Towards a National Collection

# Practical Applications of IIIF

Manifest Editor

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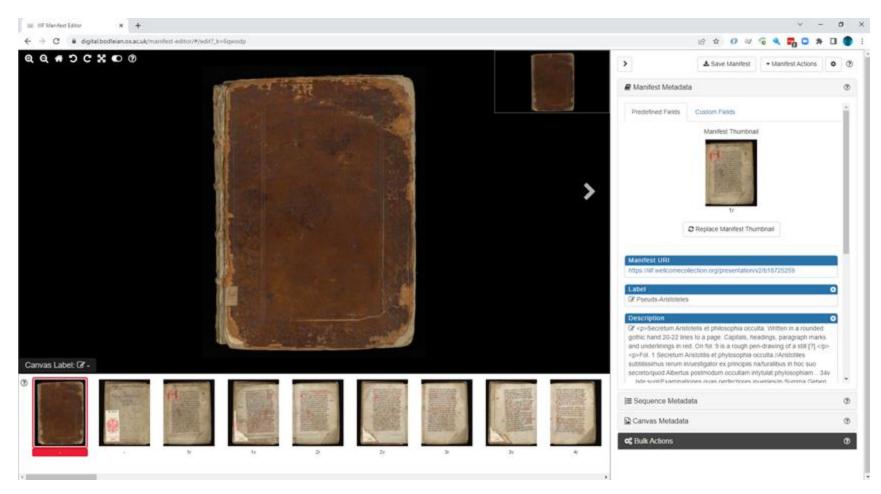
April 29, 2022

