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Information Concepts

From Books to Cyberspace Identities

Gary Marchionini

SYNTHESIS LECTURES ON INFORMATION CONCEPTS, RETRIEVAL, AND SERVICES

Gary Marchionini, *Series Editor*

Information Concepts From S To Cyberspace Identities Gary Marchionini

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Information Concepts From S To Cyberspace Identities Gary Marchionini:

Information Concepts Gary Marchionini,2022-05-31 Information is essential to all human activity and information in electronic form both amplifies and augments human information interactions This lecture surveys some of the different classical meanings of information focuses on the ways that electronic technologies are affecting how we think about these senses of information and introduces an emerging sense of information that has implications for how we work play and interact with others The evolutions of computers and electronic networks and people s uses and adaptations of these tools manifesting a dynamic space called cyberspace Our traces of activity in cyberspace give rise to a new sense of information as instantaneous identity states that I term proflection of self Proflections of self influence how others act toward us Four classical senses of information are described as context for this new form of information The four senses selected for inclusion here are the following thought and memory communication process artifact and energy Human mental activity and state thought and memory have neurological cognitive and affective facets The act of informing communication process is considered from the perspective of human intentionality and technical developments that have dramatically amplified human communication capabilities Information artifacts comprise a common sense of information that gives rise to a variety of information industries Energy is the most general sense of information and is considered from the point of view of physical mental and social state change This sense includes information theory as a measurable reduction in uncertainty This lecture emphasizes how electronic representations have blurred media boundaries and added computational behaviors that yield new forms of information interaction which in turn are stored aggregated and mined to create profiles that represent our cyber identities Table of Contents The Many Meanings of Information Information as Thought and Memory Information as Communication Process Information as Artifact Information as Energy Information as Identity in Cyberspace The Fifth Voice Conclusion and Directions **Trustworthy Communications and Complete Genealogies** Reagan W. Moore,2022-06-01 Genealogies document relationships between persons involved in historical events Information about the events is parsed from communications from the past This book explores a way to organize information from multiple communications into a trustworthy representation of a genealogical history of the modern world The approach defines metrics for evaluating the consistency correctness closure connectivity completeness and coherence of a genealogy The metrics are evaluated using a 312 000 person research genealogy that explores the common ancestors of the royal families of Europe A major result is that completeness is defined by a genealogy symmetry property driven by two exponential processes the doubling of the number of potential ancestors each generation and the rapid growth of lineage coalescence when the number of potential ancestors exceeds the available population A genealogy expands from an initial root person to a large number of lineages which then coalesce into a small number of progenitors Using the research genealogy candidate progenitors for persons of Western European descent are identified A unifying ancestry is defined to which historically notable persons can be linked

Images in Social Media Susanne Ørnager,Haakon Lund,2022-06-01 This book focuses on the methodologies organization and communication of digital image collection research that utilizes social media content Image is here understood as a cultural conventional and commercial stock photo representation The lecture offers expert views that provide different interpretations of images and their potential implementations Linguistic and semiotic methodologies as well as eye tracking research are employed to both analyze images and comprehend how humans consider them including which salient features generally attract viewers attention This literature review covers image specifically photographic research since 2005 when major social media platforms emerged A citation analysis includes an overview of co citation maps that demonstrate the nexus of image research literature and the journals in which they appear Eye tracking tests whether scholarly templates focus on the proper features of an image such as people objects time etc and if a prescribed theme affects the eye movements of the observer The results may point to renewed requirements for building image search engines As it stands image management already requires new algorithms and a new understanding that involves text recognition and very large database processing The aim of this book is to present different image research areas and demonstrate the challenges image research faces The book s scope is by necessity far from comprehensive since the field of digital image research does not cover fake news image manipulation mobile photos etc these issues are very complex and need a publication of their own This book should primarily be useful for students in library and information science psychology and computer science **Quantifying Research Integrity** Michael Seadle,2022-05-31 Institutions typically treat research integrity violations as black and white right or wrong The result is that the wide range of grayscale nuances that separate accident carelessness and bad practice from deliberate fraud and malpractice often get lost This lecture looks at how to quantify the grayscale range in three kinds of research integrity violations plagiarism data falsification and image manipulation Quantification works best with plagiarism because the essential one to one matching algorithms are well known and established tools for detecting when matches exist Questions remain however of how many matching words of what kind in what location in which discipline constitute reasonable suspicion of fraudulent intent Different disciplines take different perspectives on quantity and location Quantification is harder with data falsification because the original data are often not available and because experimental replication remains surprisingly difficult The same is true with image manipulation where tools exist for detecting certain kinds of manipulations but where the tools are also easily defeated This lecture looks at how to prevent violations of research integrity from a pragmatic viewpoint and at what steps can institutions and publishers take to discourage problems beyond the usual ethical admonitions There are no simple answers but two measures can help the systematic use of detection tools and requiring original data and images These alone do not suffice but they represent a start The scholarly community needs a better awareness of the complexity of research integrity decisions Only an open and wide spread international discussion can bring about a consensus on where the boundary lines are and when

