Humanities-Centered Design Features:

Emergent Serendipity with HuViz

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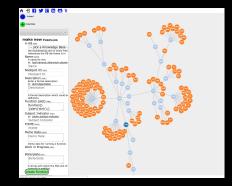


HuViz: prehistory



https://link.springer.com/chapter/10.1057/978-1-137-59569-0_5

- OrlandoVision aka OViz (2010)
- Based on Orlando text-base (XML)
- Could visualize very large dataset
- Must install desktop app and data
- Not semantic



http://noobj.dev.nooron.com/_/THG

- Nooron Noobj (2012)
- Javascript, web-based
- Self-hosting knowledge system
- Introspective, Self-visualizing
- OKBC semantics,, DARPA 80s/90s

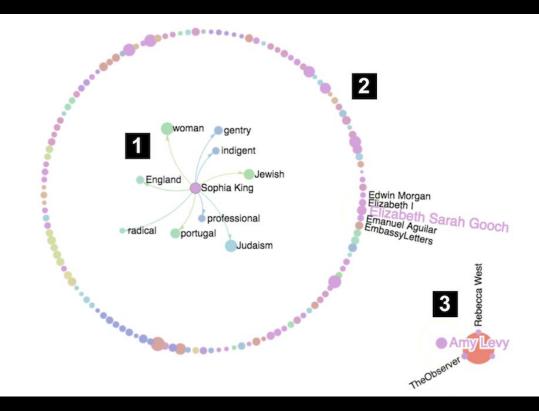
HuViz: 2012 – Present

SemWeb LOD Standards:

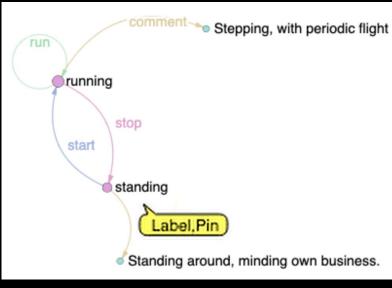
- RDF/OWL
- ttl, jsonld, trig, rdf ...SPARQL

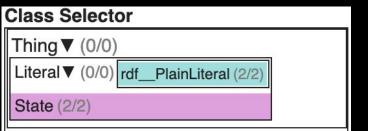
The Visualization:

- 1. The Graph
- 2. The Shelf
- 3. The Discards



HuViz commands: <verb phrase> <noun phrase>





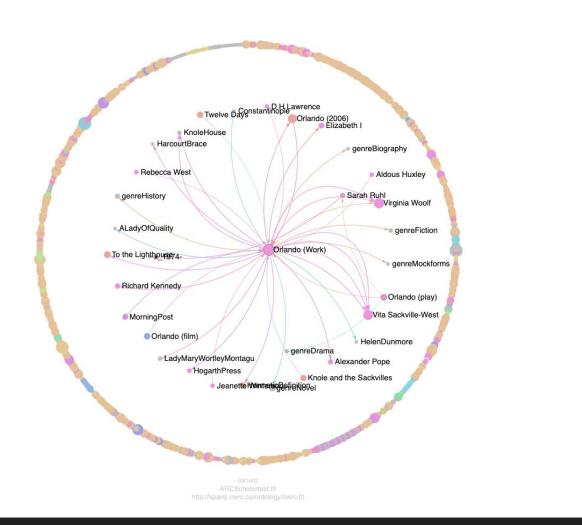
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Pinned (4)					
Selected (4)					
Shelved (0)					
Walked (0)					

HuViz: multiple methods of interaction, all writing to a script

- Drag and drop from the shelf
- Engage Verb(s) then click nodes
- <verb phrase> <object phrase>
- Select nodes, toggle predicates

Command History							
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Label the All set .							
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	organization (0/10)					
	Person (0/54)					
	Play (0/1)					
	Sentence (0/1	8)				
	SocialRankCo	ontext (0/1)				