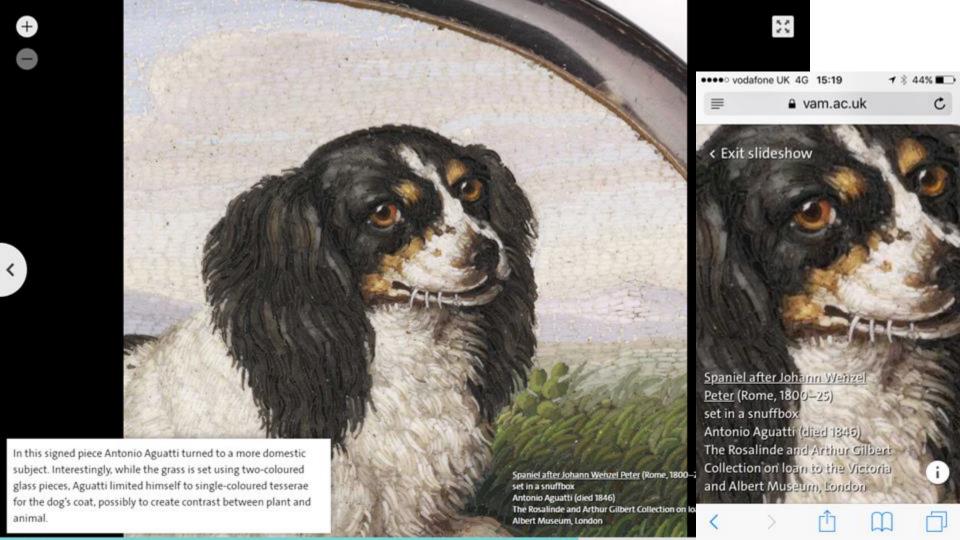


### Precedent



#### Precedent: Bodleian Manifest Editor







Rise of a Campus



HIF EXPLORER

DLCS





Current Language English -



PROPERTIES









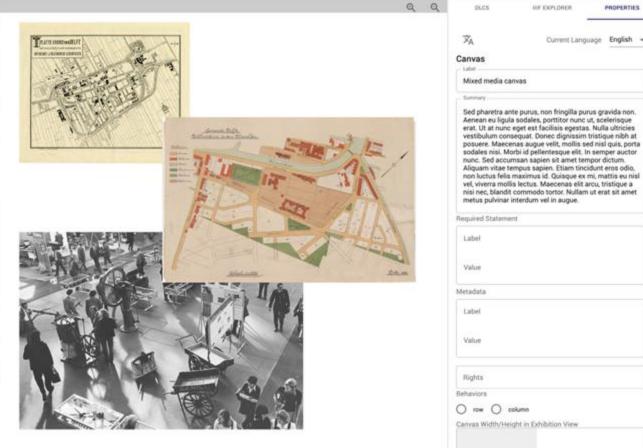


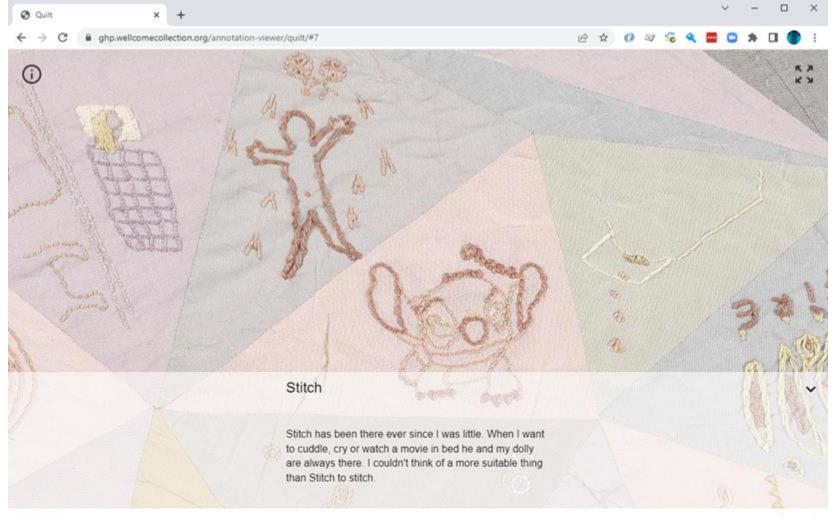












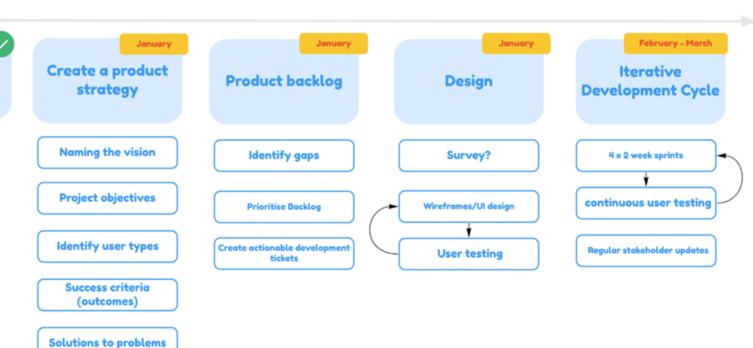
## **User Research**

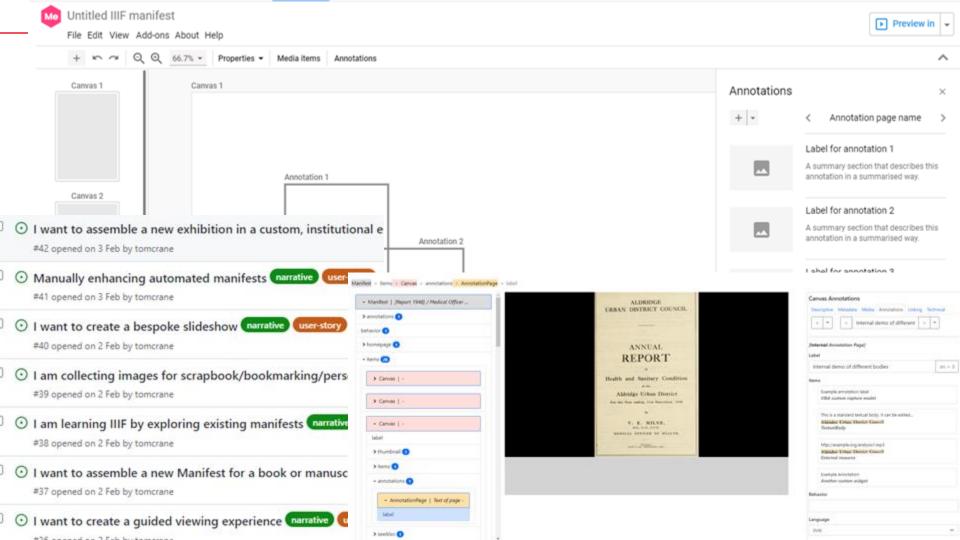


### Steps in process

Recruit user pool for survey and subsequent testing

Creating GitHub issue list





# **Product Vision**



### **Full Product Vision**

While most Manifests today are published by automated workflows, the ability to hand-craft Manifests opens up many potential applications for research and scholarship as well as creation of bespoke content for digital user experiences: stories, slide shows, exhibitions.

