The Digital Museum project for the documentation of Ikema Ryukyuan

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Goals of the Project

 To design a prototype of the web based museum for an endangered language that is easily updatable, and serves as a basis of collaborative research.

 To provide a forum in which the local people can exhibit their language products.

 To encourage the local people to have a wider access to language resources and to preserve the language and culture of the local community.

Contents

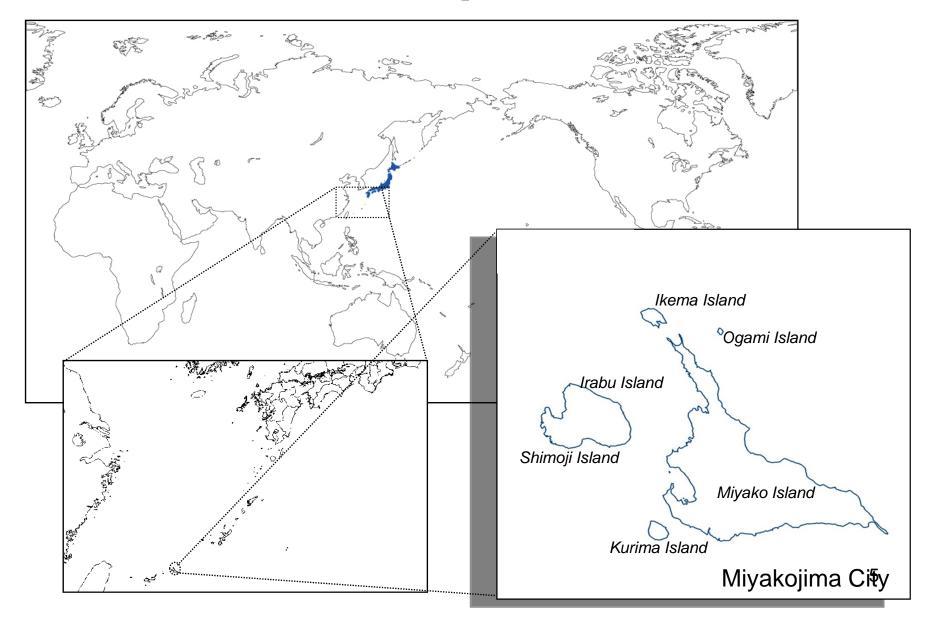
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1. Overview of the language and the community

 Ikema is a subdialect of Miyako Ryukyuan, one of the five major dialects of Ryukyuan. Ryukyuan is the only language that has been proven to be genetically related to Japanese.

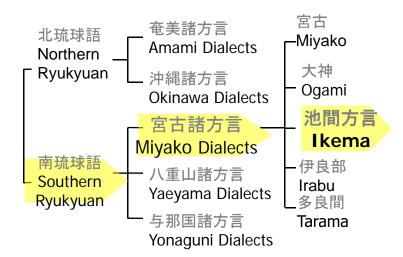
 Most of the dialects of Ryukyuan are endangered. Ikema is not an exception.

Maps



Ikema Ryukyuan

- Spoken in Ikema Island, Sarahama in Irabu Island and Nishihara/Nishibe in Miyako Island
- Approx. 2000 speakers (Fluent speakers are in their 50's or older)





2.1 About our research group

A two-year project (April 2008-March 2010) by a group of linguists and the Contents Production Team, the Department of Digital Content Research, Kyoto University.

<u>First year</u>: Basic design of a proto-type of the exhibition space with rich interfaces

Second year: Construction of an updating system, and a display of a full exhibition.

2.2 About our research group: Fieldwork

Members: Department of Linguistics (Kyoto University), Iwasaki, Shoichi (UCLA), Ono, Tsuyoshi (University of Alberta), Kubo, Tomoyuki (Kyushu University), Kurumada, Chigusa (Stanford University).

- Fieldwork on Ikema, and on other dialects of Miyako Islands since January 2006.
- Over 400 hours of recordings: natural discourse, interviews, elicitation sessions.

