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Automated Metadata in Multimedia Information Systems

*Creation, Refinement, Use in Surrogates,
and Evaluation*

Michael G. Christel

***SYNTHESIS LECTURES ON INFORMATION
CONCEPTS, RETRIEVAL, AND SERVICES***

Gary Marchionini, *Series Editor*

Automated Metadata In Multimedia Information Systems Michael Christel

Virginia Dressler



Automated Metadata In Multimedia Information Systems Michael Christel:

Automated Metadata in Multimedia Information Systems Michael Christel, 2009-04-08 Improvements in network bandwidth along with dramatic drops in digital storage and processing costs have resulted in the explosive growth of multimedia combinations of text image audio and video resources on the Internet and in digital repositories A suite of computer technologies delivering speech image and natural language understanding can automatically derive descriptive metadata for such resources Difficulties for end users ensue however with the tremendous volume and varying quality of automated metadata for multimedia information systems This lecture surveys automatic metadata creation methods for dealing with multimedia information resources using broadcast news documentaries and oral histories as examples Strategies for improving the utility of such metadata are discussed including computationally intensive approaches leveraging multimodal redundancy folding in context and leaving precision recall tradeoffs under user control Interfaces building from automatically generated metadata are presented illustrating the use of video surrogates in multimedia information systems Traditional information retrieval evaluation is discussed through the annual National Institute of Standards and Technology TRECVID forum with experiments on exploratory search extending the discussion beyond fact finding to broader longer term search activities of learning analysis synthesis and discovery Table of Contents Evolution of Multimedia Information Systems 1990 2008 Survey of Automatic Metadata Creation Methods Refinement of Automatic Metadata Multimedia Surrogates End User Utility for Metadata and Surrogates Effectiveness Efficiency and Satisfaction

Knowledge Management (KM) Processes in Organizations Claire McInerney, Michael E.D. Koenig, 2022-06-01 Knowledge Management KM is an effort to increase useful knowledge in the organization It is a natural outgrowth of late twentieth century movements to make organizational management and operations more effective of higher quality and more responsive to constituents in a rapidly changing global environment This document traces the evolution of KM in organizations summarizing the most influential research and literature in the field It also presents an overview of selected common and current practices in knowledge management including the relationship between knowledge management and decision making with the intention of making a case for KM as a series of processes and not necessarily a manipulation of things The final section highlights the use of social networking and commonly adopted Web applications to increase the value of social capital and to connect practitioners with clients and colleagues Table of Contents Introduction Background Bibliographic Analysis Theorizing Knowledge in Organizations Conceptualizing Knowledge Emergence Knowledge Acts Knowledge Management in Practice Knowledge Management Issues Knowledge Management and Decision Making Social Network Analysis and KM Implications for the Future Conclusion Framing Privacy in Digital Collections with Ethical Decision Making Virginia Dressler, 2022-06-01 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 la de Protecci n de Datos Mario Costeja Gonz 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

Mobile Search Behaviors Dan Wu, Shaobo H. Liang, 2022-05-31 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 Search User Interface Design Max L. Wilson, 2012 Designing a great Search User Interface SUI means leveraging the knowledge and skills from a variety of communities The aim of this book is to at least acknowledge if not integrate all of these perspectives to bring the reader into a multidisciplinary mindset for how we should think about SUI design **Search-User Interface Design** Max Wilson, 2022-05-31 Search User Interfaces SUIs represent the gateway between people who have a task to complete and the repositories of information and data stored around the world Not surprisingly therefore there are many communities who have a vested interest in the way SUIs are designed There are people who study how humans search for information and people who study how humans use computers There are people who study good user interface design and people who design aesthetically pleasing user interfaces There are also people who curate and manage valuable information resources and people who design effective algorithms to retrieve results from them While it would be easy for one community to reject another for their limited ability to design a good SUI the truth is that they all can and they all have made valuable contributions Fundamentally therefore we must accept that designing a great SUI means leveraging the knowledge and skills from all of these communities The aim of this book is to at least acknowledge if not integrate all of these perspectives to bring the reader into a multidisciplinary mindset for how we should think about SUI design Further this book aims to provide the reader with a framework for thinking about how different innovations each contribute to the overall design of a SUI With this framework and a multidisciplinary perspective in hand the book then continues by reviewing early successful established and experimental concepts for SUI design The book then concludes by discussing how we can analyse and evaluate the on going developments in SUI design as this multidisciplinary area of research moves forwards Finally in reviewing these many SUIs and SUI features the book finishes by extracting a series of 20 SUI design recommendations that are listed in the conclusions Table of Contents Introduction Searcher Computer Interaction Early Search User Interfaces Modern Search User Interfaces Experimental Search User Interfaces Evaluating Search User Interfaces Conclusions Proceedings, ACM Multimedia ... , 2002 SACMAT 2006 , 2006 *Advances in Automatic Text Summarization* Inderjeet Mani, Mark T. Maybury, 1999 ntil now there has been no state of the art collection of themost important writings in automatic text summarization This bookpresents the key developments in the field in an integrated frameworkand suggests future research areas With the rapid growth of the World Wide Web and electronic information services information is becoming available on line at an incredible rate One result is the oft decried information overload No one has time to read everything yet we often have to make critical decisions based on what we are able to assimilate The technology of automatic text summarization is becoming indispensable for dealing with this problem Text summarization is the process of distilling the most important information from a source to produce an abridged version for a particular user or task Until now there has been no state of