### A Manifest Editor should:

- ... be a useful tool no matter what level of IIIF expertise you have, e.g.,
  - IIIF experts as an alternative to hand-editing
  - People learning IIIF
  - People who don't need or want to learn IIIF, but want to create new content don't need to understand the "file format"

https://manifest-editor-testing.netlify.app/

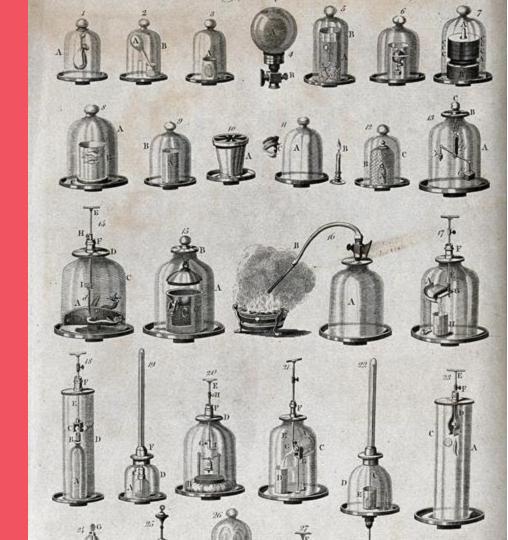
Materials:

Static images

<u>Image services</u>

Test Script 001 (and a test manifest)

# **Use cases**



Assemble Manifests from multiple media sources

Integrate into production workflows - load, browse, save

Create Manifests intended for the widest interoperability

Created Manifests that drive custom viewing experiences (but are still valid IIIF Manifests)

View and create annotations on Canvases

Support advanced composition features - collages

Who makes their own Manifests and why do they do it?

What adjacent tasks might they want to do?

### <u>Narratives</u>

Most Manifests are simple... but some are not

User journeys with commentary and links to GitHub issues

Related tasks - what other things do Manifest people do?

### Sorting Room

Cutting up Big Manifests

Assembling derived Manifests from multiple source Manifests

Bulk labelling of Canvases - pagination, foliation

Building IIIF Collections

# Considerations and challenges



What do you expect to be able to do if you walk up to a manifest editor and start work?

A IIIF Manifest is more like a web page than a slide deck.

Edit the web page, it's just a text document with tags in it. Editing the web page doesn't take care of all the links and images.

### The Problem of Persistence!

- of the Manifest itself
- of the resources linked from the Manifest

... images, image services, and more

### Both of these need infrastructure

To be useful in multiple environments, the Manifest Editor must be easy to integrate into different persistence mechanisms.

Manifest persistence can be very lightweight

Where are you saving the Manifest?

Where are the things in the Manifest?

### What exactly is the Manifest Editor?

The Manifest Editor is an open source, client side JavaScript application released under the MIT licence, which effectively means anyone can take it and do what they want with it. It does not require any server-side components. People can take the source code and host it at low cost, or no cost (e.g., in GitHub Pages). We hope institutions will find it easy to integrate it into their existing workflows and tools and we'll provide examples of how to do this.

# That doesn't help the casual or independent user. They aren't going to set up or configure anything.

So there will also be a hosted version of the Manifest Editor, that anyone can just walk up to and start using. This is just like the hosted instance of the Bodleian Manifest Editor. It's a JavaScript web application, there's no login, no account required, no collection of user data. Users will be able to visit it on the web and assemble a Manifest.

You will be able to preview, make permalinks, and export as v3 and v2.

Later we'll plug in persistence for assets, too.

Related tasks - what other things do Manifest people do?

### Reuse the framework of the Shell to host Apps

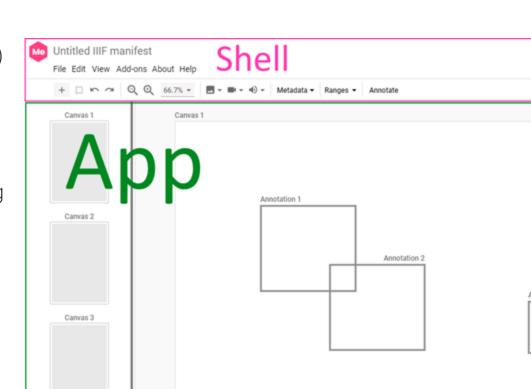
Inherit:

State Management (vault)

Undo/redo

Preview services

Loading, Saving, Browsing



### Integration

File -> Open

Preview

Save

Add new Canvas(es)

Save to GitHub, Save to IIIF REST, save to whatever...

