Information And Human Values Kenneth R Fleischmann

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Web Indicators for Research Evaluation Springer Nature
This book deals with a hard problem that is inherent to human language: ambiguity. In particular, we focus on author name ambiguity, a type of ambiguity that exists in digital bibliographic repositories, which occurs when an author publishes works under distinct names or distinct authors publish works under similar names. This problem may be caused by a number of reasons, including the lack of standards and common practices, and the decentralized generation of bibliographic content. As a consequence, the quality of the main services of digital bibliographic repositories such as search, browsing, and recommendation may be severely affected by author name ambiguity. The focal point of the book is on automatic methods, since manual solutions do not scale to the size of the current repositories or the speed in which they are updated. Accordingly, we provide an ample view on the problem of automatic disambiguation of author names, summarizing the results of more than a decade of research on this topic conducted by our group, which were reported in more than a dozen publications that received over 900 citations so far, according to Google Scholar. We start by discussing its motivational issues (Chapter 1). Next, we formally define the author name disambiguation task (Chapter 2) and use this formalization to provide a brief, taxonomically organized, overview of the literature on the topic (Chapter 3). We then organize, summarize and integrate the efforts of our own group on developing solutions for the problem that have historically produced state-of-the-art (by the time of their proposals) results in terms of the quality of the disambiguation results. Thus, Chapter 4 covers HHC - Heuristic-based Clustering, an author name disambiguation method that is based on two specific real-world assumptions regarding scientific authorship. Then, Chapter 5 describes SAND - Self-training Author Name Disambiguator and Chapter 6 presents two incremental author name disambiguation methods, namely INDi - Incremental Unsupervised Name Disambiguation and INC- Incremental Nearest Cluster. Finally, Chapter 7 provides an overview of recent author name disambiguation methods that address new specific approaches such as graph-based representations, alternative predefined similarity functions, visualization facilities and approaches based on artificial neural networks. The chapters are followed by three appendices that cover, respectively: (i) a pattern matching function for comparing proper names and used by some of the methods addressed in this book; (ii) a tool for generating synthetic collections of citation records for distinct experimental tasks; and (iii) a number of datasets commonly used to evaluate author name disambiguation methods. In summary, the book organizes a large body of knowledge and work in the area of author name disambiguation in the last decade, hoping to consolidate a solid basis for future developments in the field.

Dynamic Information Retrieval Modeling Springer Nature
This book introduces fundamentals of information communication. At first, concepts and characteristics of information and information communication are summarized. And then five classic models of information communication are introduced. The mechanisms and fundamental laws of the information transmission process are also discussed. In order to realize information communication, impediments in information communication process are identified and analyzed. For the purpose of investigating implications of Internet information communication, patterns and characteristics of information communication in the Internet and Web 2.0 environment are also analyzed. In the end, case studies are provided for readers to understand the theory.

Automatic Disambiguation of Author Names in Bibliographic Repositories Springer Nature
Genealogies document relationships between persons involved in historical events. Information about the events is parsed from communications from the past. This book explores a way to organize information from multiple communications into a trustworthy representation of a genealogical history of the modern world. The approach defines metrics for evaluating the consistency, correctness, closure, connectivity, completeness, and coherence of a genealogy. The metrics are evaluated using a 312,000-person research genealogy that explores the common ancestors of the royal families of Europe. A major result is that completeness is defined by a genealogy symmetry property driven by two exponential processes, the doubling of the number of potential ancestors each generation, and the rapid growth of lineage coalescence when the number of potential ancestors exceeds the available population. A genealogy expands from an initial root person to a large number of lineages, which then coalesce into a small number of progenitors. Using the research genealogy, candidate progenitors for persons of Western European descent are identified. A unifying ancestry is defined to which historically notable persons can be linked.

