Walking the talk of open research & open innovation in practice

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Overview

✓ Introduce the Department of Digital Humanities & King’s Digital Labs

✓ A personal journey of the research benefits of Open: Access/Data/Research

✓ Structuring open research in Digital Humanities at King’s

✓ Open Innovation and the Digital Humanities in the Arts and Humanities
Enabling Digital Humanities at Scale

Department of Digital Humanities - @kingsdh

- 30 years of activity, against a background of rapid innovation and change in Humanities Computing and Digital Humanities.
- Department of Digital Humanities (2011-):
  - ~250 students across 5 Masters and 1 Undergraduate degrees
  - 29 staff. (16 fte academic; 8.5 fte research only and 4 fte teaching fellows)
  - 8 new academic posts advertised this month!
  - Value of research income since 2011 is roughly £8.5 million

King’s Digital Lab (2015) - @kingsdigitallab

- 12 staff (more planned).
- 180+ virtual machines, 400GB RAM, 27TB data + AWS / Azure.
- 90 inherited projects, 20 ongoing. ~5 million digital objects
- Supported by external funding, under-written internally.

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Digital Humanities at the REF2014

DDH was submitted with a sister department: Culture, Media & Creative Industries as a single Unit of Assessment to the REF Panel 36 - Communication, Cultural and Media Studies, Library and Information Management.

- Together, we submitted 35 staff to REF2014, including six early career staff and a total of 119 research outputs including journal articles, edited books, authored books and digital research resources and online content.

- Research Outputs: 69% 4* and 3*; 31% 1* and 2*
- Impact case studies: 90% 4*, 10% 3*
- Research Environment: 100% 4*

- Ranking based on Grade Point Average: 8th of 67
- Research Power ranking: 1st

Key Lessons:

- Acceptance
- R&D Environment
- Impact
Metropolitan Museum of Art Puts 375,000 Public-Domain Images in Creative Commons

BY Alex Greenberger POSTED 02/07/17 11:40 AM

Emmanuel Gottlieb Leutze, *Washington Crossing the Delaware*, 1851, oil on canvas.

VIA THE METROPOLITAN MUSEUM OF ART LICENSED UNDER CC0 1.0
Since 2004 this Open Access research publication has been downloaded over 4,000 times

http://bit.ly/Tanner_Art

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In 2012, the US National Gallery of Art launched its new NGA Images site: ‘NGA Images [is] a new online resource that revolutionizes the way the public may interact with its world-class collection,’ wrote Alan Newman at the US National Gallery of Art. ‘Since inception more than 400,000 images have been downloaded’.

The Walters Art Museum also makes 19,000 images freely available. William Noel: ‘The Walters loss of control of its images was essential to its success... Why did we make our data free and open? So that it would be used. How do I know it’s been used? Well, we have 2.5 million views on Flickr in 3.5 years, and that’s just one of many interfaces (the most popular; the least archival) by which our images are viewed.’

Rob Stein in relation to the Dallas Museum of Art: ‘As an institution it was important for us to publish our entire collection online... The reasoning went beyond transparency and openness: we felt that we needed to more positively and strongly broadcast the fact that the Dallas Museum of Art has a deep and encyclopaedic collection.’
Open Research & Communities of Practice

Measuring the Impact of Digital Resources:
The Balanced Value Impact Model

Simon Tanner
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Context: 5 values to be applied to perspectives
1. Utility value
2. Existence/Prestige value
3. Education value
4. Community value
5. Inheritance/Bequest value

Since 2012 this Open Access research publication has been downloaded over 1,500 times
Slideshares = over 30,000 views