grayscale problems shade into black One goal of this work is to move that discussion forward **Digital Library Technologies** Edward A. Fox,Ricardo da Silva Torres,2022-06-01 Digital libraries DLs have introduced new technologies as well as leveraging enhancing and integrating related technologies since the early 1990s These efforts have been enriched through a formal approach e g the 5S Societies Scenarios Spaces Structures Streams framework which is discussed in two earlier volumes in this series This volume should help advance work not only in DLs but also in the WWW and other information systems Drawing upon four Kozievitch Murthy Park Yang completed and three Elsherbiny Farag Srinivasan in process dissertations as well as the efforts of collaborating researchers and scores of related publications presentations tutorials and reports this book should advance the DL field with regard to at least six key technologies By integrating surveys of the state of the art new research connections with formalization case studies and exercises projects this book can serve as a computing or information science textbook It can support studies in cyber security document management hypertext hypermedia IR knowledge management LIS multimedia and machine learning Chapter 1 with a case study on fingerprint collections focuses on complex composite compound objects connecting DL and related work on buckets DCC and OAI ORE Chapter 2 discussing annotations as in hypertext hypermedia emphasizes parts of documents including images as well as text managing superimposed information The SuperIDR system and prototype efforts with Flickr should motivate further development and standardization related to annotation which would benefit all DL and WWW users Chapter 3 on ontologies explains how they help with browsing query expansion focused crawling and classification This chapter connects DLs with the Semantic Web and uses CTRnet as an example Chapter 4 on hierarchical classification leverages LIS theory as well as machine learning and is important for DLs as well as the WWW Chapter 5 on extraction from text covers document segmentation as well as how to construct a database from heterogeneous collections of references from ETDs i e converting strings to canonical forms Chapter 6 surveys the security approaches used in information systems and explains how those approaches can apply to digital libraries which are not fully open Given this rich content those interested in DLs will be able to find solutions to key problems using the right technologies and methods We hope this book will help show how formal approaches can enhance the development of suitable technologies and how they can be better integrated with DLs and other information systems **Digital Libraries Applications** Edward A. Fox,Jonathan P. Leidig,2022-05-31 Digital libraries DLs have evolved since their launch in 1991 into an important type of information system with widespread application This volume advances that trend further by describing new research and development in the DL field that builds upon the 5S Societies Scenarios Spaces Structures Streams framework which is discussed in three other DL volumes in this series While the 5S framework may be used to describe many types of information systems and is likely to have even broader utility and appeal we focus here on digital libraries Drawing upon six Akbar Kozievitch Leidig Li Murthy Park completed and two Chen Fouh in process dissertations as well as the efforts of collaborating researchers and scores of related publications