Social Monitoring for Public Health Springer Nature
Nowadays, fashion has become an essential aspect of people's daily life. As each outfit usually comprises several complementary items, such as a top, bottom, shoes, and accessories, a proper outfit largely relies on the harmonious matching of these items. Nevertheless, not everyone is good at outfit composition, especially those who have a poor fashion aesthetic. Fortunately, in recent years the number of online fashion-oriented communities, like IQON and Chictopia, as well as e-commerce sites, like Amazon and eBay, has grown. The tremendous amount of real-world data regarding people's various fashion behaviors has opened a door to automatic clothing matching. Despite its significant value, compatibility modeling for clothing matching that assesses the compatibility score for a given set of (equal or more than two) fashion items, e.g., a blouse and a skirt, yields tough challenges: (a) the absence of comprehensive benchmark; (b) comprehensive compatibility modeling with the multi-modal feature variables is largely untapped; (c) how to utilize the domain knowledge to guide the machine learning; (d) how to enhance the interpretability of the compatibility modeling; and (e) how to model the user factor in the personalized compatibility modeling. These challenges have been largely unexplored to date. In this book, we shed light on several state-of-the-art theories on compatibility modeling. In particular, to facilitate the research, we first build three large-scale benchmark datasets from different online fashion websites, including IQON and Amazon. We then introduce a general data-driven compatibility modeling scheme based on advanced neural networks. To make use of the abundant fashion domain knowledge, i.e., clothing matching rules, we next present a novel knowledge-guided compatibility modeling framework. Thereafter, to enhance the model interpretability, we put forward a prototype-wise interpretable compatibility modeling approach. Following that, noticing the subjective aesthetics of users, we extend the general compatibility modeling to the personalized version. Moreover, we further study the real-world problem of personalized capsule wardrobe creation, aiming to generate a minimum collection of garments that is both compatible and suitable for the user. Finally, we conclude the book and present future research directions, such as the generative compatibility modeling, virtual try-on with arbitrary poses, and clothing generation.

Information and Human Values Springer Nature
The study of people, information, and communication technologies and the contexts in which these technologies are designed, implemented, and used has long interested scholars in a wide range of disciplines, including the social study of computing, science and technology studies, the sociology of technology, and management information systems. As ICT use has spread from organizations into the larger world, these devices have become routine information appliances in our social lives, researchers have begun to ask deeper and more profound questions about how our lives have become bound up with technologies. A common theme running through this research is that the relationships among people, technology, and context are dynamic, complex, and critically important to understand. This book explores social informatics (SI), one important and dynamic approach that researchers have used to study these complex relationships. SI is "the interdisciplinary study of the design, uses and consequences of information technology that takes into account their interaction with institutional and cultural contexts" (Kling 1998, p. 52; 1999). SI provides flexible frameworks to explore complex and dynamic socio-technical interactions. As a domain of study related largely by common vocabulary and conclusions, SI critically examines common conceptions of and expectations for technology, by providing contextual evidence. This book describes the evolution of SI research and identifies challenges and opportunities for future research. In what might be seen as an example of socio-technical "natural selection," SI emerged in six different locations during the 1980s and 1990s: Norway, Slovenia, Japan, the former Soviet Union, the UK and, last, the U.S. As SI evolved, the version popularized in the US became globally dominant. The evolution of SI is presented in five stages: emergence, foundational, expansion, coherence, and transformation. Thus, we divide SI research into five major periods: an emergence stage, when various forms of SI emerged around the globe, an early period of foundational work which grounds SI (Pre-1990s), a period of expansion (1990s), a robust period of coherence and influence by Rob Kling (2000 – 2005), and a period of transformation (2006 – present). Following the description of the five periods we discuss the evolution throughout the periods under five sections: principles, concepts, approaches, topics, and findings. Principles refer to the overarching motivations and labels employed to describe scholarly work. Approaches describe the theories, frameworks, and models employed in analysis, emphasizing the multi-disciplinary and interdisciplinary nature of SI. Concepts include specific processes, entities, themes, and elements of discourse within a given context, revealing a shared SI language surrounding change, complexity, consequences, and social elements of technology. Topics label the issues and general domains studied within social informatics, ranging from scholarly communication to online communities to information systems. Findings from seminal SI works illustrate growing insights over time and demonstrate how repeatable explanations unify SI. In the concluding remarks, we raise questions about the possible futures of SI research.

