

NeMO - NeDiMAH Methods Ontology

DH Commons – NeMO mapping

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The following tables provide a mapping from terms of the DH Commons taxonomy onto terms of the NeMO ActivityTypes taxonomy. The prefixes D_ and N_ are used to denote DH Commons and NeMO terms respectively.

Key: NT = narrower term, BT = broader term

DH Commons	Relation	NeMO	DH Commons Scope Notes	NeMO Scope Notes
D_CaptureGenerally	NT	N_4.2.2 Capturing	Capture generally refers to the activity of transforming existing cultural artifacts into a digital representation of these artifacts, in order to allow them to be manipulated using computer technologies. This could be a manual process (as in Transcribing) or an automated procedure (as in Scanning or Data Recognition). Such capture precedes Enrichment and Analysis, at least from a systematic point of view, if not in practice.	Capturing refers to the Activity Type of transforming existing objects into digital representations, in order to allow them to be manipulated using computer technologies.
D_Scanning	NT	N_4.2.2.4 Scanning	Scanning refers to the capture of texts, images, artifacts or spatial formations using optical means of capture. Scanning can be made in 2D or 3D, using various means (light, laser, infrared, ultrasound). Scanning usually does not lead to the identification of discrete semantic or structural units in the data, such as words or musical notes, which is something Data Recognition accomplishes. Scanning also includes photographic reproduction.	Scanning refers to the Activity Type of capturing texts, images, artifacts or spatial formations using optical means. Scanning can be made in 2D or 3D, using various means (light, laser, infrared, ultrasound). Scanning usually does not lead to the identification of discrete semantic or structural units in the data, such as words or musical notes, which is something Data Recognition accomplishes. Scanning also includes photographic reproduction.

D_Conversion	NT	N_4.2.5 Conversing	Conversion refers to changing the file format of an object (e.g. converting a .wmv video to a .mov file) without fundamentally changing the content or nature of the object. When conversion concerns metadata, it involves mapping one metadata schema to another. More fundamental “conversions”, such as converting a scanned page image to an editable text document, are better referred to using “Data Recognition”.	Conversioning refers to the Activity Type of changing the file format of an object (e.g. converting a .wmv video to a .mov file as well as converting VHS into a digital format) without fundamentally changing the content or nature of the object. When conversion concerns metadata, it involves mapping one metadata schema to another. More fundamental “conversions”, such as converting a scanned page image to an editable text document, are better referred to using “Data Recognition”.
D_DataRecognition	NT	N_4.1.10 DataRecognition	Data Recognition, for example OCR, refers to the process of treating the immediate products of digital data capture (scanning), such as digital facsimiles of texts or of sheet music, in a way to extract discrete, machine-readable units from them, such as plain text words or musical notes.	Data Recognition refers to the Activity Type of treating the immediate products of digital data capture (recording or imaging), such as digital facsimiles of texts or of sheet music, in a way to extract discrete, machine-readable units from them, such as plain text words, musical notes, or still or moving image elements (including, for example, face recognition).
D_Programming	NT	N_4.5.6 Programming	Creation of code executable by a computer, that is creation of software. (This includes “Prototyping”, the creation of such code for testing or modeling purposes.) It is also closely related to the more broader activity of tool development.	Programming refers to the Activity Type of creating a code executable by a computer, such as scripts or software. The purpose of programming is to find a sequence of instructions that will automate performing a specific task or solve a given problem. The process of programming thus often requires expertise in many different subjects, including knowledge of the application domain, specialized algorithms and formal logic.

