

Designing digital resources for papyrus collections

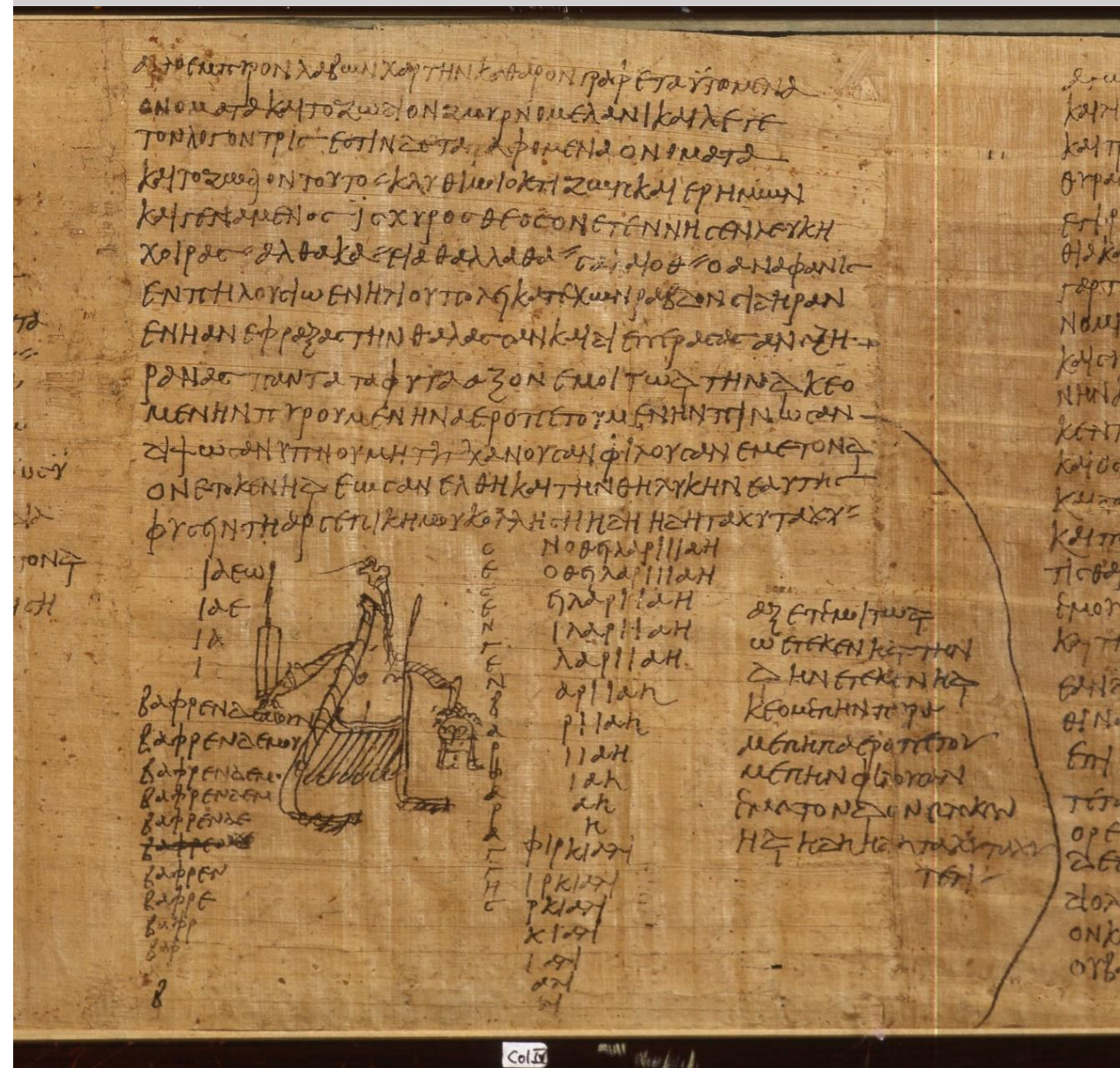
University of Oslo Library

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16 February 2022



UNIVERSITY
OF OSLO



Goal of the workshop

Designing digital resources for papyrus collections

Design tools can help understand who are the users

Design tools can help imagine / elaborate digital resources that serve certain needs

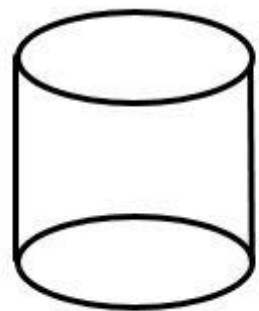
Design tools can give additional perspectives