presentations tutorials and reports this book demonstrates the applicability of 5S in five digital library application areas that also have importance in the context of the WWW Web 2 0 and innovative information systems By integrating surveys of the state of the art newresearch connections with formalization case studies and exercises projects this book can serve as a textbook for those interested in computing information and or library science Chapter 1 focuses on images explaining how they connect with information retrieval in the context of CBIR systems Chapter 2 gives two case studies of DLs used in education which is one of the most common applications of digital libraries Chapter 3 covers social networks which are at the heart of work onWeb 2 0 explaining the construction and use of deduced graphs that can enhance retrieval and recommendation Chapter 4 demonstrates the value of DLs in eScience focusing in particular on cyber infrastructure for simulation Chapter 5 surveys geospatial information in DLs with a case study on geocoding Given this rich content we trust that any interested in digital libraries or in related systems will find this volume to be motivating intellectually satisfying and useful We hope it will help move digital libraries forward into a science as well as a practice We hope it will help build community that will address the needs of the next generation of DLs *Task Intelligence for Search and Recommendation* Chirag Shah,Ryen W. White,2022-06-01 While great strides have been made in the field of search and recommendation there are still challenges and opportunities to address information access issues that involve solving tasks and accomplishing goals for a wide variety of users Specifically we lack intelligent systems that can detect not only the request an individual is making what but also understand and utilize the intention why and strategies how while providing information and enabling task completion Many scholars in the fields of information retrieval recommender systems productivity especially in task management and time management and artificial intelligence have recognized the importance of extracting and understanding people s tasks and the intentions behind performing those tasks in order to serve them better However we are still struggling to support them in task completion e g in search and assistance and it has been challenging to move beyond single query or single turn interactions The proliferation of intelligent agents has unlocked new modalities for interacting with information but these agents will need to be able to work understanding current and future contexts and assist users at task level This book will focus on task intelligence in the context of search and recommendation Chapter 1 introduces readers to the issues of detecting understanding and using task and task related information in an information episode with or without active searching This is followed by presenting several prominent ideas and frameworks about how tasks are conceptualized and represented in Chapter 2 In Chapter 3 the narrative moves to showing how task type relates to user behaviors and search intentions A task can be explicitly expressed in some cases such as in a to do application but often it is unexpressed Chapter 4 covers these two scenarios with several related works and case studies Chapter 5 shows how task knowledge and task models can contribute to addressing emerging retrieval and recommendation problems Chapter 6 covers evaluation methodologies and metrics for task based systems with relevant case studies to demonstrate their uses Finally the

book concludes in Chapter 7 with ideas for future directions in this important research area **Click Models for Web Search** Aleksandr Chuklin,Ilya Markov,Maarten de Rijke,2022-05-31 With the rapid growth of web search in recent years the problem of modeling its users has started to attract more and more attention of the information retrieval community This has several motivations By building a model of user behavior we are essentially developing a better understanding of a user which ultimately helps us to deliver a better search experience A model of user behavior can also be used as a predictive device for non observed items such as document relevance which makes it useful for improving search result ranking Finally in many situations experimenting with real users is just infeasible and hence user simulations based on accurate models play an essential role in understanding the implications of algorithmic changes to search engine results or presentation changes to the search engine result page In this survey we summarize advances in modeling user click behavior on a web search engine result page We present simple click models as well as more complex models aimed at capturing non trivial user behavior patterns on modern search engine result pages We discuss how these models compare to each other what challenges they have and what ways there are to address these challenges We also study the problem of evaluating click models and discuss the main applications of click models **On the Efficient Determination of Most Near Neighbors** Mark S. Manasse,2022-05-31 The time worn aphorism close only counts in horseshoes and hand grenades is clearly inadequate Close also counts in golf shuffleboard archery darts curling and other games of accuracy in which hitting the precise center of the target isn t to be expected every time or in which we can expect to be driven from the target by skilled opponents This book is not devoted to sports discussions but to efficient algorithms for determining pairs of closely related web pages and a few other situations in which we have found that inexact matching is good enough where proximity suffices We will not however attempt to be comprehensive in the investigation of probabilistic algorithms approximation algorithms or even techniques for organizing the discovery of nearest neighbors We are more concerned with finding nearby neighbors if they are not particularly close by we are not particularly interested In thinking of when approximation is sufficient remember the oft told joke about two campers sitting around after dinner They hear noises coming towards them One of them reaches for a pair of running shoes and starts to don them The second then notes that even with running shoes they cannot hope to outrun a bear to which the first notes that most likely the bear will be satiated after catching the slower of them We seek problems in which we don t need to be faster than the bear just faster than the others fleeing the bear