D_Web development	NT	N_4.5.6.1.1.WebDeveloping	Creation of websites, by building on a platform (e.g. content management systems such as Drupal, WordPress and Omega) or writing HTML, JavaScript, etc.	Web-Developing refers to the Activity Type of creation of websites, by building on a platform (e.g. content management systems such as Drupal, WordPress and Omeka) or writing HTML, JavaScript, etc. Writing a module/plugin for a platform, or programming web-based applications, should use the “Programming” Activity Type.
D_Writing	NT	N_4.5.10 Writing	Writing designates the activity of creating new texts (instead of capturing existing text). In our context, this would primarily concern research papers and reports.	Writing refers to the Activity Type of creating new texts (instead of capturing existing text). In our context, this would primarily concern research papers and reports, but may include other textually-oriented objects.
D_Design	NT	N_4.5.3 Designing	The development of a user interface, with which the user is able to interact to perform various tasks and conduct activities. Also included here is the development of the user experience, where a person’s perceptions of the practical aspects such as utility, ease of use, and efficiency of the system are taken into consideration.	Designing refers to the Activity Type of the creating a plan or convention for the construction of an object or a system (as in architectural blueprints, engineering drawings, business processes, circuit diagrams and sewing patterns). Designing has different connotations in different fields. In some cases the direct construction of an object (as in pottery, engineering, management, cowboy coding and graphic design) is also considered as designing.
D_Discovering			Discovering is the activity of relatively serendipitous browsing of resources in order to find objects of research, research results, or other information which is useful in a given search perspective. (It is different from Retrieval, which is a structured way of extracting some piece of information or some specific subset of objects from a resource.)	

D_Gathering	NT	N_1.2 Gathering	Gathering refers to aggregating discovered resources, usually in some structured way (e.g. bringing together all papers that address a certain topic, as part of a literature review, or pulling all works by a particular author out of a digital collection for further analysis).	Gathering refers to the Activity Type of aggregating discovered resources, usually in some structured way (e.g. bringing together all papers that address a certain topic, as part of a literature review, or pulling all works by a particular author out of a digital collection for further analysis).
D_Brainstorming	NT	N_2.1.1 Brainstorming	Brainstorming is the process of collecting spontaneously generated ideas. It may be applicable at any stage of the research process, from identifying new research topics to considering possible solutions to technical problems encountered during the development of digital projects.	Brainstorming refers to the Activity Type of collecting spontaneously generated ideas. It may be applicable at any stage of the research process, from identifying new research topics to considering possible solutions to technical problems encountered during the development of digital projects.
D_Enrichment	NT	N_4.2.11 Enriching	Enrichment refers to the activity of adding information to an object of enquiry, by making its origin, nature, structure, or elements explicit. This activity follows the capture of the object.	Enriching refers to the Activity Type of adding information to an object of enquiry, by making its origin, nature, structure, or elements explicit. This activity follows the capture of the object.
D_EnrichmentGenerally	BT	N_4.2.11 Enriching	Enrichment refers to the activity of adding information to an object of enquiry, by making its origin, nature, structure, or elements explicit. This activity follows the capture of the object.	Enriching refers to the Activity Type of adding information to an object of enquiry, by making its origin, nature, structure, or elements explicit. This activity follows the capture of the object.

D_AddingMetadata	NT	N_4.3.1 Adding Metainfomation	Adding Metadata refers to the activity of making information about an object as a whole explicit by adding it to the digitized representation itself or to a metadata record associated with it. (Although adding metadata is also a form of annotating an object, the latter term is reserved here for adding information to a part of the document's contents.)	Adding Metadata refers to the Activity Type of making information about an object as a whole explicit by adding it to the digitized representation itself or to a metadata record associated with it. (Although adding metadata is also a form of annotating an object, the latter term is reserved here for adding information to a part of the document's contents.)
D_Encoding	NT	N_4.2.9 Encoding	Encoding refers to making structural, layout-related, semantic, or other information about a specific part of a document explicit by adding (inline or stand-off) markup to its transcription. This is typically part of the larger activity of scholarly editing of textual, musical, or other sources. It is based on a transcription of the document (the result of data recognition) and guided by a model of the document (the result of modeling).	Encoding refers to the Activity Type of making structural, layout-related, semantic, or other information about a specific part of a document explicit by adding (inline or stand-off) markup to its transcription. This is typically part of the larger activity of scholarly editing of textual, musical, or other sources. It is based on a transcription of the document (the result of data recognition) and guided by a model of the document (the result of modeling).
D_Annotating	NT	N_4.1.2 Annotating	Annotating refers to the activity of making information about certain elements of a digital object explicit by adding them to a section of a digitized representation or to an annotation file associated with it, usually in order to comment on or contextualize a passage (explanatory annotations), or in order to make structural or linguistic information explicit (structural/linguistic annotation).	Annotating refers to the Activity Type of making information about certain elements of a digital object explicit by adding them to a section of a digitized representation or to an annotation file associated with it, usually in order to comment on or contextualize a passage (explanatory annotations), or in order to make structural or linguistic information explicit (structural/linguistic annotation).