Motivation do use a designarly approach

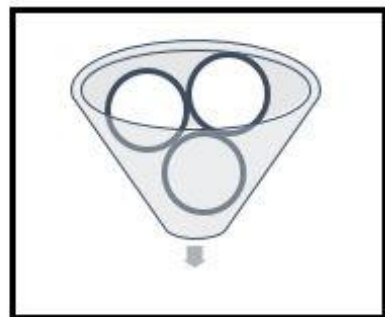
To produce their digital scholarship, many humanist scholars began by self authoring their work, including writing their own code and designing their own interfaces. But as projects have become more complex and as the technology has become more sophisticated, it has become increasingly necessary for these same scholars to partner with libraries or IT departments, or to use existing commercial and open source applications and services. As a result, a number of digital archives, research portals, and multimedia authoring tools have been created that have not adequately addressed the epistemological trajectories being designed into their technological infrastructures.

Burdick, A., & Willis, H. (2011). Digital learning, digital scholarship and design thinking. *Design Studies*, 32(6), 546–556. <https://doi.org/10.1016/j.destud.2011.07.005>

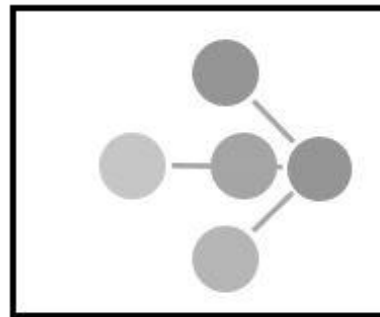
Overview of a digital resource



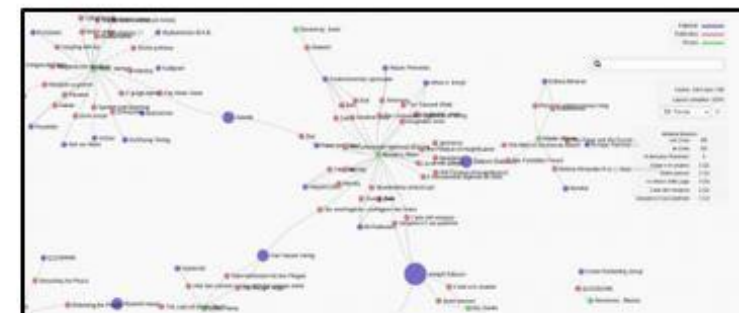
Database with
images, data
and metadata



Search interface
with possible
filters



The system
structures
the data



OPES – Oslo Papyri Electronic System

About the OPES: About the project • Applications • Submitters • Rights • Policies of copyright policy • Feedback

OPES description

OPES description: Overview description: Overview

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The system then
presents the
results, e.g. interface

OPES – Oslo Papyri Electronic System

[About the collection](#) • [About the project](#) • [Aquisition](#) • [Highlights](#) • [Rights](#) • [Editions of unpublished papyri](#) • [Resources](#)

Standard designation ▾

+

Search





Reset

☐ Advanced search

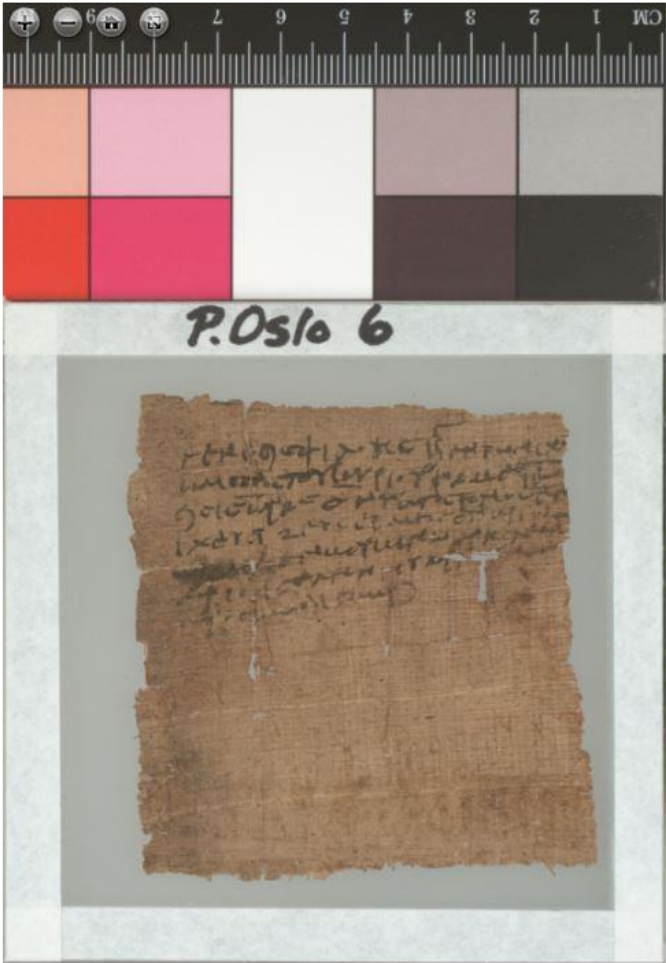
Show columns: Standard designation, Date, Lang ▾

