

The Digital Archiving of Historical Political Cartoons: An Introduction

Junte Zhang
Meertens Institute & NIOD
Institute for War, Holocaust
and Genocide Studies

Kees Ribbens
Erasmus University Rotterdam
& NIOD Institute for War,
Holocaust and Genocide
Studies

Rob Zeeman
Meertens Institute

Royal Netherlands Academy of Arts and Sciences

ABSTRACT

Political (editorial) cartoons often capture the *Zeitgeist* of society and convey a message. Increasingly, historians study them to understand commentaries of past events or personalities. Visual culture as an academic subject could be greatly enhanced if this information can be digitally archived. We employ crowdsourcing to obtain valuable metadata by guiding volunteers' feedback using an online survey with 31 targeted questions. We provide intellectual access to a set of about 300 cartoons of a single creator spanning over multiple years in a highly interactive search engine.

Categories and Subject Descriptors

H.3.3 [Information Search and Retrieval]: Search process; H.3.7 [Digital Libraries]: Systems issues, user issues; H.5.2 [Information interfaces and presentation]: Graphical user interfaces (GUI)

General Terms

Design, Human Factors

Keywords

metadata, crowdsourcing, e-Humanities, cartoons

1. INTRODUCTION

Newspapers often have political (editorial) cartoons that contain a commentary about events or personalities [4] which is being disseminated. For historians, these capture the *Zeitgeist* of the period of time of their study, and become an invaluable source of information. These print newspapers are stored in libraries and get digitally archived – for example by the National Library of the Netherlands – for long-term preservation to continued access. Digital archiving is the management of the life cycle of digital assets (records) [2], from preservation to continued use.

In the Radical Political Representation project, we aim to digitally archive historical political cartoons created by a single cartoonist and published before and during the Second World War, so we gain insight into different points of

view and support the study of visual culture using a computational approach. This is made possible because newspaper pages have been digitized as images, which contain cartoons. These cartoons are not yet machine-readable, therefore providing intellectual access is the best option. It has been proposed in [5] to detect the text lines in cartoons using OCR, but this is difficult because it involves handwritten texts. In [3] it is pointed out that “more descriptive areas by which images might be accessed are largely neglected,” and argued that subject indexing as a field of academic work is *aboutness* – and VRA Core 4.0 is referred to as a metadata schema to record bibliographic information.

Our aim is to transcribe a cartoon, and move beyond standard bibliographic information by comprehensively capturing its meaning(s) for historical research by eliciting user feedback using crowdsourcing. So we address the following question: How can we provide intellectual access to, and allow for, advanced use of these cartoons?

2. CROWDSOURCING OF CARTOONS

The objects of our study are so far 286 cartoons published by Maarten Meuldijk in the weekly *Volk en Vaderland* (VoVa) of the National Socialist Movement in the Netherlands from 1937 to 1942. Pages on which they occur have been digitized by the National Library. To obtain descriptions about the cartoons, we experiment with crowdsourcing to see whether crowdsourcing is applicable in our context.

The search tasks that we have in mind are more complex, therefore we created a comprehensive survey that captures the questions historians typically would ask about a cartoon. This also requires more contextual knowledge. Fig.1(a) shows the VoVa Annotation Editor developed in Adobe Flex, where we guide users through a set of 31 targeted questions in 8 stages, and aid them by offering answers of these questions with pre-defined multiple choice answers in combination with open answers. Users can zoom in/out on a cartoon, but also read contextual information related to the cartoon in the articles on the page – a strategy used by a number of users. There are no time limits and a cartoon is randomly assigned and stays assigned to a user until completion. To control for the completion of a cartoon description, we validate all questions for at least 1 given answer.

We invited interested volunteers online and in printed national media. In total 189 users registered, where eventually 83 volunteers participated with at least 1 completed description of a cartoon and with 5 users completing more than 10.

