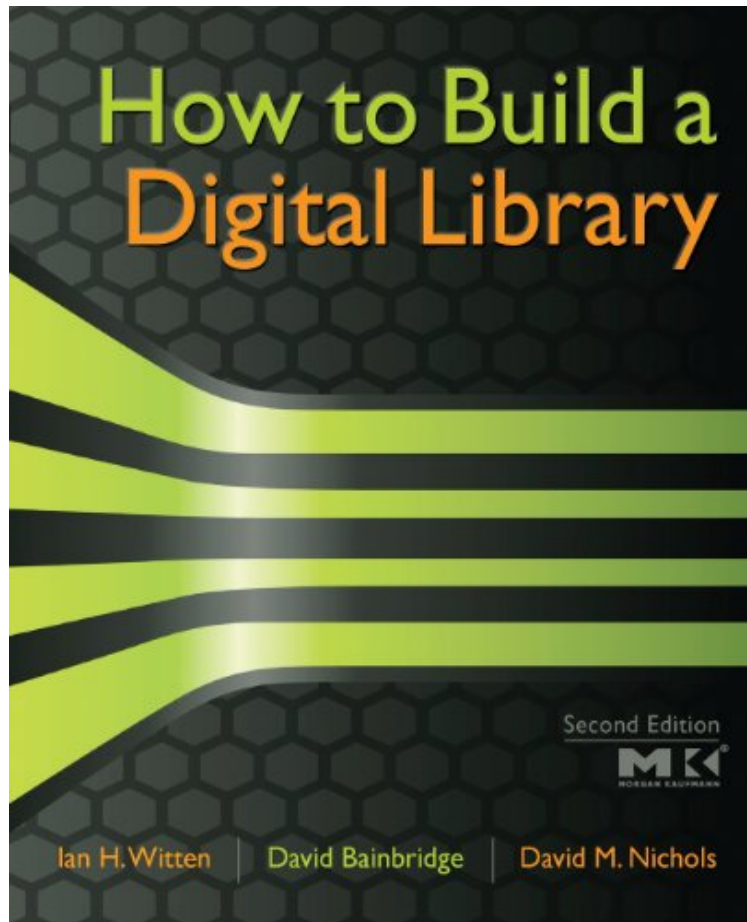


[PDF] How to Build a Digital Library, Second Edition (Morgan Kaufmann Series in Multimedia Information and Systems (Paperback))

How to Build a Digital Library, Second Edition (Morgan Kaufmann Series in Multimedia Information and Systems (Paperback))

Ian H. Witten, David Bainbridge, David M. Nichols
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Ian H. Witten, David Bainbridge, David M. Nichols : How to Build a Digital Library, Second Edition (Morgan Kaufmann Series in Multimedia Information and Systems (Paperback)) before purchasing it in order to gage whether or not it would be worth my time, and all praised How to Build a Digital Library, Second Edition (Morgan Kaufmann Series in Multimedia Information and Systems (Paperback)):

11 of 11 people found the following review helpful. Informative, but relies on antique softwareBy nitesshadeThere is some really good information in this book regarding the fundamentals, history, theory and practice of building digital libraries. I'd recommend the first half of the book to anybody.However, the second half of the book is burdened by heavy reliance on the Greenstone software package: a gnarly hack of Perl, C++ and Java code which should be

relegated to the software dustbin. It's a shame when quality guidance is burdened by bad software.

How to Build a Digital Library reviews knowledge and tools to construct and maintain a digital library, regardless of the size or purpose. A resource for individuals, agencies, and institutions wishing to put this powerful tool to work in their burgeoning information treasuries. The Second Edition reflects developments in the field as well as in the Greenstone Digital Library open source software. In Part I, the authors have added an entire new chapter on user groups, user support, collaborative browsing, user contributions, and so on. There is also new material on content-based queries, map-based queries, cross-media queries. There is an increased emphasis placed on multimedia by adding a "digitizing" section to each major media type. A new chapter has also been added on "internationalization," which will address Unicode standards, multi-language interfaces and collections, and issues with non-European languages (Chinese, Hindi, etc.). Part II, the software tools section, has been completely rewritten to reflect the new developments in Greenstone Digital Library Software, an internationally popular open source software tool with a comprehensive graphical facility for creating and maintaining digital libraries. Outlines the history of libraries on both traditional and digital. Written for both technical and non-technical audiences and covers the entire spectrum of media, including text, images, audio, video, and related XML standards. Web-enhanced with software documentation, color illustrations, full-text index, source code, and more

"This book provides broad coverage of related work in the field. That is handy, since there is a large international community working on DLs."-- Edward A. Fox, Director, Digital Library Research Laboratory, Blacksburg, VA
"These chapters (along with the others) are well written and fully illustrated by screen shots and other examples, making the presentation of the technical content very effective.... [T]his is a very worthwhile addition to the literature of digital libraries"-- Thomas D. Wilson, Professor Emeritus at the Department of Information Studies, University of Sheffield, Visiting Professor at Leeds University Business School, Visiting Professor at the University of Borås, Sweden. <http://informationr.net/ir/reviews/revs409.html> From the Back Cover
How to Build a Digital Library is the only book that offers all the knowledge and tools needed to construct and maintain a digital library, regardless of the size or purpose. It is a self-contained resource for individuals, companies, and institutions wishing to put these powerful tools to work in their burgeoning information treasuries. This Second Edition reflects the rapid evolution of the field, with new material on multimedia, metadata and internationalization. New technologies are integrated with concepts from library and information science to provide a comprehensive social, technical and practical treatment of digital libraries. Part II describes how this is put into practice with the Greenstone Digital Library Software, a popular open source software tool suite. For the second edition this material has been completely rewritten to reflect new developments in the software, including a comprehensive graphical facility for creating and maintaining digital libraries and numerous interoperability features. About the Author
Ian H. Witten is a professor of computer science at the University of Waikato in New Zealand. He directs the New Zealand Digital Library research project. His research interests include information retrieval, machine learning, text compression, and programming by demonstration. He received an MA in Mathematics from Cambridge University, England; an MSc in Computer Science from the University of Calgary, Canada; and a PhD in Electrical Engineering from Essex University, England. He is a fellow of the ACM and of the Royal Society of New Zealand. He has published widely on digital libraries, machine learning, text compression, hypertext, speech synthesis and signal processing, and computer typography. He has written several books, the latest being *Managing Gigabytes* (1999) and *Data Mining* (2000), both from Morgan Kaufmann. David Bainbridge is a senior lecturer in Computer Science at the University of Waikato, New Zealand. He holds a PhD in Optical Music Recognition from the University of Canterbury, New Zealand where he studied as a Commonwealth Scholar. Since moving to Waikato in 1996 he has continued to broaden his interest in digital media, while retaining a particular emphasis on music. An active member of the New Zealand Digital Library project, he manages the group's digital music library, Meldex, and has collaborated with several United Nations Agencies, the BBC and various public libraries. David has also worked as a research engineer for Thorn EMI in the area of photo-realistic imaging and graduated from the University of Edinburgh in 1991 as the class medalist in Computer Science. Is a senior lecturer, specializes in the areas of human-computer interaction, open source software and digital library education.