the art collection of the most important writings in automatic text summarization This book presents the key developments in the field in an integrated framework and suggests future research areas The book is organized into six sections Classical Approaches Corpus Based Approaches Exploiting Discourse Structure Knowledge Rich Approaches Evaluation Methods and New Summarization Problem Areas Contributors D A Adams C Aone R Barzilay E Bloedorn B Boguraev R Brandow C Buckley F Chen M J Chrzanowski H P Edmundson M Elhadad T Firmin R P Futrelle J Gorfinsky U Hahn E Hovy D Jang K Sparck Jones G M Kasper C Kennedy K Kukich J Kupiec B Larsen W G Lehnert C Lin H P Luhn I Mani D Marcu M Maybury K McKeown A Merlino M Mitra K Mitze M Moens A H Morris S H Myaeng M E Okurowski J Pedersen J J Pollock D R Radev G J Rath L F Rau U Reimer A Resnick J Robin G Salton T R Savage A Singhal G Stein T Strzalkowski S Teufel J Wang B Wise A Zamora

Documentation Abstracts, 2002 Multimedia Semantics - The Role of Metadata Michael Granitzer, Mathias Lux, Marc Spaniol, 2008-05-27 Research in the field of multimedia metadata is especially challenging Lots of scientific publications and reports on research projects are published every year and the range of possible applications is diverse and huge This book gives an overview on fundamental issues within the field of multimedia metadata focusing on contextualized ubiquitous accessible and interoperable services on a higher semantic level The book in hand provides a selection of basic articles being a base for multimedia metadata research Furthermore it presents a view on the current state of the art in multimedia metadata research It provides information from versatile applications domains Broadcasting Interactive TV E Learning and Social Software such as Multimedia on the Web 2 0 Databases for Multimedia Meta Data Multimedia Information Retrieval and Evaluation Multimedia Metadata Standards Ontologies for Multimedia The multimedia metadata community www multimedia metadata info wherefrom this book originated brings together experts from research and industry in the area of multimedia metadata research and application development The community bridges the gap between an academic research and an industrial scale development of innovative products By summarizing the work of the community this book contributes to the aforementioned fields by addressing these topics for a broad range of readers *Multimedia Data Management* Wolfgang Klas, Amit Sheth, 1998 Here is the authoritative handbook on multimedia metadata and data management In one volume it gathers a wealth of information from the field s leading international experts in this emerging specialty Multimedia data text image voice and video poses unique challenges to product developers and database professionals in midsized to giant organizations They need to know how multimedia can be effectively stored accessed and integrated into applications The key is metadata which acts as an umbrella for multimedia data and allows it to be modeled and managed In this invaluable guide well known contributors from the U S Japan and Europe examine the metadata concept present relevant standards and discuss its global use in video databases speech documents satellite and medical imaging and other applications Collection and Classification of Statistical Metadata Michael J. Colledge, 2000 The management of metadata and classification of objects described by metadata are major problems confronting the successful implementation

of metadata repositories and metadata driven statistical information systems Collection of metadata includes the basic create replace update and delete functions for any database However most organizational units responsible for surveys manage metadata in their own particular ways and the work necessary to put this information in a generally accessible database after it is finalized is overwhelming This paper outlines the principles underlying good metadata management practice and provides examples including through the use of automated survey design and processing tools The role of classifications as a means to help organize standardize and find statistical information will also be reviewed **Multimedia Information**

Retrieval and Management David Feng,W.C. Siu,Hong Jiang Zhang,2013-04-17 Multimedia information technologies which provide comprehensive and intuitive information for a broad range of applications have a strong impact on modern life and have changed our way of learning and thinking Over the past two decades there has been an explosive growth in the use of digital multimedia including audio video images and graphics over the Internet and wireless communication As the use of digital multimedia increases effective data storage and management become increasingly important In fields which use large quantities of data e g audio video image and digital libraries geographical and medical image databases etc we need to minimize the volume of data stored while meeting the often conflicting demand for accurate data representation In addition the data need to be managed such that it facilitates efficient searching browsing and cooperative work This area has been a very active research area in recent years This book will provide readers with an up to date and comprehensive picture of cutting edge technologies in multimedia information retrieval and management which directly affect our industry economy and social life The book is divided into two major parts Technological Fundamentals which covers the core theories of the area and Applications which describes the broad range of practical uses for this technology Multimedia Data Formats: Issues and Instances Michael McInerney,Carnegie-Mellon University. Information Technology Center,1991 Abstract Multimedia data formats are the permanent representation of a multimedia document and thus encode the information in that document Users are limited in their expression ultimately by what the data format permits the application to store Therefore it behooves the system designer to be aware of the issues involved in creating and using data formats This paper sketches some of the user requirements of multimedia discusses the variety of issues concerning data formats both common and media specific and examines a few key formats in use today

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