Predicting Information Retrieval Performance Springer Nature
With the proliferation of social network services, more and more social users, such as individuals and organizations, are simultaneously involved in multiple social networks for various purposes. In fact, multiple social networks characterize the same social users from different perspectives, and their contexts are usually consistent or complementary rather than independent. Hence, as compared to using information from a single social network, appropriate aggregation of multiple social networks offers us a better way to comprehensively understand the given social users. Learning across multiple social networks brings opportunities to new services and applications as well as new insights on user online behaviors, yet it raises tough challenges: (1) How can we map different social network accounts to the same social users? (2) How can we complete the item-wise and block-wise missing data? (3) How can we leverage the relatedness among sources to strengthen the learning performance? And (4) How can we jointly model the dual-heterogeneities: multiple tasks exist for the given application and each task has various features from multiple sources? These questions have been largely unexplored to date. We noticed this timely opportunity, and in this book we present some state-of-the-art theories and novel practical applications on aggregation of multiple social networks. In particular, we first introduce multi-source dataset construction. We then introduce how to effectively and efficiently complete the item-wise and block-wise missing data, which are caused by the inactive social users in some social networks. We next detail the proposed multi-source mono-task learning model and its application in volunteerism tendency prediction. As a counterpart, we also present a mono-source multi-task learning model and apply it to user interest inference. We seamlessly unify these models with the so-called multi-source multi-task learning, and demonstrate several application scenarios, such as occupation prediction. Finally, we conclude the book and figure out the future research directions in multiple social network learning, including the privacy issues and source complementarity modeling. This is preliminary research on learning from multiple social networks, and we hope it can inspire more active researchers to work on this exciting area. If we have seen further it is by standing on the shoulders of giants.

Scholarly Collaboration on the Academic Social Web Springer Nature
Simulated test collections may find application in situations where real datasets cannot easily be accessed due to confidentiality concerns or practical inconvenience. They can potentially support Information Retrieval (IR) experimentation, tuning, validation, performance prediction, and hardware sizing. Naturally, the accuracy and usefulness of results obtained from a simulation depend upon the fidelity and generality of the models which underpin it. The fidelity of emulation of a real corpus is likely to be limited by the requirement that confidential information in the real corpus should not be able to be extracted from the emulated version. We present a range of methods exploring trade-offs between emulation fidelity and degree of preservation of privacy. We present three different simple types of text generator which work at a micro level: Markov models, neural net models, and substitution ciphers. We also describe macro level methods where we can engineer macro properties of a corpus, giving a range of models for each of the salient properties: document length distribution, word frequency distribution (for independent and non-independent cases), word length and textual representation, and corpus growth. We present results of emulating existing corpora and for scaling up corpora by two orders of magnitude. We show that simulated collections generated with relatively simple methods are suitable for some purposes and can be generated very quickly. Indeed it may sometimes be feasible to embed a simple lightweight corpus generator into an indexer for the purpose of efficiency studies. Naturally, a corpus of artificial text cannot support IR experimentation in the absence of a set of compatible queries. We discuss and experiment with published methods for query generation and query log emulation. We present a proof-of-the-pudding study in which we observe the predictive accuracy of efficiency and effectiveness results obtained on emulated versions of TREC corpora. The study includes three open-source retrieval systems and several TREC datasets. There is a trade-off between confidentiality and prediction accuracy and there are interesting interactions between retrieval

systems and datasets. Our tentative conclusion is that there are emulation methods which achieve useful prediction accuracy while providing a level of confidentiality adequate for many applications. Many of the methods described here have been implemented in the open source project SynthaCorpus, accessible at: https://bitbucket.org/davidhawking/synthacorpus/

