

Position Paper for W3C Workshop on the Future of Social Networking on 15-16 January, Barcelona/Spain

Panagiotis Kitmeridis¹, Aenne Löhden², Dr. Lars Svensson³

¹ German National Library - Information Technology, 60322 Frankfurt, Germany, Email: p.kitmeridis@d-nb.de

² German National Library - Information Technology, 60322 Frankfurt, Germany, Email: a.loehden@d-nb.de

³ German National Library - Information Technology, 60322 Frankfurt, Germany, Email: l.svensson@d-nb.de

Motivation

We are interested in discussing the future of social networking and especially interoperability of networks, user experience and usability.

Introduction

The term *social network* is growing and is actually on everyone's mind. There are many portals (for experts and others) with relevant applications. User-generated sites change the traditional static content publishing.

The German National Library (DNB) is about to implement and expand its web-portal for many other services leveraging on the current projects *ALEXANDRIA* and *CONTENTUS*. User generated content will in future be part of the digital Library.

Expectations

In the future Web 2.0 Applications and especially social networks will be integrated into web portals or any other digital service. What must institutions etc do to get ready for the future? What do we need to do in order to provide a rich, user friendly experience and at the same time offer services accessible to disabled users? Which steps have to be made to prepare the web site for common user requirements?

Libraries to-day are faced with new requirements, especially in the field of electronic publications. Until ten years ago, print media accounted for 90% of a typical library's collection. Currently, many national libraries are also faced with the task to collect electronic resources – including blogs, web pages etc – as part of their legal deposit. The sheer number of resources makes it impossible to catalogue all documents intellectually. Instead the current research proposes a combination of automatic indexing, intellectual cataloguing by librarians, and metadata generated or added by

patrons or other members of the library's community.

The community can help with quality evaluation and selection of resources, as well as characterisation of resources. The idea is to have different groups of users/patrons which can provide different kinds of contributions assumedly having different levels of accuracy. Known experts and also members of a registered expert community have a higher level of trust. This poses a series of questions:

- Taken a registered expert community for a specific knowledge field: How do we know that a specific user is part of that community and which is that user's level of expertise?
- Given a piece of (meta-)data added by a specific user: Is there a way to consider the user's level of expertise when performing relevance ranking?
- Given a piece of (meta-)data added by any user: How can the level of accuracy be determined and improved?
- Given a certain electronic resource in the internet: How can we subsume its level of public interest on the basis of user quality evaluations scattered on the internet?
- Further: As a government agency, we must offer at least a minimal accessibility level in our web pages. What must be done to open the social network to people with disabilities?

Topic of interest

- Interoperability of Social applications and User Generate Content
- User Experience in Social Networks
- Accessibility / Usability