Showing record 1 to 50 of 240 Show 50 ▾ records per page

Previous 1 2 3 4 5 Next

	Content					Images	
Standard designation ▲	Date	Language	Genre	Title / Type of text	Provenance	Image Recto	Image Verso
P.Oslo I 2r	II nd century CE (IV th century CE ed.pr.)	Greek	Paraliterary	Priest's oath / Religious	Cairo or Fayûm, Egypt		—
P.Oslo I 2v	II nd century CE (IV th century CE ed.pr.)	Greek	Paraliterary	Proper conduct in temple / Religious	Cairo or Fayûm, Egypt	—	
P.Oslo I 3	IV th century A.D.	Greek	Sub-literary	Magical text	Unknown place, province of Egypt		

P.Oslo I 6 (inv. 304)



[Open image in new window](#)

Background and Physical Properties

Material: Papyrus
Connections: —
Size: 7.2 x 7.6 cm.
Lines: 7
Publication side: Recto, the Verso is blank
Palaeographic description: —
State of preservation: —

Content

Date: March 11, 150 A.D.
Origin: Unknown place, province of Egypt
Language: Greek
Genre: Sub-literary
Author: —
Title / Type of text: Horoscope
Content: Horoscope of Philoe
Subjects: [Subliterature](#) [Horoscope](#) [Astrology](#) [Magic](#) [Religion](#)
Named people: [Philoe](#) [Antoninus Pius, emperor](#)
Named places: —
English translation: The birth of Philoe. The 14th year of Antoninus Caesar the lord, Phamenoth 15 to 16, 4th hour of the night. Sun in Pisces, Jupiter and Mercury in Aries, Saturn in Cancer, Mars in Leo, Venus and Moon in Aquarius, horoscopus Capricorn
Provenance: Unknown place, province of Egypt
Acquisition: Acquired by S.Eitrem in Egypt 1920
Acquisition year: —

Editions

- Eitrem S, P.Oslo I, 1925, 6, picture: P.Oslo II pl. 1c
- Heegaard P, P. Oslo II, 1931, 146-151, picture: pl. 1c
- ▼ Corrections:
- ◊ Neugebauer O, Greek horoscopes, 1959, p. 48, no. 150 (date)

Further Literature

Hunt & Edgar, Select papyri v.1 (1932), p. 444-445
Winter JG, Life and letters in the papyri, p. 264-265
Montserrat D, Sex and society in Graeco-Roman Egypt (1996), p. 205

Data & metadata

Fields: What are the correct one to describe a papyrus? How many?

Images: Old and newer images of the same papyrus, Dias and multispectral images. What about the metadata to describe the changes?

Open access issues: what to open and what to keep private for future research?

The workbook

The workbook is uploaded to WueCampus.

Please download a copy.

It contains information for each task.

After the images of templates, you have a set-up you can fill in with text or drawings.

