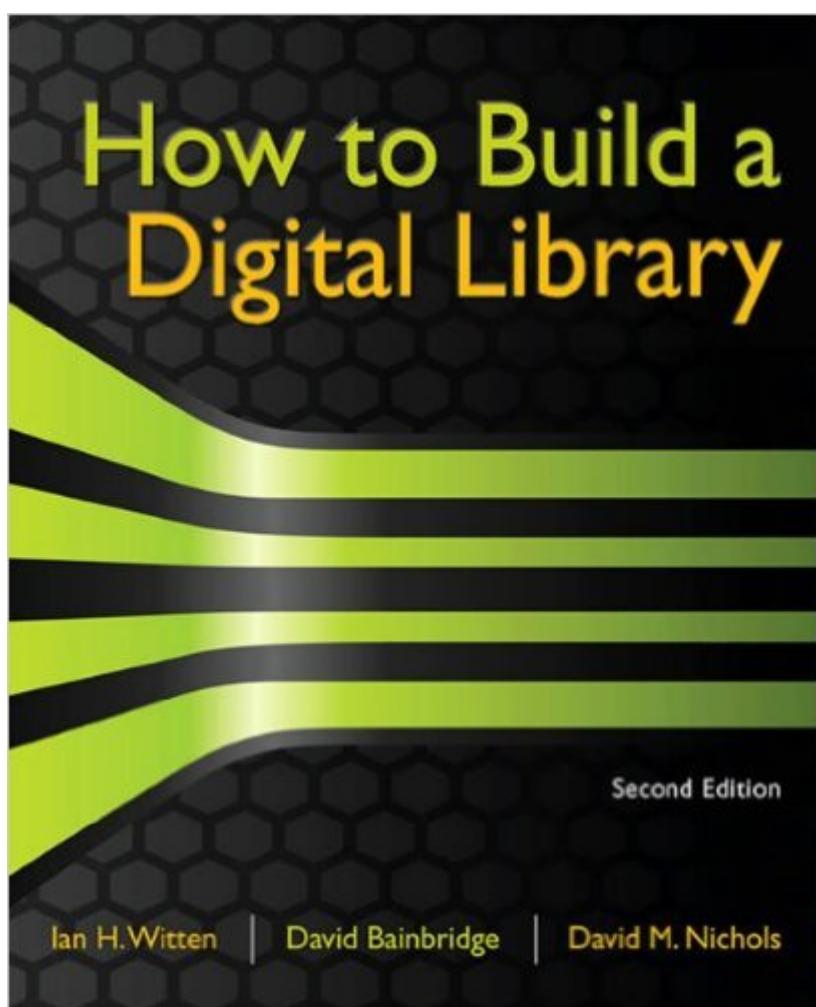


The book was found

How To Build A Digital Library (Morgan Kaufmann Series In Multimedia Information And Systems (Paperback))



Synopsis

How to Build a Digital Library reviews knowledge and toolsÂ to construct and maintain a digital library, regardless of the size or purpose.Â A resource for individuals, agencies, and institutions wishing to put this powerful tool to work in their burgeoning information treasures. The Second Edition reflectsÂ developments in the field as well as in the Greenstone Digital Library open source software. In Part I, the authors have added an entire new chapter on user groups, user support, collaborative browsing, user contributions, and so on. There is also new material on content-based queries, map-based queries, cross-media queries. There is an increased emphasis placed on multimedia by adding a "digitizing" section to each major media type. A new chapter has also been added on "internationalization," Â which will address Unicode standards, multi-language interfaces and collections, and issues with non-European languages (Chinese, Hindi, etc.). Part II, the software tools section, has been completely rewritten to reflect the new developments in Greenstone Digital Library Software, an internationally popular open source software tool with a comprehensive graphical facility for creating and maintaining digital libraries. Outlines the history of libraries on both traditional and digitalWritten for both technical and non-technical audiences and covers the entire spectrum of media, including text, images, audio, video, and related XML standardsWeb-enhanced with software documentation, color illustrations, full-text index, source code, and more

Book Information

File Size: 7614 KB

Print Length: 656 pages

Publisher: Morgan Kaufmann; 2 edition (November 9, 2009)

Publication Date: November 9, 2009

Sold by:Â Digital Services LLC

Language: English

ASIN: B004OVEX90

Text-to-Speech: Enabled

X-Ray: Not Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Enhanced Typesetting: Not Enabled

Best Sellers Rank: #750,794 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #100

in Books > Politics & Social Sciences > Social Sciences > Library & Information Science > Academic Libraries #124 in Kindle Store > Kindle eBooks > Nonfiction > Politics & Social Sciences > Social Sciences > Library & Information Science #526 in Books > Computers & Technology > Networking & Cloud Computing > Network Administration > Storage & Retrieval

Customer Reviews

There is some really good information in this book regarding the fundamentals, history, theory and practice of building digital libraries. I'd recommend the first half of the book to anybody. However, the second half of the book is burdened by heavy reliance on the Greenstone software package: a gnarly hack of Perl, C++ and Java code which should be relegated to the software dustbin. It's a shame when quality guidance is burdened by bad software.

[Download to continue reading...](#)

How to Build a Digital Library (Morgan Kaufmann Series in Multimedia Information and Systems (Paperback)) Digital Watermarking (The Morgan Kaufmann Series in Multimedia Information and Systems) Transactional Information Systems: Theory, Algorithms, and the Practice of Concurrency Control and Recovery (The Morgan Kaufmann Series in Data Management Systems) Foundations of Analog and Digital Electronic Circuits (The Morgan Kaufmann Series in Computer Architecture and Design) VLSI Test Principles and Architectures: Design for Testability (The Morgan Kaufmann Series in Systems on Silicon) Distributed Algorithms (The Morgan Kaufmann Series in Data Management Systems) Spatial Databases: With Application to GIS (The Morgan Kaufmann Series in Data Management Systems) Desarrollo de aplicaciones de multimedia / Multimedia application development (Spanish Edition) Computer Organization and Design, Fourth Edition: The Hardware/Software Interface (The Morgan Kaufmann Series in Computer Architecture and Design) Computer Organization and Design, Third Edition: The Hardware/Software Interface, Third Edition (The Morgan Kaufmann Series in Computer Architecture and Design) Computer Organization and Design: The Hardware Software Interface: ARM Edition (The Morgan Kaufmann Series in Computer Architecture and Design) Routing, Flow, and Capacity Design in Communication and Computer Networks (The Morgan Kaufmann Series in Networking) ARM System Developer's Guide: Designing and Optimizing System Software (The Morgan Kaufmann Series in Computer Architecture and Design) Computer Architecture, Fifth Edition: A Quantitative Approach (The Morgan Kaufmann Series in Computer Architecture and Design) Computer Architecture: A Quantitative Approach (The Morgan Kaufmann Series in Computer Architecture and Design) Computers as Components, Third Edition: Principles of Embedded Computing System Design (The

Morgan Kaufmann Series in Computer Architecture and Design) See MIPS Run, Second Edition
(The Morgan Kaufmann Series in Computer Architecture and Design) Learning Processing, Second Edition: A Beginner's Guide to Programming Images, Animation, and Interaction (The Morgan Kaufmann Series in Computer Graphics) Computers as Components: Principles of Embedded Computing System Design (The Morgan Kaufmann Series in Computer Architecture and Design)
MPLS: Technology and Applications (Morgan Kaufmann Series in Networking)

[Dmca](#)