Researching Serendipity in Digital Information Environments Springer Nature

Chance, luck, and good fortune are the usual go-to descriptors of serendipity, a phenomenon aptly often coupled with famous anecdotes of accidental discoveries in engineering and science in modern history such as penicillin, Teflon, and Post-it notes. Serendipity, however, is evident in many fields of research, in organizations, in everyday life—and there is more to it than luck implies. While the phenomenon is strongly associated with in person interactions with people, places, and things, most attention of late has focused on its preservation and facilitation within digital information environments. Serendipity's association with unexpected, positive user experiences and outcomes has spurred an interest in understanding both how current digital information environments support serendipity and how novel approaches may be developed to facilitate it. Research has sought to understand serendipity, how it is manifested in people's personality traits and behaviors, how it may be facilitated in digital information environments such as mobile applications, and its impacts on an individual, an organizational, and a wider level. Because serendipity is expressed and understood in different ways in different contexts, multiple methods have been used to study the phenomenon and evaluate digital information environments that may support it. This volume brings together different disciplinary perspectives and examines the motivations for studying serendipity, the various ways in which serendipity has been approached in the research, methodological approaches to build theory, and how it may be facilitated. Finally, a roadmap for serendipity research is drawn by integrating key points from this volume to produce a framework for the examination of serendipity in digital information environments.

Children ' s Internet Search Springer Nature

With the rapid growth of web search in recent years the problem of modeling its users has started to attract more and more attention of the information retrieval community. This has several motivations. By building a model of user behavior we are essentially developing a better understanding of a user, which ultimately helps us to deliver a better search experience. A model of user behavior can also be used as a predictive device for non-observed items such as document relevance, which makes it useful for improving search result ranking. Finally, in many situations experimenting with real users is just infeasible and hence user simulations based on accurate models play an essential role in understanding the implications of algorithmic changes to search engine results or presentation changes to the search engine result page. In this survey we summarize advances in modeling user click behavior on a web search engine result page. We present simple click models as well as more complex models aimed at capturing non-trivial user behavior patterns on modern search engine result pages. We discuss how these models compare to each other, what challenges they have, and what ways there are to address these challenges. We also study the problem of evaluating click models and discuss the main applications of click models.

Word Association Thematic Analysis Springer Nature

Collaboration among scholars has always been recognized as a fundamental feature of scientific discovery. The ever-increasing diversity among disciplines and complexity of research problems makes it even more compelling to collaborate in order to keep up with the fast pace of innovation and advance knowledge. Along with the rapidly developing Internet communication technologies and the increasing popularity of the social web, we have observed many important developments of scholarly collaboration on the academic social web. In this book, we review the rapid transformation of scholarly collaboration on various academic social web platforms and examine how these platforms have facilitated academics throughout their research lifecycle—from forming ideas, collecting data, and authoring articles to disseminating findings. We refer to the term "academic social web platforms" in this book as a category of Web 2.0 tools or online platforms (such as CiteULike, Mendeley, Academia.edu, and ResearchGate) that enable and facilitate scholarly information exchange and participation. We will also examine scholarly collaboration behaviors including sharing academic resources, exchanging opinions, following each other's research, keeping up with current research trends, and, most importantly, building up their professional networks. Inspired by the model developed Olson et al. [2000] on factors for successful scientific collaboration, our examination of the status of scholarly collaboration on the academic social web has four emphases: technology readiness, coupling work, building common ground, and collaboration readiness. Finally, we talk about the insights and challenges of all these online scholarly collaboration activities imposed on the research communities who are engaging in supporting online scholarly collaboration. This book aims to help researchers and practitioners understand the development of scholarly collaboration on the academic social web, and to build up an active community of scholars who are interested in this topic.

Compatibility Modeling Springer Nature

Best practices for addressing the bias and inequality that may result from the automated collection, analysis, and distribution of large datasets. Human-centered data science is a new interdisciplinary field that draws from human-computer interaction, social science, statistics, and computational techniques. This book, written by founders of the field, introduces best practices for addressing the bias and inequality that may result from the automated collection, analysis, and distribution of very large datasets. It offers a brief and accessible overview of many common statistical and algorithmic data science techniques, explains human-centered approaches to data science problems, and presents practical guidelines and real-world case studies to help readers apply these methods. The authors explain how data scientists ' choices are involved at every stage of the data science workflow—and show how a human-centered approach can enhance each one, by making the process more transparent, asking questions, and considering the social context of the data. They describe how tools from social science might be incorporated into data science practices, discuss different types of collaboration, and consider data storytelling through visualization. The book shows that data science practitioners can build rigorous and ethical algorithms and design projects that use cutting-edge computational tools and address social concerns.

