Introduction to Digital Libraries Minitrack

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Libraries around the world are building repositories of books, papers, and other works which can be digitized or which were born digital. The trend to digitization has accelerated rapidly since the advent of high speed internet access and inexpensive storage. Repositories are growing rapidly in scope and number, for example, Project Gutenberg, Google Book Search, the Internet Archive, the World Digital Library, Hathi Trust, Europeanna, and many, many others including repositories at many national and university libraries.

This minitrack focuses on the investigation of theoretical and empirical issues about digital libraries and the production of digital content for digital libraries such as

- Digital libraries development, architecture, and management
- Management of born digital and multimedia content
- Management of and conversion workflows for physical media
- Harvest and preservation of internet content
- Digital object storage and retrieval
- Multi-lingual and interoperability issues
- Copyrights and digital rights management
- Digital preservation and access management
- Digital library case studies
- Digital library standards and policies
- Open archive initiatives
- Role of digital libraries in educational, cultural, social and economic development

Digital libraries include RCDL (Russian Conference on Digital Libraries since 1998), ICADL (International Conference on Asia-Pacific Digital Libraries since 1999), the ACM/IEEE JCDL (Joint Conference on Digital Libraries formed in 2001 through the merger of earlier pioneering IEEE and ACM conferences on digital libraries), and iPres (International Conference on Preservation of Digital Objects since 2003).

In addition there are a number of English language journals about digital libraries and digital library research including International Journal on Digital Libraries, D-Lib Magazine, a number of publications from the United Kingdom’s JISC (Joint Information Systems Committee), and research and programs supported by the European Digital Library Project.

Three papers have been accepted for the HICSS 45 Digital Libraries minitrack. The first paper, “A Library is Not an Archive: Problems in Applying the OAIS Reference Model to the Preservation of Computer Games”, delves into the difficulties of applying the OAIS model to very complex and specialized content. The second “Finding Problems: When Digital Library Users Act as Usability Evaluators” contrasts the usability of a digital library as perceived by different groups of users and the implications for digital library design. Finally the third paper, “Effects of ‘Advanced Search’ on User Performance and Search Efforts: A Case Study with Three Digital Libraries”, demonstrates that ‘advanced search’, even for established and widely used digital libraries, is perhaps not so ‘advanced’ as its designers might think.

We think that you will find something to interest you in these papers, even if you are not a digital librarian or researcher. We also want to encourage submission of your digital library paper to the Digital Library minitrack for HICSS 2013. Aloha!