IUGONET Web & Outreach Group Report

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Graduate School of Science,
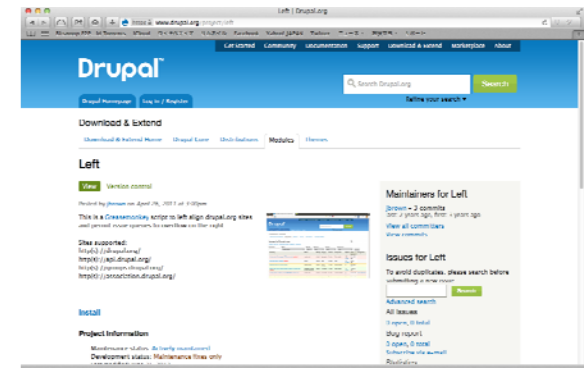Kyoto University

Conclusion

- IUGONET is giving its service.

- A web & outreach section is not a section of those who cannot contribute in other sections.
  - Understand IUGONET project,
  - Reproducing for peoples with various background,
  - Preparation of the material which assists explanation

- Ph.D. does not guarantee execution of this task. Skilled developers are needed.

Tasks

- Twitter (&FB): Japanese   (Trend)
  - by using bot
- News Letter: (Traditional)
  - Printing & PDF
- Booklet: Japanese and English (Traditional)
- Web: (2009-2012, WDC), (2013- NIPR)
- Twiki: (2009-, WDC)

- Activities: Workshop, Mini Workshop,
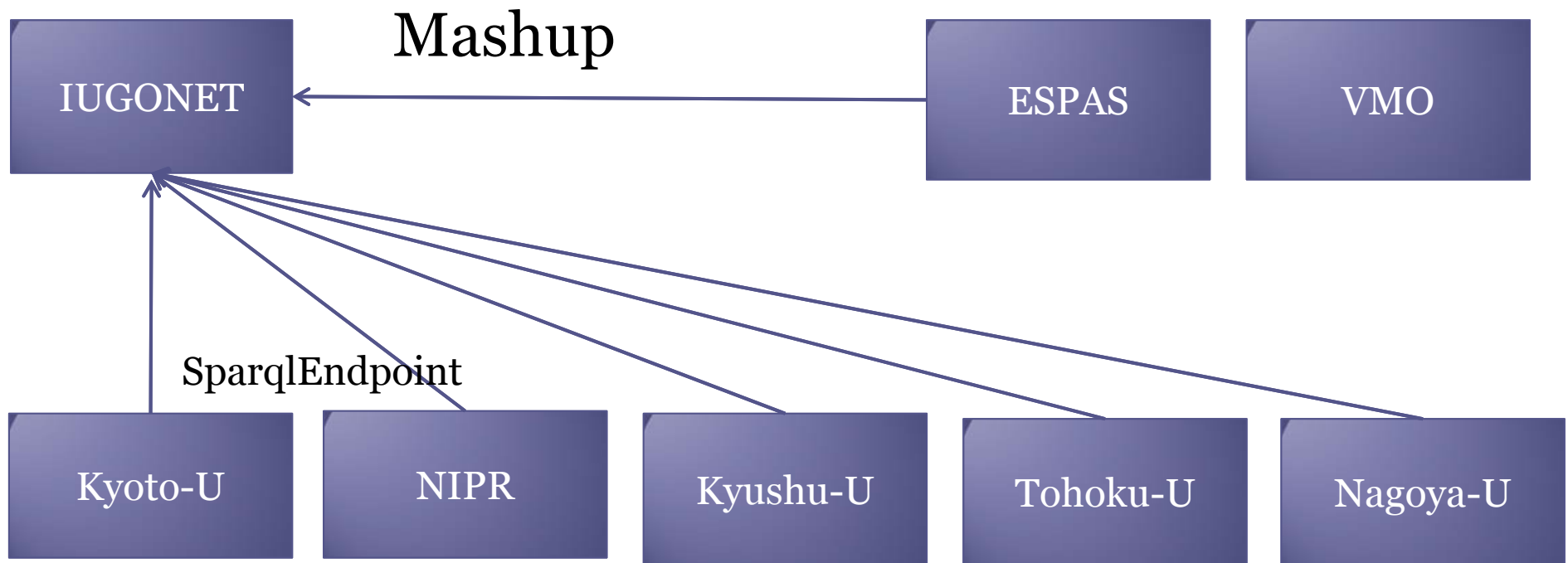   Exhibition Booth

Web 1

- Web is not only the work which writes sentences.
- Necessity :
  ▫ Linux, Apache HTTPD, PHP, MySQL (LAMP).
  ▫ It is a small database itself!