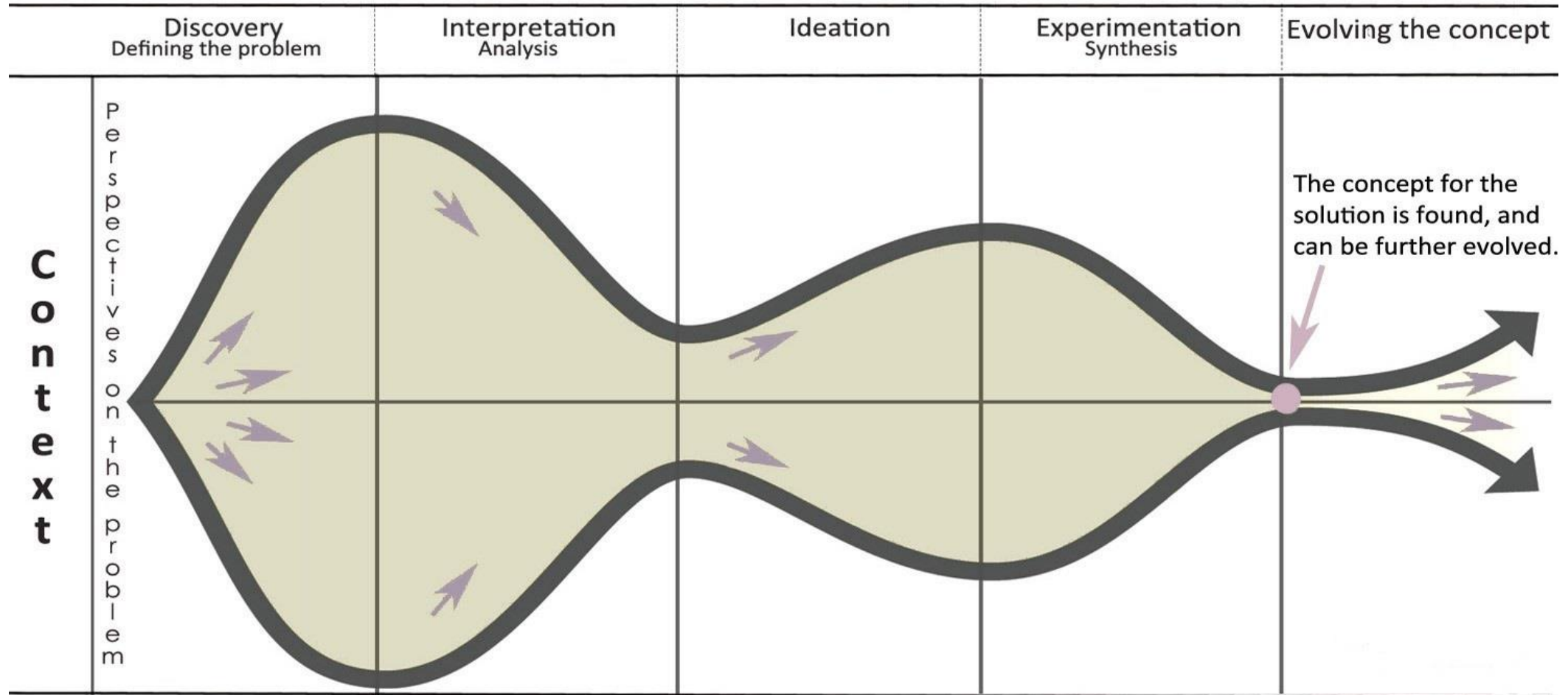
Workbook for the ENCODE workshop

Designing digital resources for papyrus collections

February 2022

The content of this workbook is based on various design approaches.

A designerly approach – Design Thinking



Gasparini, A., & Culén, A. (2017). Temporality and Innovation in Digital Humanities: The Case of Papyri from Tebtunis. *Interaction Design & Architectures(s) IxD&A*, 34, 161–184.

