

# みんなくりポジトリ

国立民族学博物館学術情報リポジトリ National Museum of Ethnology

SER no.028; Appendix : A2 Glossary

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## Appendix A2

### Glossary

*Global Digital Museum:*

A single and federated virtual museum which provides user a single view of multimedia contents of multiple museums. The term is also referred to a server which provide access modality to the virtual museum.

*GDM:*

Acronym of Global Digital Museum.

Global Digital Museum/Museum Education:

GDM focused on museum education.

*GDM/ME:*

Acronym of Global Digital Museum/Museum Education.

*Museum Experts:*

People who has expertise in domain fields, i.e., museum teachers, curators, researchers, museum staffs, etc.

*Users:*

School teachers and children, general public who typically accesses from home, etc. The main audiences of GDM is school children who belong to higher grades in primary school, ages 9-11 years old, and junior high school, ages 12-15 years old.

*Virtual Museum:*

A museum on the Internet where user can access multimedia museum contents. The museum consists of public museums and personal museums.

*Public Museum:*

Museum contents created by museum experts, or which are authorized by the experts. Public museum can not be updated by the users once they are created or authorized.

*Personal Museum:*

Museum contents created by individual users, which is not authorized by museum experts. The contents is distinguished from public museum in terms of the level of

quality. The personal museum is authored by a user with resources of the public museum and other personal museums published to the user. The personal museum can be updated by museum experts and other authorized museum users as well as the creator of the personal museum.

*Exhibition:*

Collection of museum materials which is a component of virtual museum. GDM comprises any users collections, whether the collection is authorized or not by the museum experts.

Exhibition may composed of resources and another exhibition.

*Exhibit:*

Same as exhibition.

*Scenario:*

Minimum unit of museum information which has a story. The scenario consists of pages.

*Page:*

A set of multimedia materials of museum which is displayed in one window. The MM materials are arranged in a page according to the layout information.

*Resource:*

Digitized multimedia materials of museum including text, image, image, sound, and video. MM materials are a component of scenario, and are read-only for users. Text can be created by users by modifying the existing text in book.

*Text:*

ASCII text.

*Image:*

Digitized image data, typically in GIF and JPG format.

*Audio:*

Digitized audio data, typically in WAVE format.

*Video:*

Digitized video, typically in MPEG and AVI format.

*Book:*

Exhibit which is created by users. The book is classified into Textbook and Notebook.

*Textbook:*

Book which is used by school teacher and students. According to the target reader, the textbook is categorized into Textbook for Teachers and Textbook for Students.

*Textbook for Teachers:*

Textbook which is created by museum experts, or textbook which is authorized by museum experts.

*Textbook for Students:*

Textbook created by school teacher and is not yet authorized by museums. These textbooks are searchable by the students and other teachers.

*Notebook:*

Book which is created by school children.

*Annotation:*

Textual information created by user. Annotations includes comment to user selected area of an image used in a scenario.

