

Representation of Interactive Objects in Knowledge Organization Systems

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ABSTRACT

Description and representation of non-linguistic characteristics of interactive information objects in digital libraries are underdeveloped for all forms of manipulation. These types of objects range from that of a tool (hammer) to that of sophisticated multimedia (video games). There is not standard subject description method on how describe object manipulation or interaction. For many information objects their primary purpose is to be manipulated by the user and this description needs to be clear and follow common guidelines so knowledge organization system users can understand the description without being an expert in the field. It is important to make sure these descriptions are accessible to a wide range of users and do not rely on images and videos alone. This project will look at multiple digital libraries connected with the Library of Congress to compare how these types of objects are being described and propose a standard for one type of object.

ALISE RESEARCH TAXONOMY TOPICS

ontologies; classification; cataloging; multimedia information retrieval.

AUTHOR KEYWORDS

digital libraries; knowledge organization; interactive media; interactive objects