Extending the digital catalog – a laboratory approach

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The Library Lab

www.biblab.no



Nyhetsstrømmer

Lokasjonsbevissthet

Hathi Hatches the Egg

Hathi Hatches the Egg

The Art and Science of Analyzing Web Statistics

The Art and Science of Analyzing Web Statistics

Books as History

The Berkeley Accord

djatoka, OpenURL and OOMRef-J

ne.code4lib.org

Where Goals Belong

Velkommen til laboratoriet!

Tanker & nyheter:

Mashup i praksis: Pensumhjelpen

av Tor Arne Dahl @ 27.06.2008 [Samarbeid/datadeling][Bibliotek 2.0]
13:46 CET

En gruppe masterbibliotekarstudenter fra Høgskolen i Oslo klekket ut en smart idé for en mashup på Biblioteklaboratoriets **workshop i Bergen** høsten 2007. Tanken var at mashup-løsningen skulle hjelpe lærere til å sette opp studentvennlige pensumlister. Pensumhjelpen ble **dokumentert på Allmenningen**, og der beskrives webapplikasjonen på denne måten:

Vi har avdekket et sterkt behov for hjelp til å lokalisere pensumlitteratur for studenter ved universiteter og høgskoler i Norge. I dag inneholder pensumlistene både bøker, artikler og nettressurser, og studentene bruker mye unødig tid på å lete fram disse i bibliotek og bokhandler. Mange gir kanskje opp når det er noe de ikke finner,

Søk

Kategorier

Alle poster

Bibliotek 2.0

Digitalisering

Generelt

OPAC

Samarbeid/datadeling

Arkiv

Juli 2008 [1]

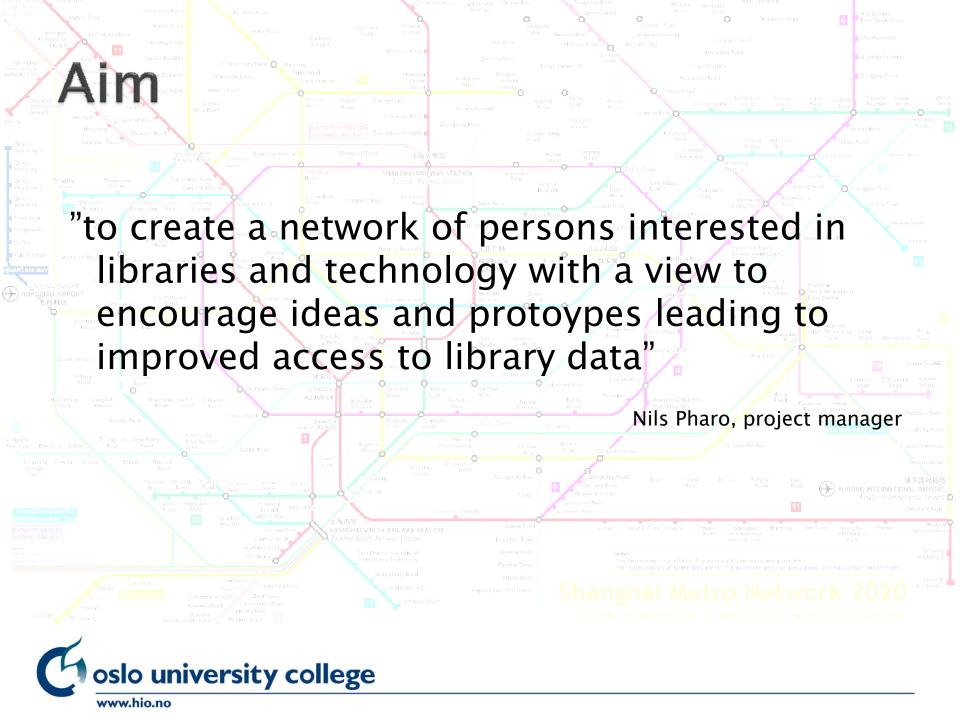
Juni 2008 [1]

Mai 2008 [2]



Facts

- a Norwegian collaborative project
- financed by the Norwegian Archive, Library and Museum Authority
- administrated by the Faculty of Journalism, Library and Information Science at OUC...
- ...and a dedicated working group with people from the Norwegian library community



Means

the laboratory approach

- net-based meeting places
 - blog
 - wiki
- physical meetings
 - workshops
- projects/prototype development
 - guidance
 - "micro financing"
- competitions
- transparency/open source