- Current our system is trouble some for management.
- It's time to start CMS (Contents Management System).

Web 2 (Suggestion)

- To use Linked Open Data technique.

Mashup

IUGONET   ESPAS   VMO

SparqlEndpoint

Kyoto-U   NIPR   Kyushu-U   Tohoku-U   Nagoya-U

Public Relations (Direct way)

- IUGONET Data Analysis Workshop
  - $10,000 / 1 time!
    - Supporting travel fee for <u>participants</u>.

- Case example of the other projects
  - Mendeley Advisor,
  - ORCID Ambassador,
  - RDA Webinars,

Public Relations (Indirect way)

- Broadcasting by using Ustream
  - We tried to use Ustream before.

- YouTube
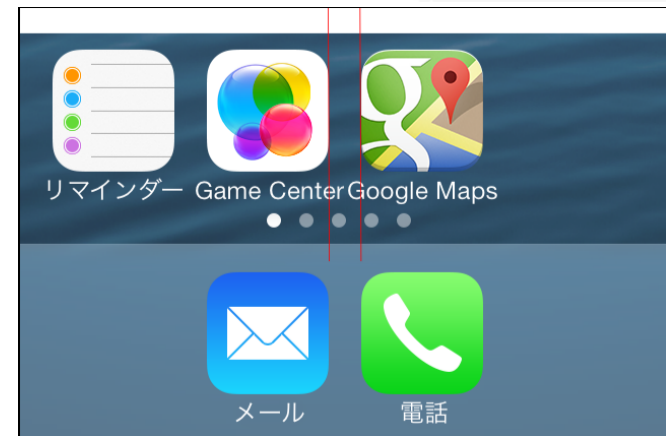 - CamStudio(Capture),
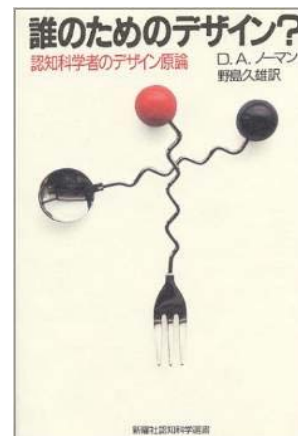 - AviUtl(Movie Editing)

Necessary Technique and Knowledge

- Technique
  - Illustrator / Inkscape: 2D, draw
  - PhotoShop / GIMP: 2D, paint
  - (Metasequoia / Blendar / Autodesk in the future): 3D

- Knowledge
  - Submission of a manuscript

Design & Cognitive Science

- Artists are uneccessary.
  - Needed: Non designer's design book.

- Cognitive Science are needed.

Trading Cards

- QR Code ties real space and virtual space.

- This is not just playing.

- We faced Japanese Localization Problem.
  - Simple Knowledge Organization System (SKOS) solves this issue (only keywords).

Game by using Ontology(将来構想)

QR code is key to Virtual Space.

e.g., Score=blablabla (役を定義するには、意味を解する必要があり。セマンティックウェブへ)

• e.g., フレア望遠鏡、ACE、EISCAT、オールスカイイメージャー、磁力計(Dst Index)

Cardの作り方

- IUGONET XML ---(XSLT)-$\rightarrow$ SVG (今回は手動)、
- レーザープリンタで両面印刷、
- 大雑把にカット、
- かどまる君でかどをR_3で丸くする。
- 定着剤を吹きかける。

- 知見：文字情報ではなく、ブロックダイアグラムや測器の写真がメタデータとして有効。

- QRコードを見たら、かざす習慣ずけの為、Dagikと足並みをそろえてAOGSで展示。

Paper fan

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