

Information and Research Science connecting to Digital and Library Science

Report on the 17th Italian Research Conference on Digital Libraries, IRCDL2021

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1 INTRODUCTION

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Invited talk: The swings and roundabouts of a decade of fun and games with Research Objects. Prof. Carole Goble discussed her work on the concept of Research Objects¹[3] in her keynote². We are today transitioning toward the fourth paradigm of science, where the research outcomes are more than just publications and data, but also include software, models, workflows, SOPs, lab protocols, etc. All these products of science should be considered as first class citizens of scholarship, and be treated following the FAIR and Reproducible principles (FAIR+R). The Research Object is a general framework, where research outcomes are related and bundled together. Their metadata describe their content and context, enriching them with additional information required to make them FAIR+R. These resources thus become shareable, citable, exchangeable, present versioning and snapshots, can be identified with tools such as PIDs and can be registered and deposited on their own in services like Zenodo, thus to be later unpackaged, accessed, activated, and reproduced if appropriate.

Data and Platforms. This section presented new platform to manage and share data, and shed light on important challenges faced by already existing and famous data infrastructures. Biasini et al. [4] presented FullBrain³, a social e-learning platform where students can share and track their knowledge, helping each other in their learning process. Gargiulo et al. [7] note that the FAIR RDM initiatives in Italy are still based on communities of practice, thus investigate the perception of some leader initiative with respect to good practices, challenges and the strategic vision. Baglioni et al. [2] highlight the “service misuses” suffered by the ORCID infrastructure, that put in jeopardy its very mission.

Data Access and Monitoring. This section presented new systems and techniques based on data and how its correct use can have

meaningful impacts on the everyday life of people in different aspects of their life, ranging from learning to security. Zanichelli et al. [13] note that digital games can be a valuable tool for enhancing learning, and aims to understand how to improve the assessment of learning obtained through them. Avanzi et al. [1] presented *NoBis*, a new service for monitoring the crowding of indoor spaces during the COVID-19 era. Spadi et al. [12] presented the first results of the project RESTORE, whose main goal is the recovery, integration, and accessibility of data and digital objects produced in the last twenty years by the partners of the project, thus to build a knowledge base on the history of the town of Prato.

Information and Knowledge. This section presents new applications and measures to obtain and evaluate information. Irrera and Silvello [9] addresses the problem of finding context information for news articles by extracting entities and relationships from documents that can provide context to documents, and use these entities to improve the effectiveness of ranking methods. Lancioni et al. [10] use Generative Adversarial Networks to predict keyphrases, i.e. short text sequences that convey the main semantic meaning of a document. Ferrante et al. [6] extend the AWARE measure with a set of supervised methods by using several TREC collections.

Character Recognition. This section presented new approaches to address problem connected to the automatic recognition of handwritten text to uncover texts still unreadable and provide new and meaningful tools to the experts. Fante and di Nunzio [5] propose a mixed qualitative-quantitative approach to OCR error detection and correction to develop a methodology for compiling historical corpora. Heil et al. [8] introduces Handwritten Text Recognition and Document Image Analysis approaches to address the challenges inherent to the original drafts of Astring Lindren, a Swedish author whose original drafts and manuscripts are edited in the Melin system of shorthands, as of today considered undecipherable. Marinai et al. [11] describe a system for the location of simple graphemes in mediaeval manuscripts based on the Mask R-CNN convolutional neural network, a first approach to provide paleographers with a tool to speed up and refine the process of dating and determining the origin of manuscripts.

¹<http://researchobject.org/>

²<https://www.slideshare.net/carolegoble/the-swings-and-roundabouts-of-a-decade-of-fun-and-games-with-research-objects-242974091>

³<https://fullbrain.org/>

Text Analysis.

DL Services.

3 PANEL

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