

## **Steve Project: Technology Background**

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The Steve research process is being performed in four distinct phases called term sets. The first three of the term sets have been performed solely in the Steve tagging web application. The final term set required that Steve be extended to be capable of running a Facebook application. Each term set aimed to address specific questions which as a whole could help us better understand tagging in a museum environment.

The first term set addressed tested two variables to determine if they inhibited or enhanced user tagging. These variables were the presentation of museum metadata with a work of art and presenting the images in sets. Four environments were deployed using the permutations of these variables enabled or disabled.

The second term set repeated the metadata question in order to gain a better understanding of the effects. In addition, a new variable controlling the presentation of previously submitted tags was included. This component also aimed to see if its display would inhibit or enhance the tagging experience.

Term set three extended the concept of sets by allowing taggers to create their own sets based on one of two presentation types. A tagger was placed into either the image or word hub environment. The tagger could then create an image set by selecting a group of images or words, respectively. The words were previously submitted tags which resulted in images that received those tags becoming elements of the new set.

The final phase of the Steve research process reaches into the social internet realm. There will be two primary environments that users will participate in. Steve has been extended to be deployable as a Facebook application, in which users can seamlessly jump between Facebook and the Steve tagger. Users have the capability of sending works of art and their corresponding tags to their Facebook contacts. In addition, they can publish works of art to their activity feeds. An analogous environment has been developed in the Steve tagger for non-Facebook users. Users of this “e-social” environment can send tagging invitations for individual works via e-mail.

The specific environments deployed in all term sets can be seen at the following url:  
<http://trac.steve.museum/wiki/DeployedEnvironments>

### **TermReview Tool:**

As part of the project, we've committed to reviewing terms submitted by users against images of art from the partner institutions. Institutions have been given account access to view and re-view terms specific to their museums.

The termReview guidelines (see attached TermReviewGuide.pdf) have been distributed as a description of how terms should be reviewed

The tool can be viewed here:

<http://verne.steve.museum/termreview> please log in with:

username: tateReview2

password: 12345

### **steve Reports Tool:**

In order to answer more complicated research questions about the data. The team developed a research and reporting tool that uses an XML schema to automatically generate SQL queries against the steve data model. Filters for these queries can be specified once in the schema and then applied repeatedly in many subsequent data queries without risking typographical or syntax errors due to repeating common parts of these queries repeatedly

<http://verne.steve.museum/reports/reports-beta>

username: web\_user

password: secret

click on the heading that you want to report on (i.e. AAT Analysis) and then click on the termSet you would like to filter against. You can find the termset buttons in the upper left hand corner of the interface. This will kick off a set of AJAX queries so you should see the data for that part of the report start to auto-fill. For grid cells in the report that have ellipses (...) these are links to embedded reports some of which will have graphs associated with them.

### **steve Development Methodology:**

As part of the software development process for the steve project, we've developed a fairly rigorous software development process that has served us very well in tracking all the detailed requirements and bug fixes that have occurred along the way. We use a modified version of an agile software development protocol. We've had a mini-workshop accepted at this years Museums and the Web conference to describe this process and how it may apply to other areas of museum project management. You can refer to the MW2008 abstract for Agile Development ([http://www.archimuse.com/mw2008/abstracts/prg\\_335001737.html](http://www.archimuse.com/mw2008/abstracts/prg_335001737.html)) for more description.

As part of this methodology, we've used a project management tool for software development that supports the steve-dev team. Trac is the name of that tool. You can access the details of the tool at: <http://trac.steve.museum> the front page is a wiki with a variety of different kinds of information important to the developers. More interesting perhaps is the ticketing system used here. Click on "view tickets" in the upper right hand corner, and then choose report 6. by milestone including closed (or click here <http://trac.steve.museum/report/6>) from this page you can see all accomplished and outstanding tasks and their respective priorities and assessments.