2.3 About the Contents Production Team

The Contents Production Team:

- Specialties: Video shooting and editing, Illustration, web design and contents direction
- Activities: Providing support for multimedia contents production for universities in Japan
 - Teaching Materials
 - Information Materials
 Web, Video, 3DCGI, Poster etc

3. Design features of the Museum

A four-layered web-based museum

Open access spaces:

- 1) The exhibition space
 - Permanent and special exhibition room
- 2) Library and references

Closed access spaces:

- 3) Closed library and archives
- 4) Data storage space

3.1 Closed access space

Closed library and archives:

Access allowed only by registered members.

Store past exhibits with transcriptions, updated archiving information and other annotations.

Data Storage Space:

Access allowed only by the research group members.

Store raw data files with basic metadata.

3.2 Open access spaces

Exhibit Space:

- Special exhibition room
- Permanent exhibition room

- Design for the permanent room
 - Indexing by location
 - Indexing by time line

Examples (1)



Examples (2)

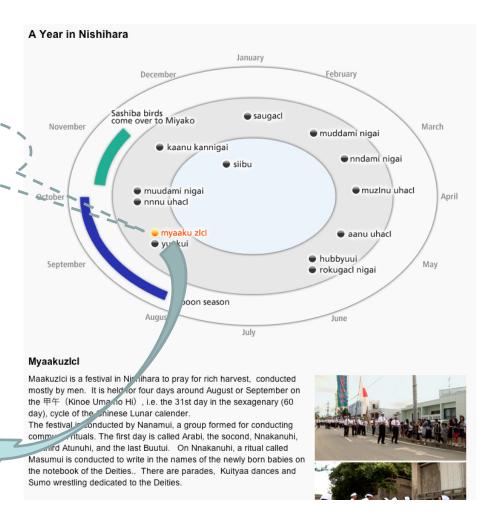
Life History Indexing by time line 1910 1920 1930 1940 1980 2000 (Life history) Personal Data Type: A(Man) Occupation:Fisherman 1900~1980 Click! Personal Data Type : B (Man) Occupation: Carpenter $\overline{\mathbf{w}}$ Personal Data tamunu Type: C (Woman) Occupation: Farmer Movies: L...nd Culture 1920~ 1910 1950 1970 × Close Birth · Pregnancy, childbirth · Celebration of child's healthy growth Childhood School · Helping adults Playing Adult · Rites of passage Job Love Marriage Roles in f ...y/relatives a community (■) •(•••)(| 00:12 00:52 Old Ane

Examples (3)

Click!

Indexing by time cycle (e.g., A year in Nishihara)





Why 'museum'?

- Why use the metaphor of a 'museum'?
- Or more specifically, 'Why do we need an exhibition space of a museum?'

3.3 The purpose of the exhibition space

The purpose of creating the exhibition space is two fold:

- To provide a forum for the local people.
- To make a new and more insightful interpretation of raw data files for display.

3.3.1 To provide a forum for local people:

- To preserve audio/video recordings of the important events in the community (i.e. the recordings can be used by future generations as "implementation manuals" of the events).
- The local people can display their works and performances, e.g. story books for children, vernacular musicals, or songs.

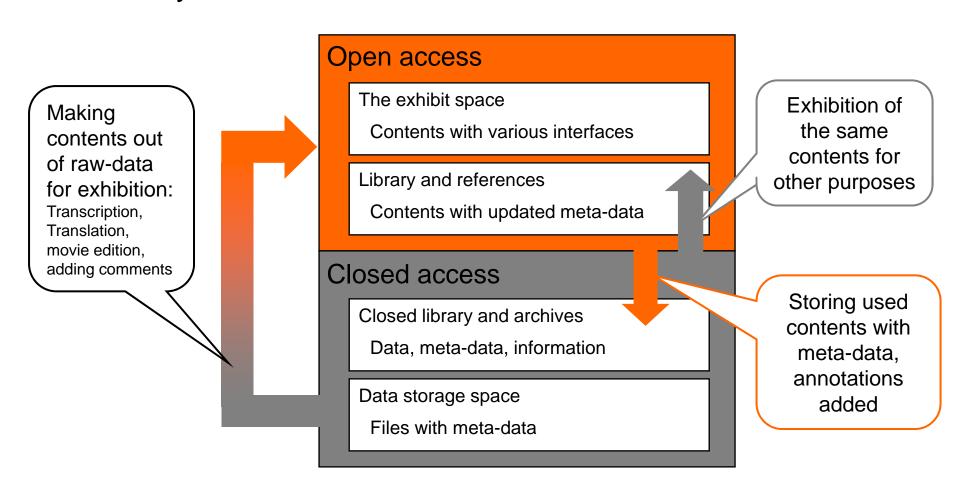
3.3.2 Meta-data updating through exhibition