D_Modeling	NT	N_4.2.2.1 Modeling	Modeling refers to the activity of describing the elements and the structure of an object of enquiry in a machine-readable, explicit way, in order to construct an actionable representation of some object of research; the result of such modeling can be a schema. Modeling can also refer to the activity of transforming or manipulating a digital object in such a way as to make it compatible with a previously constructed model or schema.	Modeling refers to the Activity Type of describing the elements and the structure of an object of enquiry in a machine-readable, explicit way, in order to construct an actionable representation of some object of research; the result of such modeling can be a schema. Modeling can also refer to the activity of transforming or manipulating a digital object in such a way as to make it compatible with a previously constructed model or schema.
D_Editing	NT	N_4.2.8 Editing	Editing refers to improving the quality of an object that has been “captured” by some means.	Editing refers to the Activity Type of improving the quality of an object that has been “captured” by some means.
D_Mapping	NT	N_4.3.15 Mapping	Mapping involves assigning geographic information, such as geolocation coordinates, canonical identifiers and other information, to digital objects and displaying a map that refers to those objects in some way. In particular, such mapping can also involve temporal information and also use this for display.	Mapping refers to the Activity Type of assigning geographic information, such as geolocation coordinates, canonical identifiers and other information, to digital objects and displaying a map that refers to those objects in some way. In particular, such mapping can also involve temporal information and also use this for display.
D_Analysis	NT	N_4.1 Analyzing	Analysis refers to the activity of extracting any kind of information from data, of discovering recurring phenomena, structures, groupings, and the like. This activity may be considered to follow Capture and Enrichment, although Enrichment of research objects also depends on Analysis.	Analyzing refers to the Activity Type of extracting any kind of information from data, of discovering recurring phenomena, structures, groupings, and the like.

D_Stylometry	NT	N_4. 1.35 Stylometry	Stylometry consists of measuring various stylistic features of digital objects and of grouping the objects according to their statistical similarity. The groupings show effects for authorship, chronology, genre, gender, style, theme, and other categories. Usually applied to texts and based on linguistic features, stylometry can also be applied to music or painting.	Stylometry refers to the Activity Type of measuring various stylistic features of digital objects and of grouping the objects according to their statistical similarity. The groupings show effects for authorship, chronology, genre, gender, style, theme, and other categories. Usually applied to texts and based on linguistic features, stylometry can also be applied to music or painting.
D_TopicModeling	NT	N_4.2.2.1 Modelling		
D_SocialNetworkAnalysis	NT	N_4.1.29 SocialNetworkAnalysis	Social Network Analysis is a method to study the relations of actors in a mediated network, which can take the form of a social or academic online network, a set of correspondence, or a work of literature; the resulting network is usually made up of nodes (entities) and edges (relations).	Social Network Analysis refers to the Activity Type that studies the relations of actors in a mediated network, which can take the form of a social or academic online network, a set of correspondence, or a work of literature; the resulting network is usually made up of nodes (entities) and edges (relations).
D_Visualization	NT	N_4.2.19 Visualizing	Visualization refers to activities which serve to summarize and present in a graphical form, and to use such graphical forms analytically, that is to detect patterns, structures, or points of interest in the underlying data. Virtually any kind of data can be visualized, and the forms of visualizations can be images, maps (falls under Mapping above), timelines, graphs, and tables.	Visualizing refers to the Activity Type of summarizing and presenting in a graphical form. These graphical forms can be used analytically, in order to detect patterns, structures, or points of interest in the underlying data. Virtually any kind of data can be visualized, and the forms of visualizations can be images, maps, timelines, graphs, or tables, and the like. Visualisation often uses computer graphics software, including virtual reality and 2-D or 3-D animation, as well as static images.