Abundant Energy Information and Human Values

User engagement refers to the quality of the user experience that emphasizes the positive aspects of interacting with an online application and, in particular, the desire to use that application longer and repeatedly. User engagement is a key concept in the design of online applications (whether for desktop, tablet or mobile), motivated by the observation that successful applications are not just used, but are engaged with. Users invest time, attention, and emotion in their use of technology, and seek to satisfy pragmatic and hedonic needs. Measurement is critical for evaluating whether online applications are able to successfully engage users, and may inform the design of and use of applications. User engagement is a multifaceted, complex phenomenon; this gives rise to a number of potential measurement approaches. Common ways to evaluate user engagement include using self-report measures, e.g., questionnaires; observational methods, e.g. facial expression analysis, speech analysis; neuro-physiological signal processing methods, e.g., respiratory and cardiovascular accelerations and decelerations, muscle spasms; and web analytics, e.g., number of site visits, click depth. These methods represent various trade-offs in terms of the setting (laboratory versus ``in the wild''), object of measurement (user behaviour, affect or cognition) and scale of data collected. For instance, small-scale user studies are deep and rich, but limited in terms of generalizability, whereas large-scale web analytic studies are powerful but negate users' motivation and context. The focus of this book is how user engagement is currently being measured and various considerations for its measurement. Our goal is to leave readers with an appreciation of the various ways in which to measure user engagement, and their associated strengths and weaknesses. We emphasize the multifaceted nature of user engagement and the unique contextual constraints that come to bear upon attempts to measure engagement in different settings, and across different user groups and web domains. At the same time, this book advocates for the development of ``good'' measures and good measurement practices that will advance the study of user engagement and improve our understanding of this construct, which has become so vital in our wired world.

The Notion of Relevance in Information Science Springer Nature

Digital libraries (DLs) have introduced new technologies, as well as leveraging, enhancing, and integrating related technologies, since the early 1990s. These efforts have been enriched through a formal approach, e.g., the 5S (Societies, Scenarios, Spaces, Structures, Streams) framework, which is discussed in two earlier volumes in this series. This volume should help advance work not only in DLs, but also in the WWW and other information systems. Drawing upon four (Kozievitch, Murthy, Park, Yang) completed and three (Elsherbiny, Farag, Srinivasan) in-process dissertations, as well as the efforts of collaborating researchers and scores of related publications, presentations, tutorials, and reports, this book should advance the DL field with regard to at least six key technologies. By integrating surveys of the state-of-the-art, new research, connections with formalization, case studies, and exercises/projects, this book can serve as a computing or information science textbook. It can support studies in cyber-security, document management, hypertext/hypermedia, IR, knowledge management, LIS, multimedia, and machine learning. Chapter 1, with a case study on fingerprint collections, focuses on complex (composite, compound) objects, connecting DL and related work on buckets, DCC, and OAI-ORE. Chapter 2, discussing annotations, as in hypertext/hypermedia, emphasizes parts of documents, including images as well as text, managing superimposed information. The SuperIDR system, and prototype efforts with Flickr, should motivate further development and standardization related to annotation, which would benefit all DL and WWW users. Chapter 3, on ontologies, explains how they help with browsing, query expansion, focused crawling, and classification. This chapter connects DLs with the Semantic Web, and uses CTRnet as an example. Chapter 4, on (hierarchical) classification, leverages LIS theory, as well as machine learning, and is important for DLs as well as the WWW. Chapter 5, on extraction from text, covers document segmentation, as well as how to construct a database from heterogeneous collections of references (from ETDs); i.e., converting strings to canonical forms. Chapter 6 surveys the security approaches used in information systems, and explains how those approaches can apply to digital libraries which are not fully open. Given this rich content, those interested in DLs will be able to find solutions to key problems, using the right technologies and methods. We hope this book will help show how formal approaches can enhance the development of suitable technologies and how they can be better integrated with DLs and other information systems.

