Research & Readings

* Several links and papers suggested by Ben Swift in the DH2020 abstract
* Several links and papers suggested by Greta Hawes in the DH2020 abstract
* Existing notes in Meeting 1 / the other brainstorms
* Read the DH2020 reviewer feedbacks! (Two emails from 2nd January 2020). All have very very good short and sweet descriptions about the project and its implications.

# Graeme’s suggestions / contributions:

* GEDCOM – the universally-accepted file format for family tree files
  + From The Church of Jesus Christ and Latter-Day Saints so does not have incest and parthenogenesis, single parents without another parent, hetero couples, no intersex conditions etc.
* DagreJS for current version and D3 for current version
* GEDCOM data file (format) visualisation strategies
  + Check out the genealogical programs
* Graeme’s file on example genealogical graph and why directed graphs may look better than hierarchical
* Graeme’s emails for research
  + AI & ancient greek damaged stone inscriptions
  + Humans have sexes “male”, female and now other?
  + Genealogical thoughts
  + Weirdo genealogy & children care.
  + My errata: the bone marrow DNA takeover was in semen
* Only some of the genealogical programs can accept DNA data
  + Graeme will send me and email about them
  + One program roots, has primitive output.
    - But allows DNA and samesex couples, but its output forms are primitive

Plan of Action for background research of different graphing algorithms for genealogy

Weigh the pros and cons of each different type of genealogical graphing formats widely recognised, including the GEDCOM ones from Graeme above. Then say, I’m quickly using something called D3 with DagreJS to prototype for user interviews, because easy and quick to use, with interactions. But based upon the results of the user interviews, determine which algorithm to adopt next.

Then talk about the computer science / mathsy side – what kinds of layout algorithms eist and pros and cons of each, then just say for the prototype just use the existing one for testing because it’s easiest.