **Gwendolyn Green** Lecturer and artist in the Fine Art department
- Information about researchers and research interests
- Centralised information regarding grants and funding





Scenarios



- To support a study of Jane Austen's work
- Investigated the options for integrating four online resources:
 - Samuel Johnson, A Dictionary of the English Language (1755)
 - Eighteenth-Century Collections Online (ECCO)
 - Chadwyck-Healy Literature Online
 - British Fiction 1800-1829: A database of production, circulation and reception

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Physical Tools

 Physical tools such as communication and novel user interface devices such as digital pen and paper (Anoto) and Personal Interface to the Access Grid (PIG)



It's all about keeping track of 669 845 157 115 773 458 169 very small dots.



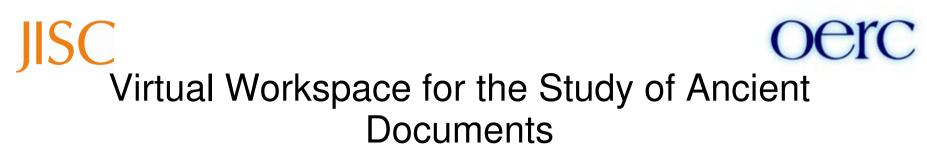


Research Discovery Service

- Medical Sciences and ACDT project
- Database of researchers and research
 interests across the division
- BVREH working with Medical Sciences to use the service for the Humanities







 An interface allowing browsing and searching of multiple image collections, including tools to compare and annotate the researcher's personal collection







Demonstrators



- Great for taking to humanities researchers to ask 'is this the type of thing you asked for?'
 - Are we on the right track?
 - Gaining further requirements
 - Lots of interest for fairly little effort
- Excellent 'marketing' tools to stakeholders

JISC Pilot/Iterative Development



- Pilot VRE for the Study of Docs and Manuscripts
- Iterative development was sensible way forward (also recommended by JISC in VRE2 call)
- Essential to maintain motivation
- Must manage expectations along the way
 - Demo that exceeds expectations, gold dust
 - Curse of the demo, can be really demotivating for everyone

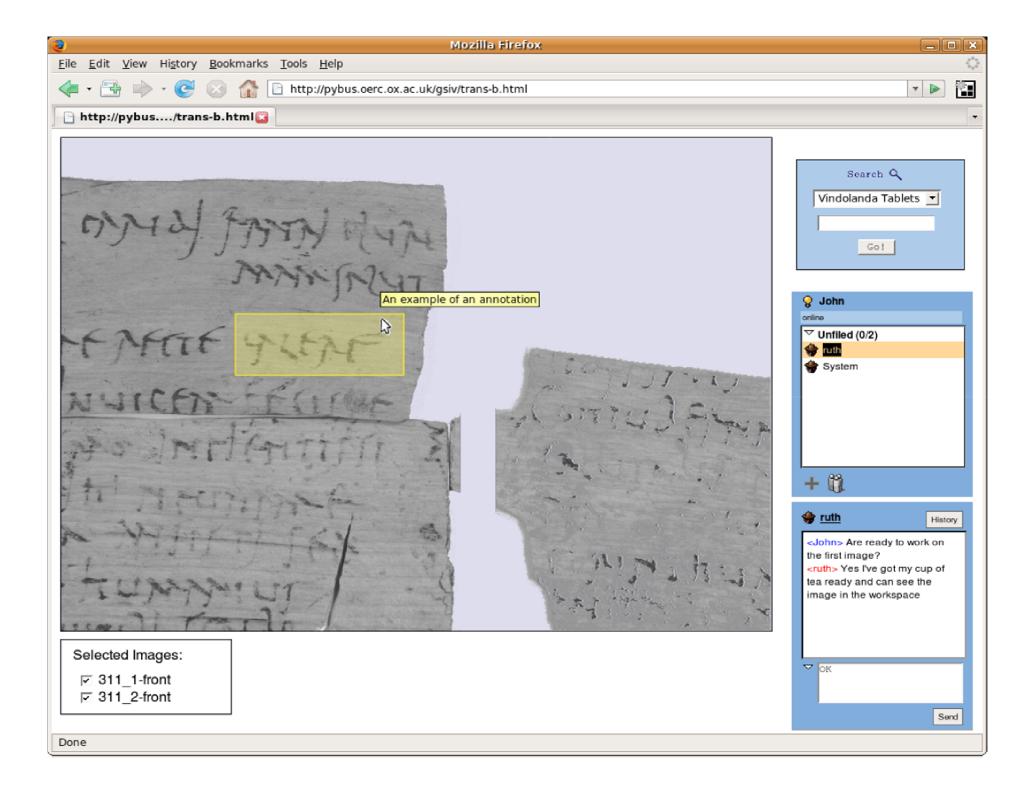




Pilot/Iterative Development

- Iterations really useful in gaining further requirements
- Users are a part of the process
 - No nasty surprises at the end
- Separate stable version good for marketing to wider stakeholders
 - On website
 - Conferences etc

