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### Gamifying Metadata

This brief us about gamifying metadata as presented in the article, “Building blocks of metadata: What can we learn from Lego?”, by Emma Tonkin and Andrew Hewson (2010) is intriguing. Thinking about gamification and anything else is interesting to me. Thinking about how people learn and think is important in thinking about how to set up a metadata plan in a way that is useful for managing it but also how others can learn to use it. This sort of goes to how people learn to do effective queries through practice and learning new reliable keywords to get to certain, desired data or information. While I feel like metadata should be more of a focus for data management, and DAM in the context of this class, it could pull double duty in helping queries for different stakeholders.

Gamifying metadata can be seen from the perspective of designers and planners building up a metadata structure from the ground up. I think it is more of research and discovery type activity in building metadata. Metadata should probably be based on established and proven frameworks, which can then be tailored using the building block method to fill in any special needs or gaps.

Gamifying metadata can also be used to evaluate the user experience. Since users in general won't be trained in the taxonomy of finding desired information it might be beneficial to tailor a metadata to how a user would search in addition to having it set up for management. Like a library has search systems, many times it is faster to key in on useful information with the help of a librarian. By using gamification to see how people search and learn, maybe this will allow searchers to proficiently find what they seek without needing an expert librarian to hold

them by their hands. But just like teachers, experts, enthusiasts can always help us find new information and see new perspectives; Librarians will always be needed to help.

### Taxonomies

This is my second semester in the Informatics program here at San Jose State. From the very first class I have been exposed to metadata and taxonomy as important to informatics. This week in this class I am finally seeing how they are related, and how they are different. One interesting insight is that taxonomy can control the vocabulary of specific elements in metadata (Solomon, 2016). I sort of thought metadata controls data and searches, but I see that a taxonomy is needed to make searches and preservation make sense.

I am also understanding the different sorts of taxonomies. I took database design in undergraduate school, and learned about entity-relationship diagrams. I am fascinated by the different sorts of taxonomy structures: Genus/Species, Whole/Part, Faceted (Solomon, 2016). Genus/species makes sense from junior high and high school biology. The whole/part hierarchy makes sense from object oriented programming in undergraduate school. Faceted classification is harder to wrap my head around. This is the second class to bring up faceted (technically the other class called it multifaceted) classification; the flexibility seems like a good balance between having whole/part hierarchy and allowing parts to be very different. I think there could be a way to use genus/whole/faceted as the taxonomy structure. Since the hierarchy should only be three levels. The first level should be genus, the second level whole, and the third level could be the parts in a faceted manner. It would depend on the application of course, but this seems like a good way to build a taxonomy. I bet it is already done. The main thing is to see which sorts of taxonomies and structures are out there. It might even be fun to think outside the box and create a whole new system, though that should only be done after using and analyzing what is already done.

## Resources

Solomon, M. (2016). Digital Assets And Content: A Foundation For Digital Strategy. In J. Horodyski (Ed.), *Perform, Transform, & Outperform: Digital Content Strategies To Optimize Your Business For Growth* (pp. 37-46). [Kindle Fire HD 10 (9th generation)]. Retrieved on February 21, 2021, from <https://www.amazon.com/>

Tonkin, E., & Hewson, A. (2010). Building blocks of metadata: What can we learn from Lego? *International Conference on Dublin Core and Metadata Applications*, 0(0), 1-10. Retrieved on February 12, 2021, from <https://dcpapers.dublincore.org/pubs/article/view/1041/991>