D_SentimentAnalysis	NT	N_4.1.27 SentimentAnalysis	Sentiment Analysis is the activity of identifying the positive, neutral, or negative evaluative attitude expressed in a text or section of a text. It is sometimes called opinion mining and is related to Semantic Prosody Analysis.	Sentiment Analysis refers to the Activity Type of identifying the positive, neutral, or negative evaluative attitude expressed in a text or section of a text. It is sometimes called opinion mining and is related to Semantic Prosody Analysis.
D_InformationRetrieval	NT	N_5.7 Retrieving	Information Retrieval consists in analyzing large amounts of data, usually text, with the aim of retrieving information or knowledge from it.	Retrieving refers to the Activity Type of structured searching in a large collection of data items (such as individual texts or images) for a specific subset of these data items according to specific criteria.
D_Retrieval	NT	N_5.7 Retrieving	Retrieval refers to the activity of structured searching in a large collection of data items (such as individual texts or images) for a specific subset of these data items according to specific criteria. It may also called querying or searching. (Retrieval pre-supposes the existence of the data items being retrieved, and does not include the serendipitous exploration addressed by Discovering.)	Retrieving refers to the Activity Type of structured searching in a large collection of data items (such as individual texts or images) for a specific subset of these data items according to specific criteria.
D_MachineLearning	NT	N_4.1.19 Machine Learning	Machine Learning is a very general method of dealing with complex, high-dimensional data, usually with the aim of reducing complexity, discovering patterns, or some classification of items. It is based on the automatic discovery of systematic links or correlations between certain features of the items in the set and the classes the items can be assigned to.	Machine Learning refers to the Activity Type that deals with complex, high-dimensional data, usually with the aim of reducing complexity, discovering patterns, or some classification of items. It is based on the automatic discovery of systematic links or correlations between certain features of the items in the set and the classes the items can be assigned to.

D_IntertextualAnalysis	NT	N_4.1.18 IntertextualAnalysis	Intertextual Analysis refers to computational techniques serving to discover lexical overlap between various texts. It can be used, for example, for the analysis of text reuse across time, or for plagiarism detection.	Intertextual Analysis refers to the Activity Type of discovering lexical overlap between various texts. It can be used, for example, for the analysis of text reuse across time, or for plagiarism detection.
D_Interpretation	NT	N_4.1.17 Interpreting	Interpretation is the activity of ascribing meaning to phenomena observed in analysis. Therefore, interpretation usually follows analysis, although it could also be considered that interpretation defines the hermeneutic perspective of any method of analysis.	Interpreting refers to the Activity Type of ascribing meaning to phenomena observed in analysis. Therefore, interpretation usually follows analysis, although it could also be considered that interpretation defines the hermeneutic perspective of any method of analysis.
D_Contextualizing	NT	N_4.3.10 Contextualizing	Contextualization is the activity of creating links between an object of investigation and other, more established objects in a relation of geographical, temporal, or thematic proximity to the object of investigation, with the aim of ascribing meaning to that object.	Contextualizing refers to the Activity Type of creating associations between an object of investigation and other, more established or better-understood objects in a relation of geographical, temporal, or thematic proximity to the object of investigation, with the aim of ascribing meaning to that object.