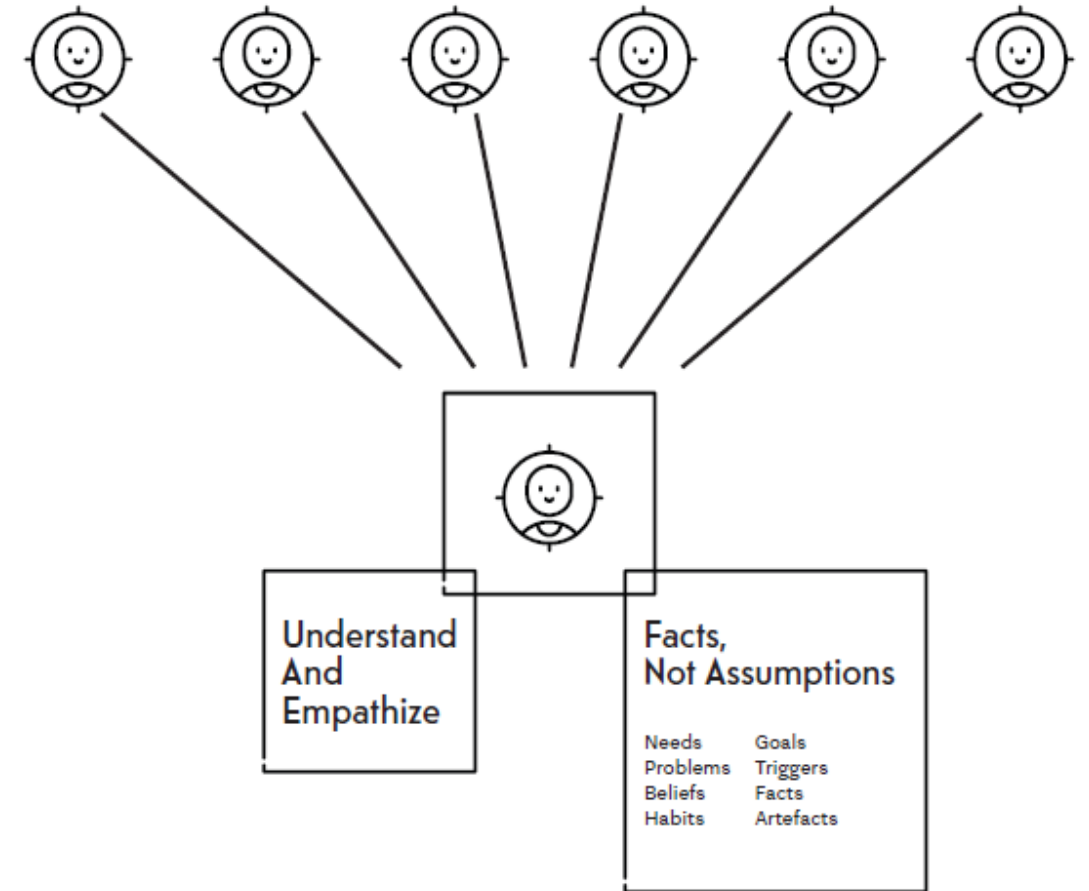
A designerly approach – Design Thinking



Tools & task I – Personas

Personas


Building a collective and shared understanding of your users based on observations, insights and research.



Tools & task I

DATE _____
PERSONA CARD

DT
academy

NAME	AGE
SKETCH	DESCRIPTION
	Occupation: _____ Nationality: _____ Marital Status: _____ Other: _____
	QUOTE
KEY ATTRIBUTE	
<ul style="list-style-type: none">• _____• _____• _____• _____• _____• _____• _____• _____• _____• _____	

In the key attributes of a persona we should find behavioural patterns, attitudes and goals.

Personas only exist in a given context. The kind father of 3 always caring and ready to play with his kids might turn out to be an aggressive driver or a stubborn and difficult leader, despite being the same person.

A persona is a composite character built from a variety of interviews, not representing one specific person. If you need to represent a specific person, just name the person of the job title (ex: our HR director)

UX Design Courses & Global UX Community.

The Interaction Design Foundation.

<https://www.interaction-design.org>

Tools & task I - Personas

Goal for this task:

Include possible users from other fields when designing your interface

Understand user expectations

Empathy with end-user

Develop a persona

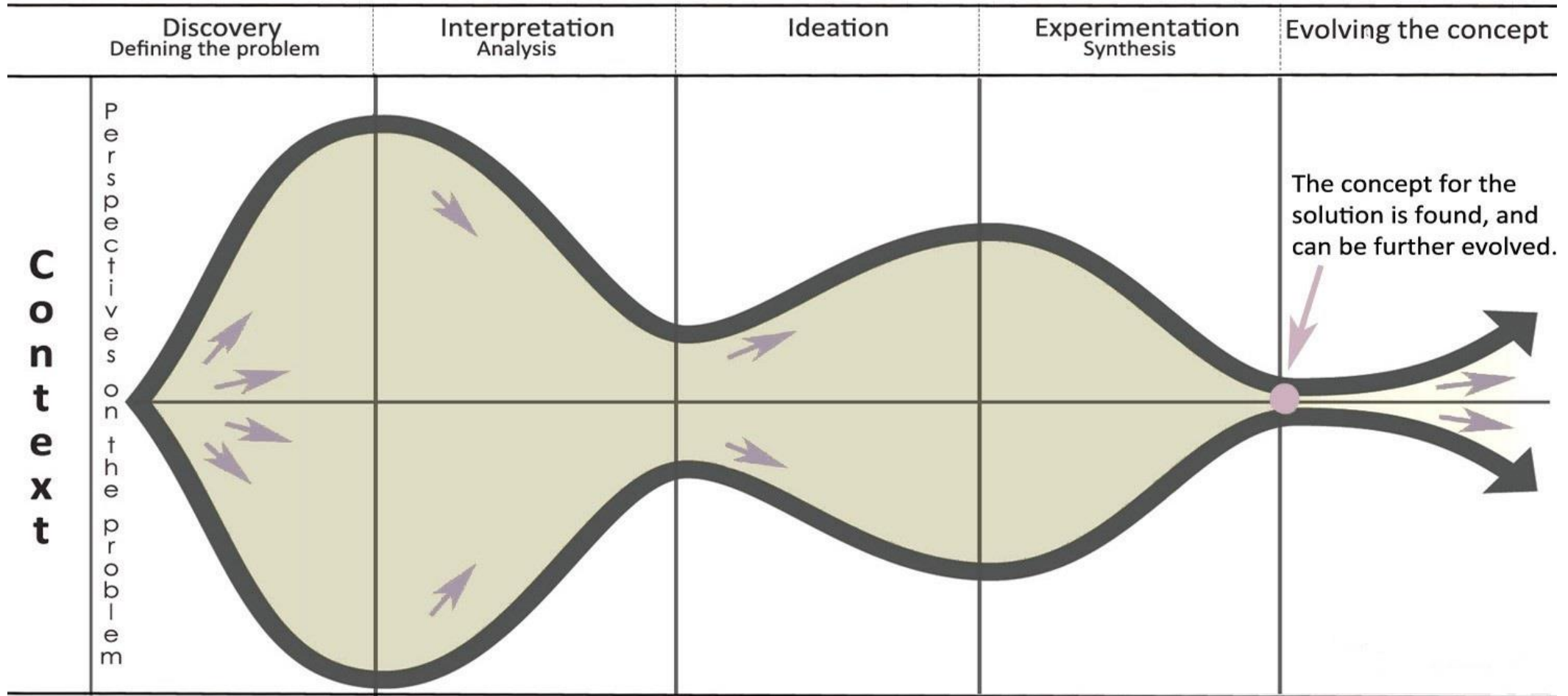
Group work in break-out rooms

15 minutes

One group will be asked to present

USE THE WORKBOOK!

A designerly approach – Design Thinking



IDEAS FROM A RESEARCH BAZAR



Tool & task 2 - Ideation phase

Group work: 10 minutes

Based on the persona made in the group, each group chooses one of the ready-to-use ideas for an **interface** of a digital resource so that the user can get a **presentation** of the papyri that:

Ready-to-use ideas

- Visualizes war and peace periods
- Presents what role did camels have in farming
- Presents what part did betting have in entertainment
- Presents if alcohol was a problem for law enforcement?
- Use tax information and timeline, to describe economic development

The group can also decide to choose another idea

Tool & task 3 - Sabotage

What can make your digital resource from the previous task **fail**?

Write together 5-10 examples in the break-out room

Group work: 10 minutes

One group will be asked to present

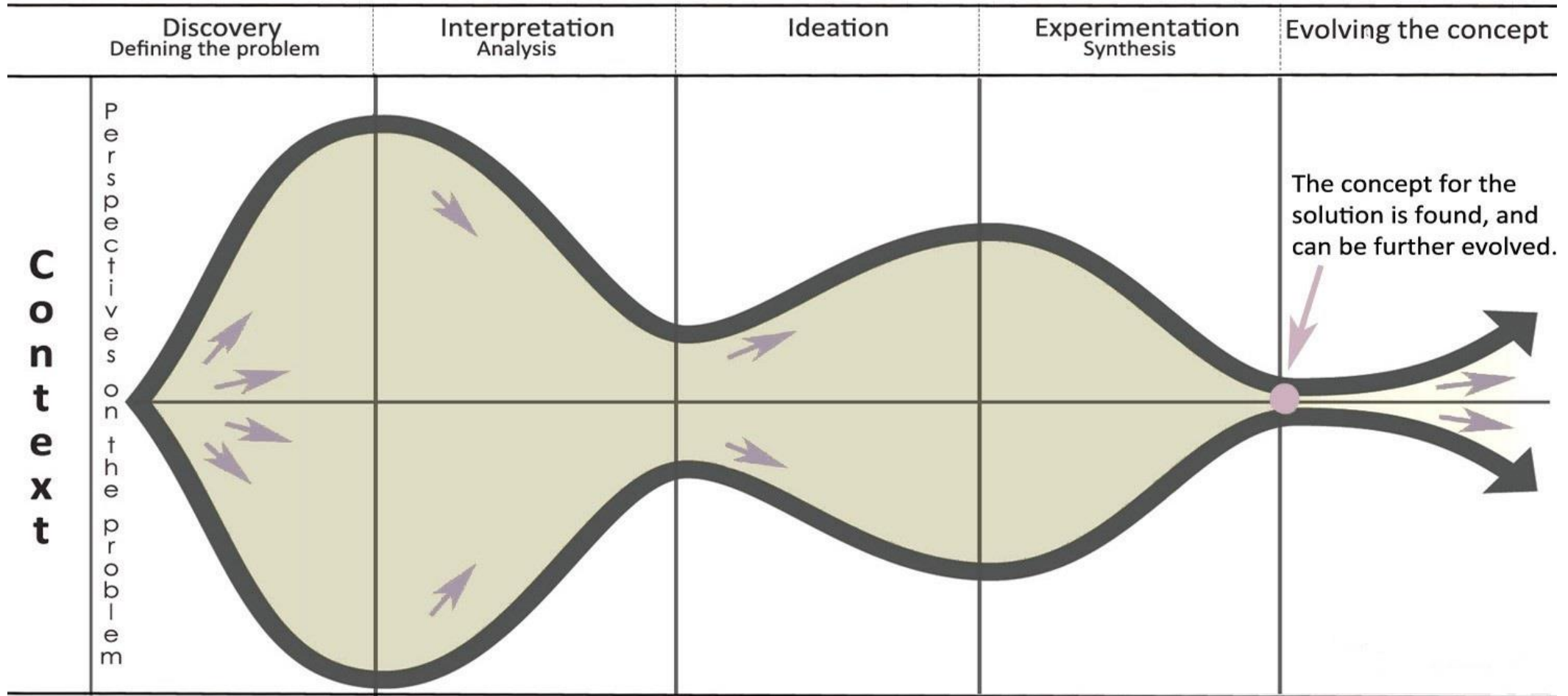
USE THE WORKBOOK!