- More detailed meta-data and annotations are added to sound/ movie files as they are transferred from data storage space to exhibit space.
- The annotated data can be shared and used for another exhibition by researchers with different interests.
- ->Resolution of conflicts referred to by Prof.
 Himmelmann

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3.2.3 Design features of the Museum

A four layered web-based museum



4. Some special features of the Museum

Easy updating

Use of links

4.1 Updating

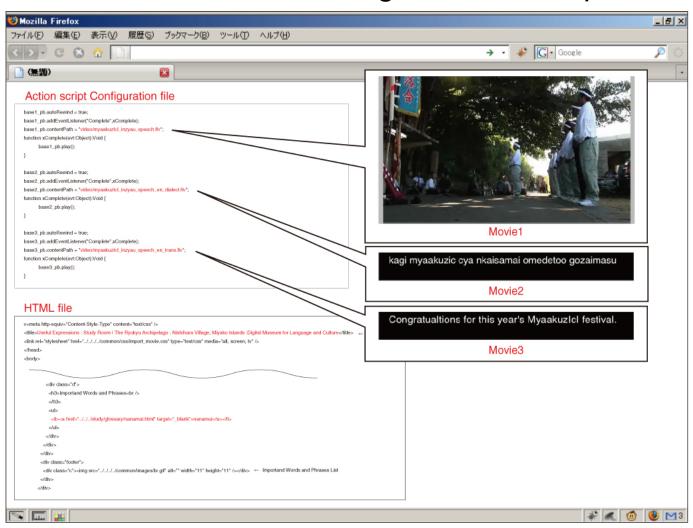
 Researchers can directly update the website through the internet by filling in the template.

The display is not based on any particular program.

The standards set by W3C (World Wide Web Consortium) are followed in principle to construct the web.

Updating

Previous methods: manual rewriting of action scripts.



Updating

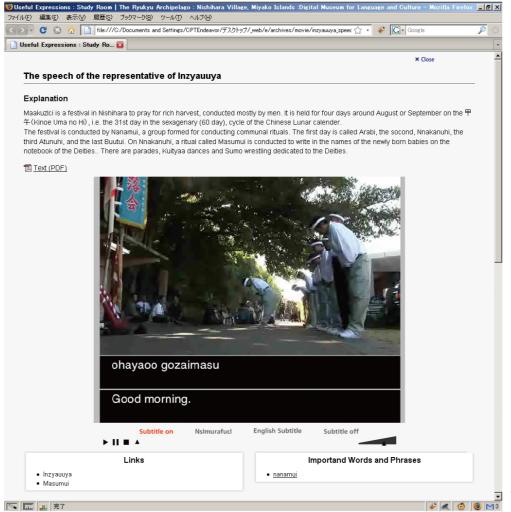
The method to be adopted for the Digital Museum: Pages can be updated by filling in the form

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Explanation		Movie2 Select	
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Link List			
Submit Reset			
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Updating

The updated page looks the same as the one made

by previous methods



4.2 Use of links

One file can be used for various exhibits.
 Links to the same file are made from various places.

See demo.

 One and the same file can be shown in different ways in different spaces.

See demo.

4.3 Other characteristics

 The system, once completed, can easily be used to create similar websites for other languages and cultures.

5. Demonstration

Acknowledgements

Thanks are due to

- The people in Nishihara:
 Hiroyuki Nakama, Chieko Hanashiro, Tadashi Nakama Kazuko Akamine, and other residents of Nishihara, who helped us in various ways.
- The members of the research group for Ikema Dialect:
 Shoichi Iwasaki, Tsuyoshi Ono, Tomoyuki Kubo, Takuya Kawada, Yoshihiko Asao, Sanae Tamura, Natsuko Nakagawa, Natsumi Takahashi
- The members of CPT:
 Masaji Iwakura, Hiroto Ueda, Mikiko Takahashi
- Meari, Hirai for providing information concerning the religious life of Nishihara.