Inspiring research – transforming scholarship

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Display At Your Own Risk

AN EXPERIMENTAL EXHIBITION OF DIGITAL CULTURAL HERITAGE

Andrea Wallace and Ronan Deazley
with contributions by

Simeon Parker, Megan Brown, Lizzie Newby, Fred Baamonde,
Victoria Robins, Kerry Stolarsky, Paul Tommura, Paulina Machado,
Liam R. Brown, Caroline Locke, Patty Drenth

http://displayatyourownrisk.org/
Europeana applying OA research

http://strategy2020.europeana.eu/
@SimonTanner
Europeana applying OA research

http://pro.europeana.eu/publication/impact-assessment-case-study

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Back to enabling Digital Humanities at scale
Benefits of creating King’s Digital Labs

- **DDH:**
  - Focus on research and teaching
  - Larger, more sustainable, research projects and programmes

- **KDL:**
  - DH even more embedded in academic practice across Arts & Humanities and the rest of King’s – influencing e-research strategy
  - Focus on tools, software development & infrastructure

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DH as Open Innovation

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DH at (sustainable) Scale

Inspiring research – transforming scholarship

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King’s Digital Labs

Roles:
- Director – Dr James Smithies
- Project Manager
- Analysts
- Software Developers
- UI/UX Designers
- Developers
- Systems Manager

Other considerations
- Research Software Development careers
- Knowledge retention
- Maintenance & sustainability
- Porous border across to DDH: internships, fellowships, teaching & research infrastructure, innovation
- 10% time for personal projects: maker culture, machine learning, VR, AI, blockchain...
Innovation at King’s:
King’s is a repository of knowledge, insight, creativity and invention. Innovation is how we use this to have impact, and ensure that we work to make the world a better place.

Specifically within Arts and Humanities we define innovation as:

Innovation is a process through which value (intellectual, cultural, social or economic) is extracted from knowledge via the generation, development, and implementation of ideas.

The intended result of innovation is to produce new or improved ways of thinking, capabilities, services/products, strategies or processes.
## Innovation and the Digital Humanities

<table>
<thead>
<tr>
<th>Closed Innovation</th>
<th>Open Innovation</th>
<th>Digital Humanities</th>
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<tbody>
<tr>
<td>Most of the smart people in our field are known to us and work for us.</td>
<td>Not all the smart people work for us, so we must find and tap into that knowledge and expertise of bright individuals outside our company.</td>
<td>The smart people we want to work with are distributed all over the world as well as across my Faculty subject areas. We must tap into that knowledge and expertise to excel.</td>
</tr>
<tr>
<td>To profit from R&amp;D, we must discover, develop and ship ourselves.</td>
<td>External R&amp;D can create significant value; internal R&amp;D is needed to claim some portion of that value.</td>
<td>Our research is collaborative, open and cross-disciplinary in nature. Our innovation must be shared and allow others to contribute as these projects are bigger than any one institution (e.g. TEI or citizen humanities).</td>
</tr>
<tr>
<td>If we are the 1st to commercialize, we will win.</td>
<td>Building a better business model is better than getting to market first.</td>
<td>Building better research that is unique, useful and that will add to the wealth of human knowledge is of more immediate importance than commercialization. With research success comes other benefits; such as increased research funding and reputation. Our timescales for success will be longer than the commercial marketplace.</td>
</tr>
<tr>
<td>If we create the most and the best ideas in the industry, we will win.</td>
<td>If we make the best use of internal and external ideas, we will win.</td>
<td>If we share ideas, tools and techniques to enrich our research environments, we will win.</td>
</tr>
<tr>
<td>We should control our intellectual property (IP) so that our competitors don’t profit from our ideas.</td>
<td>We should profit from others’ use of our IP, and we should buy others’ IP whenever it advances our own business model.</td>
<td>Being cited and credited for our research is a major win that cannot be achieved without open sharing of results, outputs and outcomes. We should make our IP as available as possible to foster collaboration and for all to build upon.</td>
</tr>
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</table>

What does the Digital Humanities community care about?

- Openness
- Collaboration
- Collegiality and Connectedness
- Crossing subject boundaries
- Diversity
- Experimentation
- Innovation
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