User-Testing

Qualtrics Survey-Tutorial

23 user tests

Students, faculty, members of CWRC team

Datasets included Ada Byron, cookbooks, and Shakespeare

Findings:

- Valued context
- Customized datasets to their own expertise
- Followed their own pathways through the data

User Testimonials

"structures information in a way that we are not used to seeing which can allow us to come to different conclusions." (P6)

"I think it would be cool for coming up with research questions, if you had a dataset and wanted to think about what to ask of it" (P2)

Serendipity

Definitions of Serendipity

"[t]he faculty of making happy and unexpected discoveries by accident. Also, the fact or an instance of such a discovery" - OED 2015

"occurs when unexpected circumstances and an insightful "aha" moment result in a valuable, unanticipated outcome" - Makri et al. 2014

"[a]n unexpected experience prompted by an individual's valuable interaction with ideas, information, objects, or phenomena" - McCay-Peet & Toms 2015



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		Film (0/1)						
		Group (0/1)						

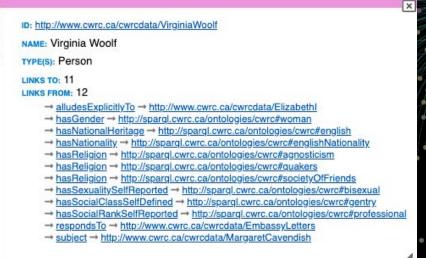
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Serendipitous Elements of Design

- 1. Playful Interaction (Ridge et al., 2014)
- 2. Convergent information seeking (Khalili et al., 2018)
- 3. Highlighting Adjacencies [Thudt et al., 2012]
- 4. Contextualization of information (Martin & Quan-Haase, 2016)

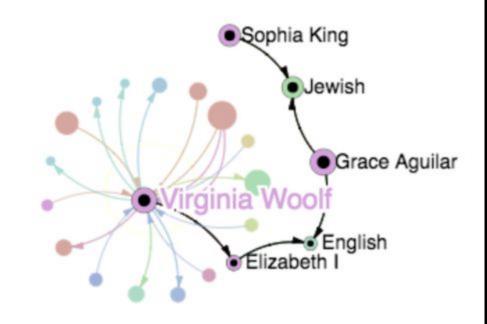
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PREDICATE	
http://sparql.cwrc.ca/ontologies/cwrc#relatesByCirculationTo	2
OBJECT	
http://www.cwrc.ca/cwrcdata/ToTheLighthouse	
SOURCE ARCScholartest.ttl	
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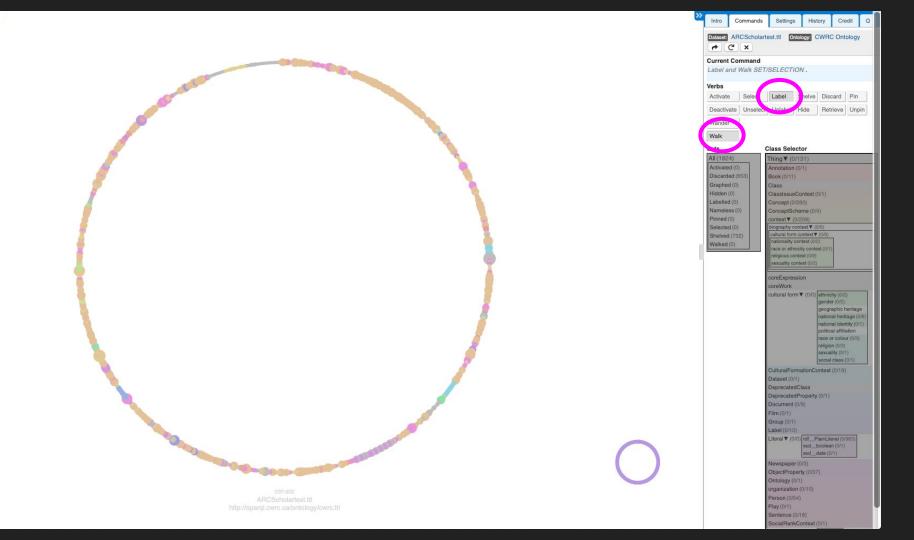