D_Modeling	NT	N_4.2.2.1 Modelling	Modeling refers to the activity of describing the elements and the structure of an object of enquiry in a machine-readable, explicit way, in order to construct an actionable representation of some object of research; the result of such modeling can be a schema. Modeling can also refer to the activity of transforming or manipulating a digital object in such a way as to make it compatible with a previously constructed model or schema.	Modeling refers to the Activity Type of describing the elements and the structure of an object of enquiry in a machine-readable, explicit way, in order to construct an actionable representation of some object of research; the result of such modeling can be a schema. Modeling can also refer to the activity of transforming or manipulating a digital object in such a way as to make it compatible with a previously constructed model or schema.
D_DisseminationGenerally	NT	N_2.2 Disseminating	Publishing or Dissemination refers to the activity of making objects of inquiry, results of research, or software and services available to fellow researchers or the wider public in a variety of more or less formal ways. It builds on or requires Storing.	Disseminating refers to the Activity Type of making objects of inquiry, results of research, or software and services available to fellow researchers or the wider public in a variety of more or less formal ways. It builds on or requires storing and can include releasing and sharing of data using a variety of methods and techniques including the application of linked open data.
D_StoringGenerally	NT	N_4.4.4 Storing	Storing refers to the activity of making digital copies of objects of inquiry, results of research, or software and services and of keeping them accessible, without necessarily making them available to the public. If long-term archiving is involved, activities related to data security, data replication, and version control are also involved.	Storing refers to the activity of making digital copies of objects of inquiry, results of research, or software and services and of keeping them accessible, without necessarily making them available to the public. If long-term archiving is involved, activities related to data security, data replication, and version control are also involved.

D_Publishing	NT	N_2.2.3 Publishing	Publishing refers to the activity of making any kind of object available to the wider public. This can involve objects of research, research data, and research results.	Publishing refers to the Activity Type of making any kind of object formally available to the wider public. This can involve objects of research, research data, research results, or tools and services. Publishing can be closed or open access / open source, and research results can be published in print or digital formats.
D_Identifying	NT	N_4.1.16 Identifying	Identifying refers to the activity of assigning (possibly unique and/or persistent) identifiers to objects of enquiry or to any kind of digital object.	Identifying refers to the Activity Type of assigning (possibly unique and/or persistent) identifiers to objects of enquiry or to any kind of digital object.
D_ManagingAccess	NT	N_4.3.14.1 AccessManagement	Managing Access refers to the activity of determining which people can access specific digital objects or content and what they can do with that content. This activity includes licensing and Digital Rights Management.	Access Management refers to the Activity Type of determining which people can access specific digital objects or content and what they can do with that content, including licensing and Digital Rights Management.
D_Organization	NT	N_4.3 Organizing	Organization refers to the arrangement of objects (research materials, data sets, images, etc.) in a way such as to facilitate other research activities.	Organizing refers to the Activity Type of arranging objects (research materials, data sets, images, etc.) in a way such as to facilitate other research activities.
D_Bibliographic Management	NT	4.3.14.2 Bibliographic Management	Bibliographic management refers to capturing, organizing, enriching, and storing citation information.	Bibliographic management refers to the Activity Type of capturing, organizing, enriching, and storing citation information.

D_Collaboration	NT	N_2.1 Collaborating	Collaboration is involved in any research activity being done jointly by several researchers, possibly in different places and at different times. Research-oriented collaboration is enabled, particularly, through comprehensive Digital Research Environments, but can also happen around more specific activities, such as communication or sharing of resources.	Collaborating refers to the Activity Type of working jointly on an activity or a project. This can be achieved by several researchers, possibly in different places and at different times. Research-oriented collaboration is enabled, particularly, through comprehensive Digital Research Environments, but can also happen around more specific activities, such as communication or sharing of resources.
D_Communicating	NT	N_2 Communicating	Communicating refers to the activity of exchanging ideas with other people, primarily, but not exclusively, using linguistic means.	Communicating refers to the Activity Type of exchanging ideas with other people, primarily, but not exclusively, using linguistic means.
D_Sharing	NT	N_2.1.9 ResourceSharing	Sharing refers to the activity of making specific research objects available to a specific set of other people, usually collaborators on a given project.	Resource sharing refers to the Activity Type of audio, textual, video and graphical data provision and exchange on a peer-to-peer network, wiki, Virtual Research Environment, or similar means for collaboration or publication.