Communication and Human Values Springer Nature

With the rapid development of mobile Internet and smart personal devices in recent years, mobile search has gradually emerged as a key method with which users seek online information. In addition, cross-device search also has been regarded recently as an important research topic. As more mobile applications (APPs) integrate search functions, a user's mobile search behavior on different APPs becomes more significant. This book provides a systematic review of current mobile search analysis and studies user mobile search behavior from several perspectives, including mobile search context, APP usage, and different devices. Two different user experiments to collect user behavior data were conducted. Then, through the data from user mobile phone usage logs in natural settings, we analyze the mobile search strategies employed and offer a context-based mobile search task collection, which then can be used to evaluate the mobile search engine. In addition, we combine mobile search with APP usage to give more in-depth analysis, such as APP transition in mobile search and follow-up actions triggered by mobile search. The study, combining the mobile search with APP usage, can contribute to the interaction design of APPs, such as the search recommendation and APP recommendation. Addressing the phenomenon of users owning more smart devices today than ever before, we focus on user cross device search behavior. We model the information preparation behavior and information resumption behavior in cross-device search and evaluate the search performance in cross-device search. Research on mobile search behaviors across different devices can help to understand online user information behavior comprehensively and help users resume their search tasks on different devices.

Incidental Exposure to Online News Springer Nature

Information Architecture is about organizing and simplifying information, designing and integrating information spaces/systems, and creating ways for people to find and interact with information content. Its goal is to help people understand and manage information and make the right decisions accordingly. This updated and revised edition of the book looks at integrated information spaces in the web context and beyond, with a focus on putting theories and principles into practice. In the ever-changing social, organizational, and technological contexts, information architects not only design individual information spaces (e.g., websites, software applications, and mobile devices), but also

tackle strategic aggregation and integration of multiple information spaces across websites, channels, modalities, and platforms. Not only do they create predetermined navigation pathways, but they also provide tools and rules for people to organize information on their own and get connected with others. Information architects work with multi-disciplinary teams to determine the user experience strategy based on user needs and business goals, and make sure the strategy gets carried out by following the user-centered design (UCD) process via close collaboration with others. Drawing on the authors ' extensive experience as HCI researchers, User Experience Design practitioners, and Information Architecture instructors, this book provides a balanced view of the IA discipline by applying theories, design principles, and guidelines to IA and UX practices. It also covers advanced topics such as iterative design, UX decision support, and global and mobile IA considerations. Major revisions include moving away from a web-centric view toward multi-channel, multi-device experiences. Concepts such as responsive design, emerging design principles, and user-centered methods such as Agile, Lean UX, and Design Thinking are discussed and related to IA processes and practices.

Trustworthy Communications and Complete Genealogies Springer Nature

The rise of social media technologies has created new ways to seek and share information for millions of users worldwide, but also has presented new challenges for libraries in meeting users where they are within social spaces. From social networking sites such as Facebook and Google+, and microblogging platforms such as Twitter and Tumblr to the image and video sites of YouTube, Flickr, Instagram, and to geotagging sites such as Foursquare, libraries have responded by establishing footholds within a variety of social media platforms and seeking new ways of engaging with online users in social spaces. Libraries are also responding to new social review sites such as Yelp and Tripadvisor, awareness sites including StumbleUpon, Pinterest, Goodreads, and Reddit, and social question-and-answer (Q&A) sites such as Yahoo! Answers—sites which engage social media users in functions similar to traditional library content curation, readers' advisory, information and referral, and reference services. Establishing a social media presence extends the library's physical manifestation into virtual space and increases the library's visibility, reach, and impact. However, beyond simply establishing a social presence for the library, a greater challenge is building effective and engaging social media sites that successfully adapt a library's visibility, voice, and presence to the unique contexts, audiences, and cultures within diverse social media sites. This lecture examines the research and theory on social media and libraries, providing an overview of what is known and what is not yet known about libraries and social media. Chapter 1 focuses on the social media environments within which libraries are establishing a presence, including how social media sites differ from each other, yet work together within a social ecosphere. Chapter 2 examines how libraries are engaging with users across a variety of social media platforms and the extent to which libraries are involved in using these different social media platforms, as well as the activities of libraries in presenting a social "self," sharing information, and interacting with users via social media. Chapter 3 explores metrics and measures for assessing the impact of the library's activity in social media sites. The book concludes with Chapter 4 on evolving directions for libraries and social media, including potential implications of new and emerging technologies for libraries in social spaces. Table of Contents: Preface / The Social Media Environment / Libraries and Social Media / Assessing Social Media Sites and Services / Evolving Directions in Social Libraries / Bibliography / Author Biography