Information Concepts Gary Marchionini,2010 Information is essential to all human activity and information in electronic form both amplifies and augments human information interactions Surveys some of the different classical meanings of information focuses on the ways that electronic technologies are affecting how we think about these senses of information and introduces an emerging sense of information that has implications for how we work play and interact with others The four senses selected for inclusion here are the following thought and memory communication process artifact and energy

Emphasizes how electronic representations have blurred media boundaries and added computational behaviors that yield new forms of information interaction which in turn are stored aggregated and mined to create profiles that represent our cyber identities *The Notion of Relevance in Information Science* Tefko Saracevic,2022-05-31 Everybody knows what relevance is It is a ya know notion concept idea no need to explain whatsoever Searching for relevant information using information technology IT became a ubiquitous activity in contemporary information society Relevant information means information that pertains to the matter or problem at hand it is directly connected with effective communication The purpose of this book is to trace the evolution and with it the history of thinking and research on relevance in information science and related fields from the human point of view The objective is to synthesize what we have learned about relevance in several decades of investigation about the notion in information science This book deals with how people deal with relevance it does not cover how systems deal with relevance it does not deal with algorithms Spurred by advances in information retrieval IR and information systems of various kinds in handling of relevance a number of basic questions are raised But what is relevance to start with What are some of its properties and manifestations How do people treat relevance What affects relevance assessments What are the effects of inconsistent human relevance judgments on tests of relative performance of different IR algorithms or approaches These general questions are discussed in detail **Multiculturalism and Information and Communication Technology** Pnina Fichman,Madelyn Sanfilippo,2022-05-31 Research on multiculturalism and information and communication technology ICT has been important to understanding recent history planning for future large scale initiatives and understanding unrealized expectations for social and technological change This interdisciplinary area of research has examined interactions between ICT and culture at the group and society levels However there is debate within the literature as to the nature of the relationship between culture and technology In this synthesis we suggest that the tensions result from the competing ideologies that drive researchers allowing us to conceptualize the relationship between culture and ICT under three primary models each with its own assumptions 1 Social informatics 2 Social determinism and 3 Technological determinism Social informatics views the relationship to be one of sociotechnical interaction in which culture and ICTs affect each other mutually and iteratively rather than linearly the vast majority of the literature approach the relationships between ICT and culture under the assumptions of social informatics From a socially deterministic perspective ICTs are viewed as the dependent variable in the equation whereas from a technologically deterministic perspective ICTs are an independent variable The issues of multiculturalism and ICTs attracted much scholarly attention and have been explored under a myriad of contexts with substantial literature on global development social and political issues business and public administration as well as education and scholarly collaboration We synthesize here research in the areas of global development social and political issues and business collaboration Finally we conclude by proposing under explored areas for future research directions **Exploring Context in Information**

