

Metadata for Non-conventional
Cultural/Historical Resources:
Cultural Heritage in South/Southeast Asia,
Japanese Pop-culture, and Disaster Archives

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Outline – Topics covered

- Part 1 – Shigeo Sugimoto
 - Background – Digital Archives and Metadata
 - Some Japanese Projects related to Cultural and Historical Resources
 - Introduction to Metadata Projects for Digital Archives at Tsukuba
- Part 2 – Chiranthi Wijesundara
 - Model based Cultural Heritage Information Aggregation in Networked Information Environments

Outline – Part 1

- Overview – Digital Archives and Metadata
- Some Japanese Projects related to Cultural and Historical Resources
 - Media Art Database by Agency for Cultural Affairs – Manga, Anime and Game
 - Great East Japan Earthquake Archive
 - Japan Search Project
- Non-conventional Archive Resource Metadata Projects at Tsukuba
 - Metadata aggregation to enhance usability of Great East Japan Earthquake Archive
 - Metadata for pop-culture – FRBR-like hierarchical view to link cultural resources across media
 - A Metadata model for building cultural digital archives by aggregation – Part 2

Background – Cultural Digital Archives and Metadata

- (Definition) Digital Archives – a collection of digital resources for long-term use, mainly cultural and/or historical contents
 - Digitized collections of physical resources held at museums, libraries, archives
 - Collections of various types of digital objects – from small objects to large objects, from simple photographic images to 3D/VR images, from digitized images to born digital objects
- A Simple Question on Metadata for Digital Archives:
“Does conventional Item oriented metadata work well?”
 - Metadata at libraries and museums are primarily created for a single material
 - Presenting relationships among the items would not only help users find and access the cultural materials but enrich the digital archives as a collection

Introducing Some Japanese Projects

- Media Art Database by Agency for Cultural Affairs (Bunka-cho), Japanese government
 - Manga, Anime, Video Game and Media Arts – pop-culture domains
 - Search across different domains – interoperability
- Great East Japan Earthquake Archive
 - Hinagiku by National Diet Library (NDL) – Portal to digital archives of the disaster (>50)
 - Simple metadata schema
 - Many digital photographs – Quality Issues
- Japan Search Project
 - National level project to build a large collection of digital resources
 - Metadata aggregation is a key

Cultural Metadata Projects at Tsukuba (1/3)

- Metadata aggregation to enhance usability of Great East Japan Earthquake Archive
 - National portal “Hinagiku” for more than 50 archives and datasets related to the earthquake
 - Disaster archives: many photographs, non-high quality metadata created by third party catalogers
- Key issues
 - Need aggregation of archived resources within and across archives to improve the usability of each component archive and the whole archives
 - Aggregation by Time and Location, by Subject
 - Linking resources across archives and web sites

Cultural Metadata Projects at Tsukuba (2/3)

- Metadata for pop-culture – FRBR-like hierarchical view to link cultural resources across media
 - Japanese pop-culture resources: Manga (comics), Anime (animation) and Game (video games)
 - Many media-mix (or transmedia) products, e.g. *Pokémon* and *Gundam* in Game, Anime and Manga
- Key issues
 - Need link item-centric institutional metadata and work-oriented fan-created descriptions, i.e., connecting Media Art Database and Wikipedia
 - FRBR Work doesn't fit well to express an entity used across media – Superwork

Cultural Metadata Projects at Tsukuba (3/3)

- A Metadata model for building cultural digital archives by aggregation
 - Background
 - Low development of digital archives in South/Southeast Asian developing countries
 - Rich digital resources provided by memory institutions in Europe and North America – why don't we use them?
 - Intangible cultural heritage metadata
 - Metadata model for dynamic, temporal, ephemeral objects
 - Aggregating institutional metadata with websites, e.g., Wikipedia, (non-)governmental cultural information, tourism sites
- Details in Part 2 by Chiranthi Wijesundara

Part-1 Summary

- Aggregation as a key issue: Institutional metadata + non-institutional metadata (e.g., Wikipedia, fan-created websites)
 - LOD technology
- Existing models – extension, re-use
 - FRBR (FRBR LRM, FRBRoo)
 - One-to-One Principle
 - etc.