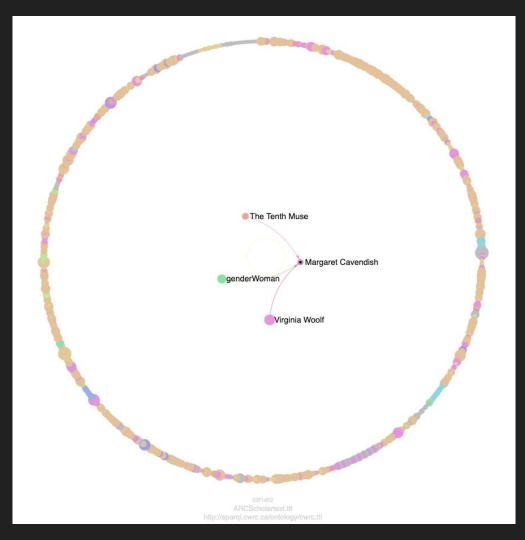
Designing for Serendipity in HuViz

Walking

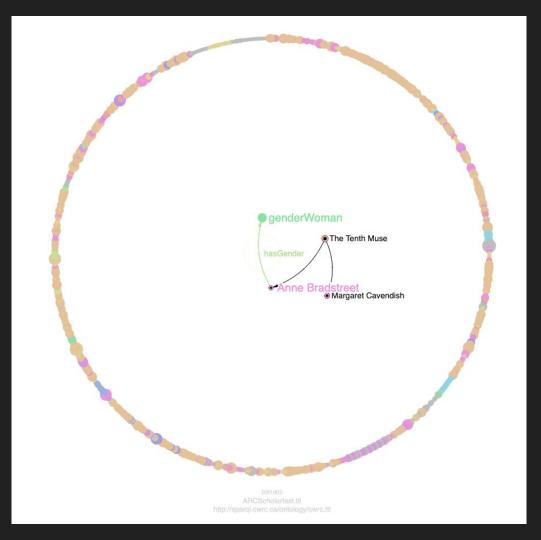
- Illuminates user's "pathway"
- Previously clicked nodes turn black and remain in the graph; peripheral nodes are reshelved