Behavior Naresh Kumar Agarwal,2022-05-31 The field of human information behavior runs the gamut of processes from the realization of a need or gap in understanding to the search for information from one or more sources to fill that gap to the use of that information to complete a task at hand or to satisfy a curiosity as well as other behaviors such as avoiding information or finding information serendipitously Designers of mechanisms tools and computer based systems to facilitate this seeking and search process often lack a full knowledge of the context surrounding the search This context may vary depending on the job or role of the person individual characteristics such as personality domain knowledge age gender perception of self etc the task at hand the source and the channel and their degree of accessibility and usability and the relationship that the seeker shares with the source Yet researchers have yet to agree on what context really means While there have been various research studies incorporating context and biennial conferences on context in information behavior there lacks a clear definition of what context is what its boundaries are and what elements and variables comprise context In this book we look at the many definitions of and the theoretical and empirical studies on context and I attempt to map the conceptual space of context in information behavior I propose theoretical frameworks to map the boundaries elements and variables of context I then discuss how to incorporate these frameworks and variables in the design of research studies on context We then arrive at a unified definition of context This book should provide designers of search systems a better understanding of context as they seek to meet the needs and demands of information seekers It will be an important resource for researchers in Library and Information Science especially doctoral students looking for one resource that covers an exhaustive range of the most current literature related to context the best selection of classics and a synthesis of these into theoretical frameworks and a unified definition The book should help to move forward research in the field by clarifying the elements variables and views that are pertinent In particular the list of elements to be considered and the variables associated with each element will be extremely useful to researchers wanting to include the influences of context in their studies Researching Serendipity in Digital Information Environments Lori McCay-Peet,Elaine G. Toms,2022-05-31 Chance luck and good fortune are the usual go to descriptors of serendipity a phenomenon aptly often coupled with famous anecdotes of accidental discoveries in engineering and science in modern history such as penicillin Teflon and Post it notes Serendipity however is evident in many fields of research in organizations in everyday life and there is more to it than luck implies While the phenomenon is strongly associated with in person interactions with people places and things most attention of late has focused on its preservation and facilitation within digital information environments Serendipity s association with unexpected positive user experiences and outcomes has spurred an interest in understanding both how current digital information environments support serendipity and how novel approaches may be developed to facilitate it Research has sought to understand serendipity how it is manifested in people s personality traits and behaviors how it may be facilitated in digital information environments such as mobile applications and its impacts on an individual an organizational and a wider

level Because serendipity is expressed and understood in different ways in different contexts multiple methods have been used to study the phenomenon and evaluate digital information environments that may support it This volume brings together different disciplinary perspectives and examines the motivations for studying serendipity the various ways in which serendipity has been approached in the research methodological approaches to build theory and how it may be facilitated Finally a roadmap for serendipity research is drawn by integrating key points from this volume to produce a framework for the examination of serendipity in digital information environments *Transforming Technologies to Manage Our Information* William Jones,2022-05-31 With its theme Our Information Always and Forever Part I of this book covers the basics of personal information management PIM including six essential activities of PIM and six different ways in which information can be personal to us Part I then goes on to explore key issues that arise in the great migration of our information onto the Web and into a myriad of mobile devices Part 2 provides a more focused look at technologies for managing information that promise to profoundly alter our practices of PIM and through these practices the way we lead our lives Part 2 is in five chapters Chapter 5 Technologies of Input and Output Technologies in support of gesture touch voice and even eye movements combine to support a more natural user interface NUI Technologies of output include glasses and watch watches Output will also increasingly be animated with options to zoom Chapter 6 Technologies to Save Our Information We can opt for life logs to record our experiences with increasing fidelity What will we use these logs for And what isn t recorded that should be Chapter 7 Technologies to Search Our Information The potential for personalized search is enormous and mostly yet to be realized Persistent searches situated in our information landscape will allow us to maintain a diversity of projects and areas of interest without a need to continually switch from one to another to handle incoming information Chapter 8 Technologies to Structure Our Information Structure is key if we are to keep find and make effective use of our information But how best to structure And how best to share structured information between the applications we use with other people and also with ourselves over time What lessons can we draw from the failures and successes in web based efforts to share structure Chapter 9 PIM Transformed and Transforming Stories from the Past Present and Future Part 2 concludes with a comparison between Licklider s world of information in 1957 and our own world of information today And then we consider what the world of information is likely to look like in 2057 Licklider estimated that he spent 85% of his thinking time in activities that were clerical and mechanical and might someday be delegated to the computer What percentage of our own time is spent with the clerical and mechanical What about in 2057 **Digital Libraries for Cultural Heritage** Tatjana Aparac-Jelušić,2022-05-31 European digital libraries have existed in diverse forms and with quite different functions priorities and aims However there are some common features of European based initiatives that are relevant to non European communities There are now many more challenges and changes than ever before and the development rate of new digital libraries is ever accelerating Delivering educational cultural and research resources especially from major scientific