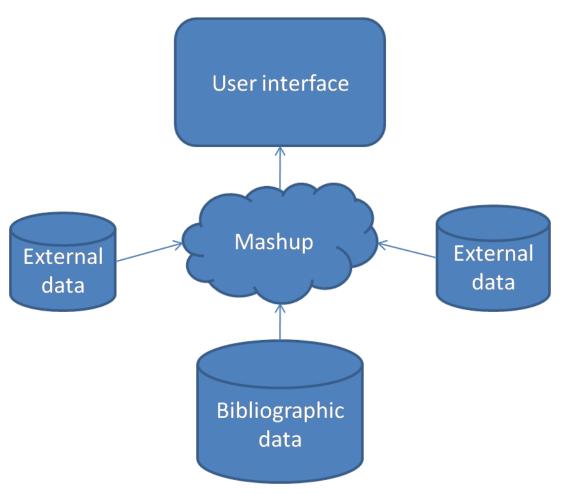
Case: Mashup project

extending the catalog

- starting point: contribution to a Library Lab competiton
- Library Lab: reference group/advisors
- administrated by a working group based at Oslo Public Library
- name: "Pode"
 - in english: "Graft", parts of two plants that are joined together to form one plant
- mashup definitions from WWW:
 - applications that combine content from multiple services into some integrated user experience blog.pint.com/2007/06/19/a-web-20-glossary-part-1-of-2/
 - a mashup is a web application that combines data from more than one source into a single integrated tool
 en.wikipedia.org/wiki/Mashup (web application hybrid)



Mashup architecture





Aim

- Extending the library catalog with data from external providers:
 - offers catalog users more relevant data (quantitative perspective)
 - lets the user more easily carry through a transaction, from basic information needs to direct access e.g. to a moviestream (qualitative perspective)
 - offers the user a recognisable WWW environment
 - lets librarians and users utilise modern WWW possibillities



Project progress

- workshop: investigating external data sources and possible interface sollutions
- establish sandbox model for testing and development
- making deals with data providers (copyright etc.)
- in the end: release source code of (system independent) mashup technology
- → open source



Open source

from WWW:

 a program in which the source code is available to the general public for use and/or modification from its original design

www.calgary-ecommerce-services.com/glossary.htm

- open source is a development methodology, which offers practical accessibility to a product's source http://en.wikipedia.org/wiki/Open_source
- a movement in the programming community for making source code (program instructions) free and freely available to anyone interested in using or working with it

http://technet.microsoft.com/en-us/library/cc751329.aspx



Open source

- so is it a (computer) program with certain characteristics (the source code is "freely" available)...
- ...and a development methodology ...
- ...and the name of a movement?

In other words: a (many-headed) movement which develops programs based on certain principles that establishes a methodology



Open source

the principles

A user of a software must be granted certain freedoms:

- The freedom to run the program, for any purpose
- The freedom to study how the program works, and adapt it to your needs. Access to the source code is a precondition for this
- The freedom to redistribute copies so you can help your neighbour
- The freedom to improve the program, and release your improvements to the public, so that the whole community benefits. Access to the source code is a precondition for this.

(Stallman, R. (2002). Free software definition. I: Joshua Gay (ed.), *Free software, free society, selected essays of Richard Stallman*, (31–40) Boston, Mass.: GNU Press)



Open source in the laboratory

- the open source methodology:
 - (basic) gives the project source code to experiment with
 - offers an opportunity to
 - share source code for others to experiment with
 - experiment with others (open source) work
 (effect: utilises different kinds of competence)
 - invites people from outside the project to participate in the development
 - people from the library community
 - people from outside the library community:
 e.g. library users
 - making your work accessible for use

The open source catalog - KOHA

examples of extensions

www.koha.org



The educational role

two perspectives

- the (extended) catalog
 - an extended catalog works better!
 - implements the librarian role as a digital guide to qualitive information
 - lets the users communicate with the catalog/library
- the laboratory approach/open source methodology



The educational role

Quote: "[...] free software offers a deeper benefit for eduacation: the knowledge in free software is public, not secret. The sealed black box of proprietary software system is designed to keep people in the dark. With free software students [or librarians and users] can study the software they use, to learn how it works. They can write improvments to the software and thus learn the craft of software development"

Richard Stallman