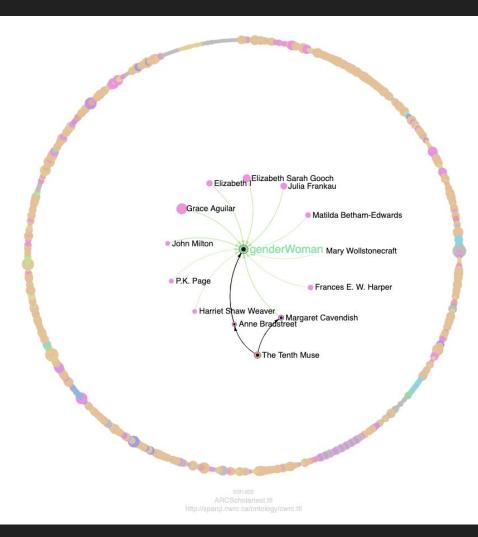






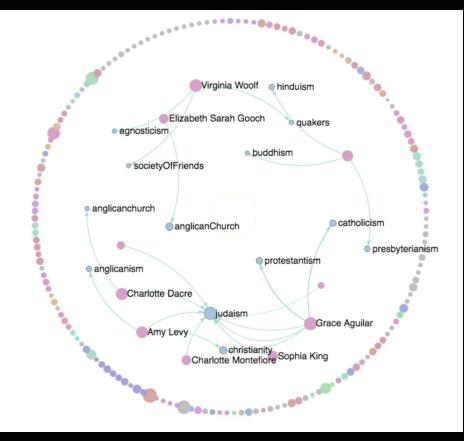


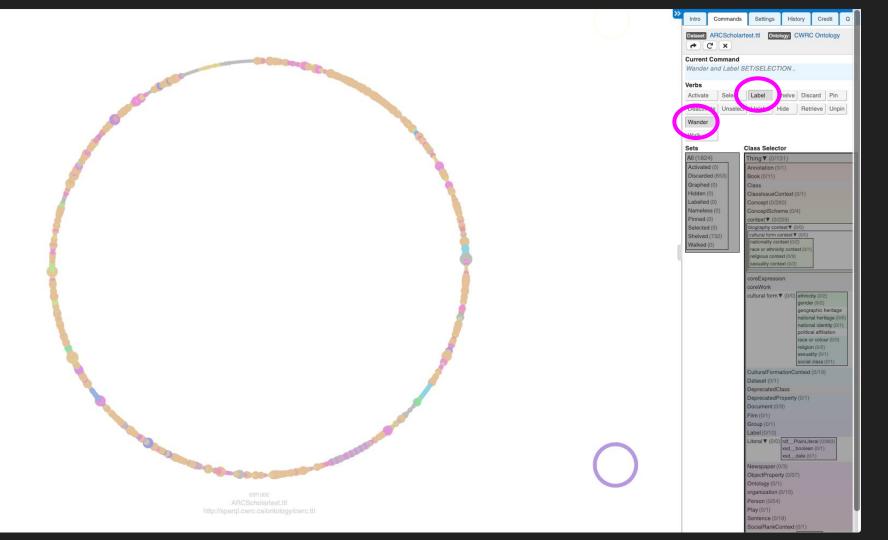


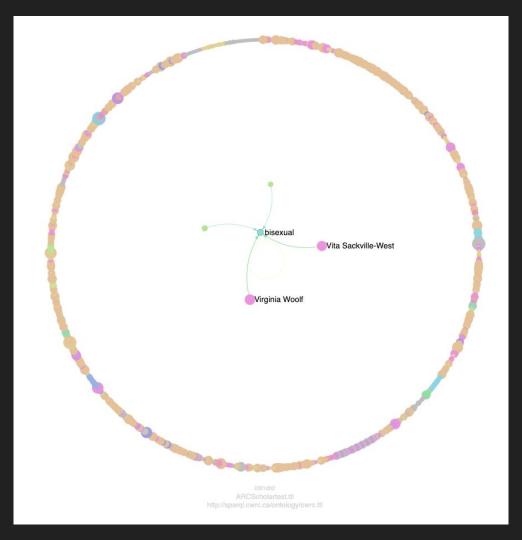


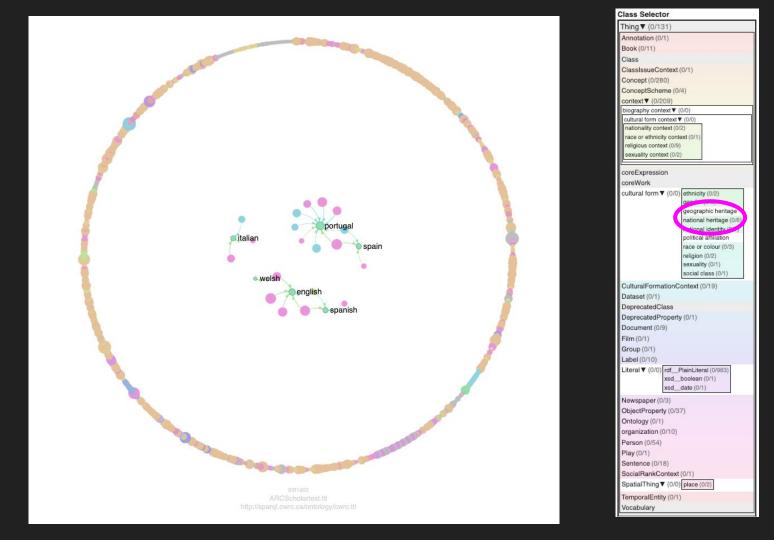
Wandering

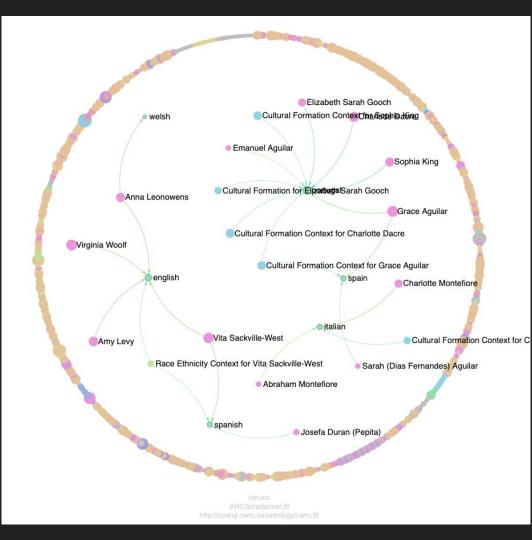
- Clicking a node pulls connections into graph
- Can "wander" entire sets or classes of nodes (eg. social status, occupation)





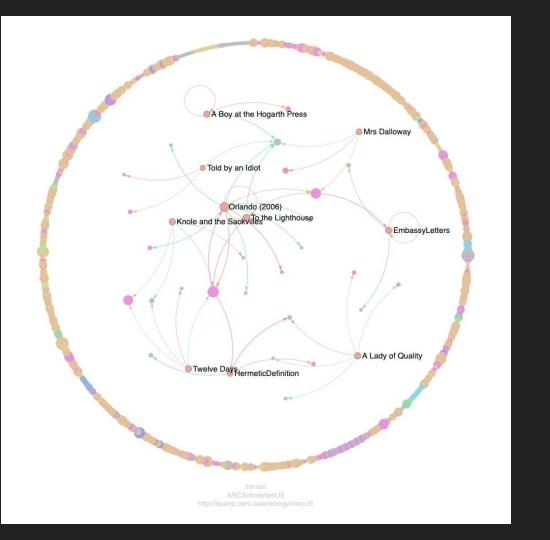














Command History

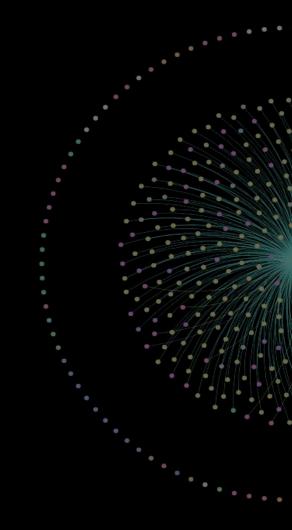
"Seeing a list of the moves that the students made [would be] like being with them while doing a close reading."

Command History									
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Lab	el the	She	lved s	et.					x
Unla	abel tl	ne S	helved	l set .					x
Sele	ect Cu	ultura	alForm	ationC	ontex	xt.			x

Next Steps

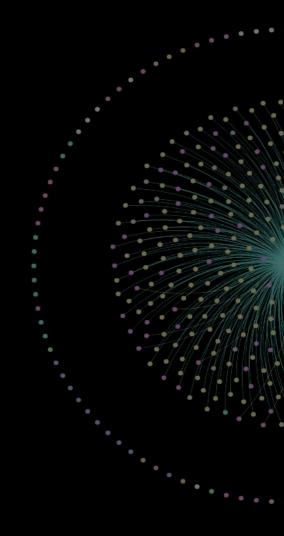
HuViz: features under development

- Scripting language
- Semantic Authoring Tool
- "Web Annotation" Inspector
- Support for **Pelagios** use-cases
- Improving SPARQL support
- Icons and media in nodes (eg per-class)
- Plug-in for Nooron "collective cognition" tool



HuViz: future features

- Multi-user support
- Plug-in to CWRC
- Embedding (like YouTube)
- Plug-in SDK
- Dynamic sync with external systems



https://tinyurl.com/testHuViz



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Works Cited

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