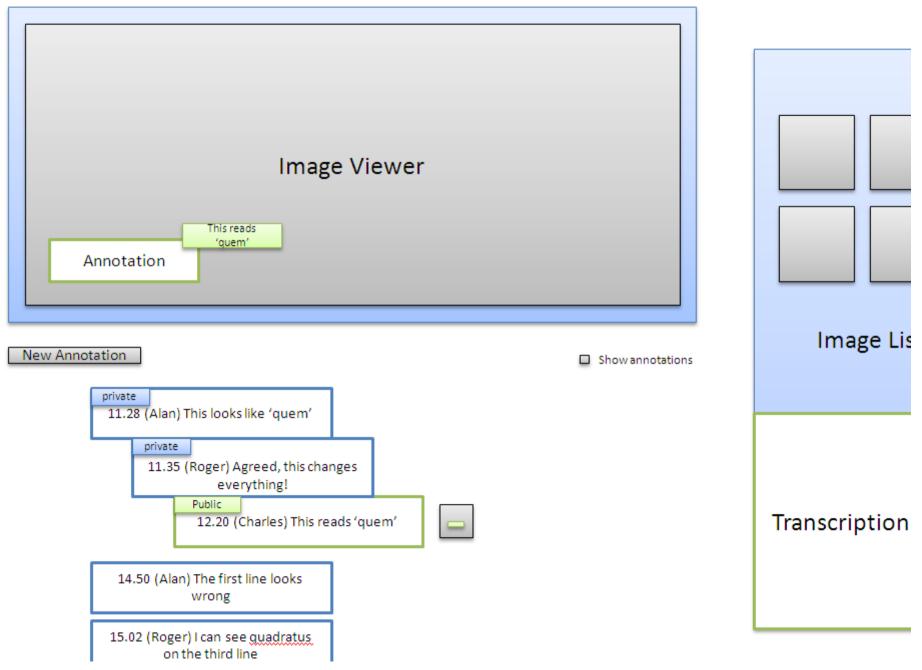


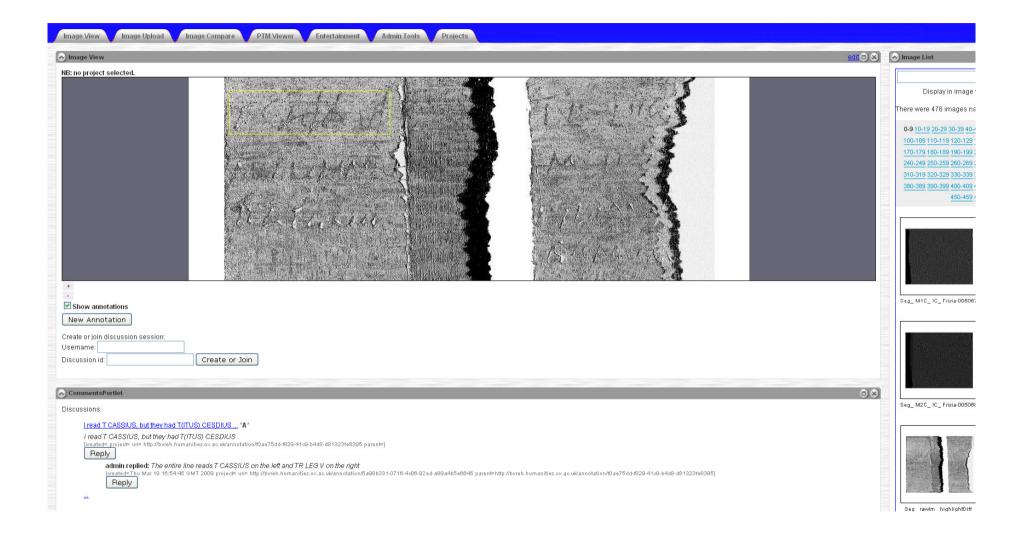


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Annotations









BVREH Lessons Learned

There have been many, but here are some of the highlights...





- The strongest aspect of the BVREH has been its user-led approach
 - Researchers were asked what they do
 - How they do it
 - What would be useful to them
- This had strong motivational benefits and created 'ownership'
- Users learn as we do As such feature creep becomes a real issue
- Prioritisation is essential





- Getting Computer Scientists involved early on, during requirements gathering was really useful
 - Helped developers to understand user needs
 - Helped forge good relationships
 - Creates trust





- Using demonstrators and pilots allowed us to use iterative development and prototyping
 - Allows us to keep researchers involved and to learn further from their experience and research processes
 - Great for demonstrating progress to wider stakeholders
 - But you may never feel as though you're finished...





- You're only as good as your last iteration!
 - Motivations can dwindle when a demo doesn't deliver as expected or is delayed
 - Managing expectations at all times has been essential and not always easy





- You can't include everyone
 - Humanities researchers are a huge group
 - Address immediate needs and market the outcomes effectively





Lessons Learned

Finally...

• It has been essential to budget time and resource for requirements gathering





Acknowledgements

Prof. Alan Bowman Dr Charles Crowther Dr Mike Fraser Dr Marina Jirotka Mr John Pybus Dr Pin Hu