and cultural organizations has become a core mission of these organizations Using these resources they will be able to investigate educate and elucidate in order to promote and disseminate and to preserve civilization Extremely important in conceptualizing the digital environment priorities in Europe was its cultural heritage and the feeling that these rich resources should be open to Europe and the global community In this book we focus on European digitized heritage and digital culture and its potential in the digital age We specifically look at the EU and its approaches to digitization and digital culture problems detected and achievements reached all with an emphasis on digital cultural heritage We seek to report on important documents that were prepared on digitization copyright and related documents research and education in the digital libraries field under the auspices of the EU some other European and national initiatives and funded projects The aim of this book is to discuss the development of digital libraries in the European context by presenting primarily to non European communities interested in digital libraries the phenomena initiatives and developments that dominated in Europe We describe the main projects and their outcomes and shine a light on the number of challenges that have been inspiring new approaches cooperative efforts and the use of research methodology at different stages of the digital libraries development The specific goals are reflected in the structure of the book which can be conceived as a guide to several main topics and sub topics However the author s scope is far from being comprehensive since the field of digital libraries is very complex and digital libraries for cultural heritage is even moreso **Framing Privacy in Digital Collections with Ethical Decision Making** Virginia Dressler,2022-06-01 As digital collections continue to grow the underlying technologies to serve up content also continue to expand and develop As such new challenges are presented which continue to test ethical ideologies in everyday environs of the practitioner There are currently no solid guidelines or overarching codes of ethics to address such issues The digitization of modern archival collections in particular presents interesting conundrums when factors of privacy are weighed and reviewed in both small and mass digitization initiatives Ethical decision making needs to be present at the onset of project planning in digital projects of all sizes and we also need to identify the role and responsibility of the practitioner to make more virtuous decisions on behalf of those with no voice or awareness of potential privacy breaches In this book notions of what constitutes private information are discussed as is the potential presence of such information in both analog and digital collections This book lays groundwork to introduce the topic of privacy within digital collections by providing some examples from documented real world scenarios and making recommendations for future research A discussion of the notion privacy as concept will be included as well as some historical perspective with perhaps one the most cited work on this topic for example Warren and Brandeis Right to Privacy 1890 Concepts from the The Right to Be Forgotten case in 2014 Google Spain SL Google Inc v Agencia Espa la de Protecci n de Datos Mario Costeja Gonz lez are discussed as to how some lessons may be drawn from the response in Europe and also how European data privacy laws have been applied The European ideologies are contrasted with the Right to Free Speech in the First Amendment in the

U S highlighting the complexities in setting guidelines and practices revolving around privacy issues when applied to real life scenarios Two ethical theories are explored Consequentialism and Deontological Finally ethical decision making models will also be applied to our framework of digital collections Three case studies are presented to illustrate how privacy can be defined within digital collections in some real world examples **Third Space, Information Sharing, and Participatory Design** Preben Hansen,Ina Fourie,Anika Meyer,2022-05-31 Society faces many challenges in workplaces everyday life situations and education contexts Within information behavior research there are often calls to bridge inclusiveness and for greater collaboration with user centered design approaches and more specifically participatory design practices Collaboration and participation are essential in addressing contemporary societal challenges designing creative information objects and processes as well as developing spaces for learning and information and research interventions The intention is to improve access to information and the benefits to be gained from that This also applies to bridging the digital divide and for embracing artificial intelligence With regard to research and practices within information behavior it is crucial to consider that all users should be involved Many information activities i e activities falling under the umbrella terms of information behavior and information practices manifest through participation and thus methods such as participatory design may help unfold both information behavior and practices as well as the creation of information objects new models and theories Information sharing is one of its core activities For participatory design with its value set of democratic inclusive and open participation towards innovative practices in a diversity of contexts it is essential to understand how information activities such as sharing manifest itself For information behavior studies it is essential to deepen understanding of how information sharing manifests in order to improve access to information and the use of information Third Space is a physical virtual cognitive and conceptual space where participants may negotiate reflect and form new knowledge and worldviews working toward creative practical and applicable solutions finding innovative appropriate research methods interpreting findings proposing new theories recommending next steps and even designing solutions such as new information objects or services Information sharing in participatory design manifests in tandem with many other information interaction activities and especially information and cognitive processing Although there are practices of individual information sharing and information encountering information sharing mostly relates to collaborative information behavior practices creativity and collective decision making Our purpose with this book is to enable students researchers and practitioners within a multi disciplinary research field including information studies and Human Computer Interaction approaches to gain a deeper understanding of how the core activity of information sharing in participatory design in which Third Space may be a platform for information interaction is taking place when using methods utilized in participatory design to address contemporary societal challenges This could also apply for information behavior studies using participatory design as methodology We elaborate interpretations of core concepts such as participatory design Third Space information sharing and collaborative