D_Commenting	NT	N_4.1.6 Commenting	<p>Commenting is the activity of adding information to a piece of data, usually in a way that separates between the data to which the comment is attached and the comment. It usually serves to express some opinion, to add contextual information, or to engage in communication or collaboration with others about the object commented on. This is different from Annotating (as defined here) which refers to adding descriptive or explanatory information to sections of an object with the aim of making inherent qualities, structures, or meanings of that section explicit.</p>	<p>Commenting refers to the Activity Type of adding information to a piece of data, usually in a way that separates the data to which the comment is attached and the comment. It usually serves to express some opinion, to add contextual information, or to engage in communication or collaboration with others about the object commented on. This is different from Annotating (as defined here) which refers to adding descriptive or explanatory information to sections of an object with the aim of making inherent qualities, structures, or meanings of that section explicit.</p>
D_Crowdsourcing	NT	N_2.1.5 Crowdsourcing	<p>Crowdsourcing refers to the paradigm of user-generated content in a web 2.0 context, applied here to the domain of digital humanities research. Crowdsourcing includes gamification, which may be understood as one form of creating motivation in crowdsourcing endeavors.</p>	<p>Crowdsourcing refers to the Activity Type of generating content by the end-users in a web 2.0 context.</p>
D_Meta: Advocating			<p>Advocating refers to the activity of actively arguing for specific activities, practices, or values</p>	
D_Meta: Introducing			<p>Introducing refers to the activity of providing information which is relatively basic or provides an overview. It typically aims at people who are new to a particular research activity.</p>	

D_Meta: GiveOverview			Used here for historical or systematic overviews aimed at experts or beginners, rather than introductions specifically for beginners.	
D_Meta: Assessing	NT	N_4.1.3 Assessing	Assessing refers to the activity of verifying the existence of certain properties, usually indicative of some desirable quality in some outcome of an activity. This may refer to reviewing research papers or conference proposals, to evaluating the coherence of the annotation of audio-visual materials, or to an assessment of the usefulness of the Digital Humanities.	Assessing refers to the Activity Type of verifying the existence of certain properties, usually indicative of some desirable quality in some outcome of an activity. This may refer to reviewing research papers or conference proposals, to evaluating the coherence of the annotation of audio-visual materials, or to an assessment of the usefulness of the Digital Humanities.
D_Meta: Teaching/Learning	BT	N_1.3 Learning	Teaching and Learning involves one group of people interactively helping another group of people acquire and/or develop skills, competencies, and knowledge that lets them solve problems in a specific area of research.	Learning refers to the Activity Type of acquiring knowledge through study, experience or being taught.
D_Meta: Collaborating	NT	N_2.1 Collaborating	Collaborating as a meta-activity applies to cases where some research activity is specifically addressed in its collaborative form. For example, editing a piece of sheet music could be done collaboratively in TextGrid.	Collaborating refers to the Activity Type of working jointly on an activity or a project. This can be achieved by several researchers, possibly in different places and at different times. Research-oriented collaboration is enabled, particularly, through comprehensive Digital Research Environments, but can also happen around more specific activities, such as communication or sharing of resources.

D_Meta: Conceptualizing	NT	N_3.1 ConceptFormation	Conceptualizing refers to the process of bringing together thoughts, interpretations, and data (e.g. through brainstorming) and melding them into a coherent plan, vision, or new idea.	Concept Formation refers to the Activity Type of sorting specific experiences into general rules or classes. This development of ideas or concepts is based on the common properties of objects, events, or qualities using the processes of abstraction and generalization.
D_Meta: ProjectManagement	NT	N_4.3.14.4 ProjectManagement	Project management involves activities such as as developing a strategy and assessing risk for conducting a project, as well as task management activities, such as keeping a record of tasks, due dates, and other relevant information. It optionally includes activities such as sending reminders and status reports. Project Management is related to Collaboration.	Project Management refers to the Activity Type of developing a strategy and assessing risk for conducting a project, as well as task management activities, such as keeping a record of tasks, due dates, and other relevant information. It optionally includes activities such as sending reminders and status reports. Project Management is related to Collaboration.
D_Meta: StayingCurrent			Staying current refers to the process of monitoring sources of information (e.g. blogs, Twitter, news feeds, personal correspondence) for relevant updates.	