Human-Centered Data Science Springer Nature

As digital collections continue to grow, the underlying technologies to serve up content also continue to expand and develop. As such, new challenges are presented which continue to test ethical ideologies in everyday environs of the practitioner. There are currently no solid guidelines or overarching codes of ethics to address such issues. The digitization of modern archival collections, in particular, presents interesting conundrums when factors of privacy are weighed and reviewed in both small and mass digitization initiatives. Ethical decision making needs to be present at the onset of project planning in digital projects of all sizes, and we also need to identify the role and responsibility of the practitioner to make more virtuous decisions on behalf of those with no voice or awareness of potential privacy breaches. In this book, notions of what constitutes private information are discussed, as is the potential presence of such information in both analog and digital collections. This book lays groundwork to introduce the topic of privacy within digital collections by providing some examples from documented real-world scenarios and making recommendations for future research. A discussion of the notion privacy as concept will be included, as well as some historical perspective (with perhaps one the most cited work on this topic, for example, Warren and Brandeis' "Right to Privacy," 1890). Concepts from the The Right to Be Forgotten case in 2014 (Google Spain SL, Google Inc. v Agencia Espa ñ la de Protecci ó n de Datos, Mario Costeja Gonz á lez) are discussed as to how some lessons may be drawn from the response in Europe and also how European data privacy laws have been applied. The European ideologies are contrasted with the Right to Free Speech in the First Amendment in the U.S., highlighting the complexities in setting guidelines and practices revolving around privacy issues when applied to real life scenarios. Two ethical theories are explored: Consequentialism and Deontological. Finally, ethical decision making models will also be applied to our framework of digital collections. Three case studies are presented to illustrate how privacy can be defined within digital collections in some real-world examples.

Social Informatics Evolving Springer Nature

This book seeks to advance our understanding of the relationship between information and human values by synthesizing the complementary but typically disconnected threads in the literature, reflecting on my 15 years of research on the relationship between information and human values, advancing our intellectual understanding of the key facets of this topic, and encouraging further research to continue exploring this important and timely research topic. The book begins with an explanation of what human values are and why they are important. Next, three distinct literatures on values, information, and technology are analyzed and synthesized, including the social psychology literature on human values, the information studies literature on the core values of librarianship, and the human-computer interaction literature on value-sensitive design. After that, three detailed case studies are presented based on reflections on a wide range of research studies. The first case study focuses on the role of human values in the design and use of educational simulations. The second case study focuses on the role of human values in the design and use of computational models. The final case study explores human values in communication via, about, or using information technology. The book concludes by laying out a values and design cycle for studying values in information and presenting an agenda for further research.