See more on the Wiki / Discuss

#### Product Vision



- 1. Introduction
- 2. Shell
- 3. Apps
  - i. Manifest Editor
  - ii. Range Editor
- iii. Sorting Room
  4. Loading IIIF for Editing
- 5. Creating New IIIF
- 6. Saving IIIF
- 7. Preview
- Import of IIIF Resources
   Import of Content Resources
- 10. IIIF Browser
- 11. Undo and Redo
- GitHub Integration
   Configuration
- 14. List of Components
- 15. Extending Manifest Editor
- 16. Multiple instances and Collaboration
- 17. REST Protocol
- 18. Content locators

# Prototypes and wireframes

#### 4. A single embedded Annotation Page

escriptive	Metadata	Media	Annotations	Linking	Technical
Add new An	notation	-			
Annotati	ion Page	Descript	ive Properti	es	^
Annotati	ion Page	Label			
Label for your page of annotations					en + 3
Behavior	r				
Languag	e				
Languag (n/a)	е				~

Have the tool do as much work for you as possible

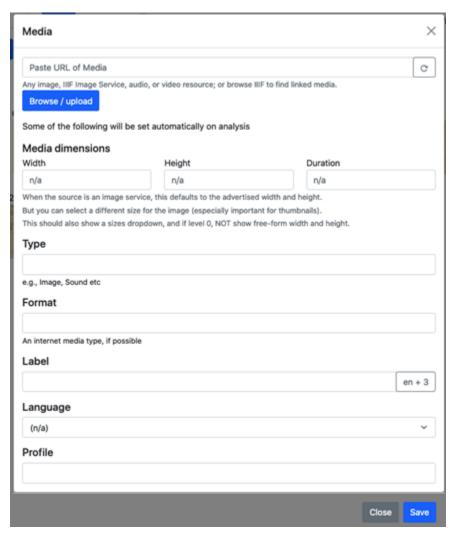
### Be clever about sniffing out what's at the other end of a link

Don't make the user fill out a form field that we could have deduced ourselves. Not only does this save work for the user, but it helps with learning.

Be familiar - but not so much that it misleads.

We can borrow a lot from slides, but we must be mindful of the differences

How much do we surface the mechanics of IIIF in a purely visual tool?



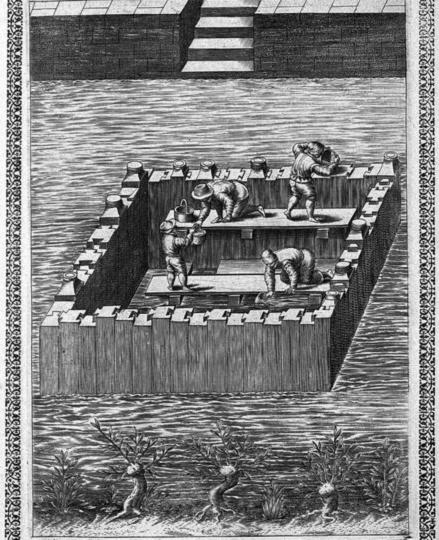
### Needs to handle whatever gets loaded into it

Manifests have complex structures, and ME is a visual tool, so needs to reflect complex structures in its UI without being overwhelming.

Can we simplify the presented UI as much as possible, but still be able to manage any valid manifest?

(sticking with images for now)

### **Foundations**



We have (we think) a coherent picture of the Manifest Editor framework and its hosted Apps

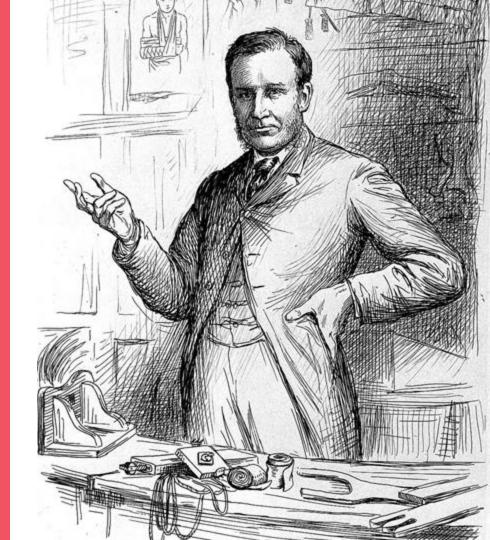
(just one atm)

It's built on top of other components:

<u>Vault</u> - now in IIIF commons - for loading, normalisation and state management

<u>Canvas Panel</u> - UI component for rendering any Canvas - and for drawing annotations on

# **Questions**



Seed questions

**IIIF Browsing and Content State** 

**Embedded and Referenced Annotation Pages** 

Other POCs

## Support us!

These slides:

## bit.ly/tanc-tc3

On GitHub:

/digirati-co-uk/iiif-manifest-editor

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# Thank you!

