

Notes: May 29th 2024 - Project Audience Pt. 2

Summary:

Similar to our last meeting, we discussed feedback from our morning session and focused on project ideas that (1) utilize images from our collections and (2) engage with youth audiences that the library does not normally cater to. In addition, we further discussed the use of a game project and the collage tool.

Gamification of Library Materials, Retro RPG:

- **@Ilayda** went into detail about ideas regarding the Story Maps project pitch.
- Rather than distributing a pedagogical product, the project would be a gamification of library materials. It would reimagine the ways in which individuals engage with the materials through the format of a retro role-playing game.
 - Referenced projects presented at the [UMD Technica Hackathon](#)
 - Potential to engage with an audience younger than high school-level.
- **@Shauna**: Proposed ways in which the gaming experience would be used to curate material from underrepresented groups which could be informed by collection specialists.
 - Similar to a puzzle experience, an example could be: “use [of] the [Free to Use and Reuse: Hats](#) collection and our little character has to retrieve all the hats and match them to an image”
 - Hearing from the PLOI team could inspire more ‘play-based engagement’.
 - Civics/ Outreach to enable kids to engage with the material.
- **@Aisaiah**: Mentioned knowledge of Retro RPG tool used to create engagement at a virtual conference.
 - Link to a simple Unity RPG called [Missing Exhibits](#) by Black Goby Games
 - Note: It’s a little scary but the library feel is there.

Generally would be a move away from typical information processing and data manipulation.

Studio Collage Tool:

- **@Aisaiah** Dove deeper into the use cases, audience, and concerns.
 - Unlike the gamification of Library Materials this would be a drag and drop studio tool that could be leveraged by anyone– use cases could be History Fairs, references for artists, and general creative projects.
 - Object identification or item metadata could be used to query images of interests and image segmentation to clip features from art.
 - However, image segmentation does present issues of algorithmic bias, such as adaptability to intricate library material (meaning clips of content could be

incomplete or fragmented without training) and concerns regarding image recognition, particularly of darker-skinned individuals.

- [DINOv2](#) segmentation demo already showcases the first concern with this [image](#)— however this is untrained and could be improved by [Image Annotation software](#) (shared by [AI4LAM](#)).
- **@Shauna** Asked about the collage tool and the use of the different collage types— like images use cases and collections of interest.
 - **@Aisaiah** response was the general [Free to Use and Reuse Data Package](#) with the potential to add more content depending on direction of use—e.g. Images of historical figures from different collections or culturally relevant material.