Simulating Information Retrieval Test Collections Springer Nature

Society faces many challenges in workplaces, everyday life situations, and education contexts. Within information behavior research, there are often calls to bridge inclusiveness and for greater collaboration, with user-centered design approaches and, more specifically, participatory design practices. Collaboration and participation are essential in addressing contemporary societal challenges, designing creative information objects and processes, as well as developing spaces for learning, and information and research interventions. The intention is to improve access to information and the benefits to be gained from that. This also applies to bridging the digital divide and for embracing artificial intelligence. With regard to research and practices within information behavior, it is crucial to consider that all users should be involved. Many information activities (i.e., activities falling under the umbrella terms of information behavior and information practices) manifest through participation, and thus, methods such as participatory design may help unfold both information behavior and practices as well as the creation of information objects, new models, and theories. Information sharing is one of its core activities. For participatory design with its value set of democratic, inclusive, and open participation towards innovative practices in a diversity of contexts, it is essential to understand how information activities such as sharing manifest itself. For information behavior studies it is essential to deepen understanding of how information sharing manifests in order to improve access to information and the use of information. Third Space is a physical, virtual, cognitive, and conceptual space where participants may negotiate, reflect, and form new knowledge and worldviews working toward creative, practical and applicable solutions, finding innovative, appropriate research methods, interpreting findings, proposing new theories, recommending next steps, and even designing solutions such as new information objects or services. Information sharing in participatory design manifests in tandem with many other information interaction activities and especially information and cognitive processing. Although there are practices of individual information sharing and information encountering, information sharing mostly relates to collaborative information behavior practices, creativity, and collective decision-making. Our purpose with this book is to enable students, researchers, and practitioners within a multi-disciplinary research field, including information studies and Human – Computer Interaction approaches, to gain a deeper understanding of how the core activity of information sharing in participatory design, in which Third Space may be a platform for information interaction, is taking place when using methods utilized in participatory design to address contemporary societal challenges. This could also apply for information behavior studies using participatory design as methodology. We elaborate interpretations of core concepts such as participatory design, Third Space, information sharing, and collaborative information behavior, before discussing participatory design methods and processes in more depth. We also touch on information behavior, information practice, and other important concepts. Third Space, information sharing, and information interaction are discussed in some detail. A framework, with Third Space as a core intersecting zone, platform, and adaptive and creative space to study information sharing and other information behavior and interactions are suggested. As a tool to envision information behavior and suggest future practices, participatory design serves as a set of methods and tools in which new interpretations of the design of information behavior studies and eventually new information objects are being initiated involving multiple stakeholders in future information landscapes. For this purpose, we argue that Third Space can be used as an intersection zone to study information sharing and other information activities, but more importantly it can serve as a Third Space Information Behavior (TSIB) study framework where participatory design methodology and processes are applied to information behavior research studies and applications such as information objects, systems, and services with recognition of the importance of situated awareness.

Analysis and Visualization of Citation Networks Springer Nature

This is the first volume in a series about creating and maintaining taxonomies and their practical applications, especially in search functions. In Book 1 (The Taxobook: History, Theories, and Concepts of Knowledge Organization), the author introduces the very foundations of classification, starting with the ancient Greek philosophers Plato and Aristotle, as well as Theophrastus and the Roman Pliny the Elder. They were first in a line of distinguished thinkers and philosophers to ponder the organization of the world around them and attempt to apply a structure or framework to that world. The author continues by discussing the works and theories of several other philosophers from Medieval and Renaissance times, including Saints Aquinas and Augustine, William of Occam, Andrea Cesalpino, Carl Linnaeus, and Ren é Descartes. In the 17th, 18th, and 19th centuries, John Locke, Immanuel Kant, James Frederick Ferrier, Charles Ammi Cutter, and Melvil Dewey contributed greatly to the theories of classification systems and knowledge organization. Cutter and Dewey, especially, created systems that are still in use today. Chapter 8 covers the contributions of Shiyali Ramamrita Ranganathan, who is considered by many to be the " father of modern library science. " He created the concept of faceted vocabularies, which are widely used—even if they are not well understood—on many e-commerce websites. Following the discussions and historical review, the author has included a glossary that covers all three books of this series so that it can be referenced as you work your way through the second and third volumes. The author believes that it is important to understand the history of knowledge organization and the differing viewpoints of various philosophers—even if that understanding is only that the differing viewpoints simply exist. Knowing the differing viewpoints will help answer the fundamental questions: Why do we want to build taxonomies? How do we build them to serve multiple points of view? Table of Contents: List of Figures / Preface / Acknowledgments / Origins of Knowledge Organization Theory: Early Philosophy of Knowledge / Saints and Traits: Realism and Nominalism / Arranging the glowers... and the Birds, and the Insects, and Everything Else: Early Naturalists and Taxonomies / The Age of Enlightenment Impacts Knowledge Theory / 18th-Century Developments: Knowledge Theory Coming to the Foreground / High Resolution: Classification Sharpens in the 19th and 20th Centuries / Outlining the World and Its Parts / Facets: An Indian Mathematician and Children ' s Toys at Selfridge ' s / Points of Knowledge / Glossary / End Notes / Author Biography