information behavior before discussing participatory design methods and processes in more depth We also touch on information behavior information practice and other important concepts Third Space information sharing and information interaction are discussed in some detail A framework with Third Space as a core intersecting zone platform and adaptive and creative space to study information sharing and other information behavior and interactions are suggested As a tool to envision information behavior and suggest future practices participatory design serves as a set of methods and tools in which new interpretations of the design of information behavior studies and eventually new information objects are being initiated involving multiple stakeholders in future information landscapes For this purpose we argue that Third Space can be used as an intersection zone to study information sharing and other information activities but more importantly it can serve as a Third Space Information Behavior TSIB study framework where participatory design methodology and processes are applied to information behavior research studies and applications such as information objects systems and services with recognition of the importance of situated awareness *Web Indicators for Research Evaluation* Michael Thelwall,2022-05-31 In recent years there has been an increasing demand for research evaluation within universities and other research based organisations In parallel there has been an increasing recognition that traditional citation based indicators are not able to reflect the societal impacts of research and are slow to appear This has led to the creation of new indicators for different types of research impact as well as timelier indicators mainly derived from the Web These indicators have been called altmetrics webometrics or just web metrics This book describes and evaluates a range of web indicators for aspects of societal or scholarly impact discusses the theory and practice of using and evaluating web indicators for research assessment and outlines practical strategies for obtaining many web indicators In addition to describing impact indicators for traditional scholarly outputs such as journal articles and monographs it also covers indicators for videos datasets software and other non standard scholarly outputs The book describes strategies to analyse web indicators for individual publications as well as to compare the impacts of groups of publications The practical part of the book includes descriptions of how to use the free software Webometric Analyst to gather and analyse web data This book is written for information science undergraduate and Master s students that are learning about alternative indicators or scientometrics as well as Ph D students and other researchers and practitioners using indicators to help assess research impact or to study scholarly communication

Mobile Search Behaviors Dan Wu,Shaobo H. Liang,2022-05-31 With the rapid development of mobile Internet and smart personal devices in recent years mobile search has gradually emerged as a key method with which users seek online information In addition cross device search also has been regarded recently as an important research topic As more mobile applications APPs integrate search functions a user s mobile search behavior on different APPs becomes more significant This book provides a systematic review of current mobile search analysis and studies user mobile search behavior from several perspectives including mobile search context APP usage and different devices Two different user experiments to

collect user behavior data were conducted Then through the data from user mobile phone usage logs in natural settings we analyze the mobile search strategies employed and offer a context based mobile search task collection which then can be used to evaluate the mobile search engine In addition we combine mobile search with APP usage to give more in depth analysis such as APP transition in mobile search and follow up actions triggered by mobile search The study combining the mobile search with APP usage can contribute to the interaction design of APPs such as the search recommendation and APP recommendation Addressing the phenomenon of users owning more smart devices today than ever before we focus on user cross device search behavior We model the information preparation behavior and information resumption behavior in cross device search and evaluate the search performance in cross device search Research on mobile search behaviors across different devices can help to understand online user information behavior comprehensively and help users resume their search tasks on different devices

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