Relevant perspective:

Developing a digital resource for papyrus is an IT-project!

.... and **66%** of technology projects (based on the analysis of 50,000 projects globally) end in partial or total failure (Standish Group's 2020 CHAOS report).

A designerly approach – Design Thinking



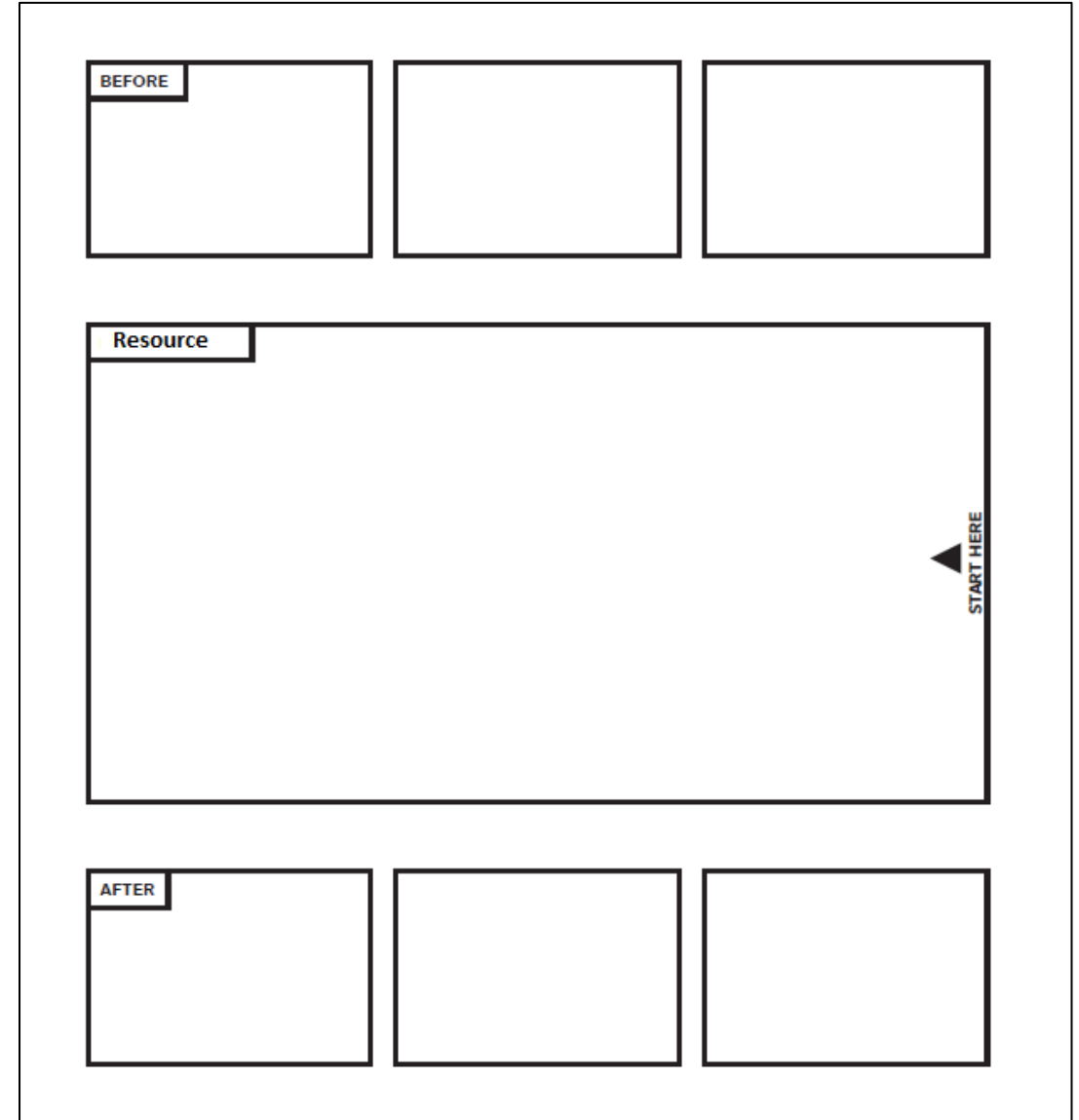
Tool & task 4 - Storyboard

Make a storyboard by writing or using <https://aggie.io/> of your new interface that **avoids** points from the sabotage task, and helps the fictive “persona”.

List of possible services to be added to your interface

- Digital exhibitions
- Mooc or online videos
- Other ideas? Look at other sites too!

Group work 20 minutes / One group will be asked to present



Before: What is happening before the user comes to the digital resource?

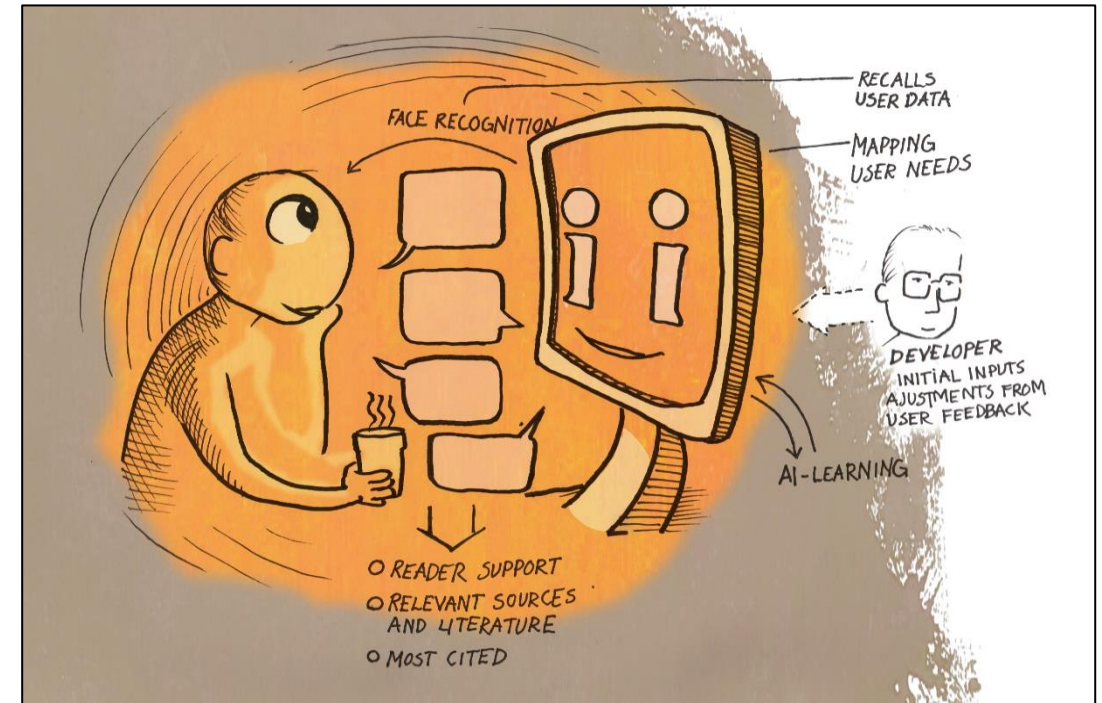
Example: the fictive “persona”/Jennifer is starting to write her thesis and needs data...

Using the resources: How does this “persona” search? How is the best interface? How does the user react to the interface? Images? Links?

After: what happens after?

Using the resources

Example: AI system



Gasparini, A., Mohammed, A. A., & Oropallo, G. (2018). Service Design for Artificial Intelligence. ServDes.2018 Conference Proceedings Co-Creating Services, 1064–1073.

WRAP-UP

Thank you!

We take a small round with feedback from the participants!