Presented by

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What is open?
Open as a toggle switch

To make something freely available for simultaneous access and reuse for different purposes in the digital environment

(D'Antoni, 2009; McMartin, 2008)

Images: Switch edited by Arthur Shlain and Equalizer by Creative Stall from the Noun Project
Open
as a toggle switch

Openness
as an equalizer board

Images: Switch edited by Arthur Shlain and Equalizer by Creative Stall from the Noun Project
Context / User perceptions
Where can I use them?
What is openness to me?

Platform / User Experience
What the collection have?
How can I browse or find what I need?

Terms of Use / Usage Conditions
How can I use them properly?

Extent of Use
How much can I use?
The principal purpose of art museums is **EDUCATION**

(Association of Art Museum Directors, 2011)

*Image: View of the Grand Salon Carré in the Louvre by Giuseppe Castiglione (1861)*
Over the years, with the continuous development of digital technology, museums have been opening up their content and create more ways to experience their digital images.

Image: A Creative World of Digital Play permanent exhibition by ArtScience Museum Singapore and TeamLabs
 RIJKS STUDIO

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Anton mauve
Marybeth
1 hour ago - 7 works

zwierzęta
Agata Kowalska
2 hours ago - 7 works

rośliny
Agata Kowalska
2 hours ago - 4 works
Mobile app and mobile-friendly website by Museum of Modern Art (MoMA)

“ScopifyROM” app by the Royal Ontario Museum (ROM)
"Touch Van Gogh" app by Van Gogh Museum
About the Van Gogh Museum

View the Van Gogh Museum YouTube Channel

The Van Gogh Museum in Amsterdam houses the largest collection of art works by Vincent van Gogh (1853-1890) in the world. The permanent collection includes more than 200 paintings by Vincent van Gogh, 500 drawings and more than 750 letters. The museum also presents exhibitions on various subjects from 19th-century art history.

- The bedroom (October 1888) by Vincent van Gogh
- Sunflowers (January 1889 - 1889) by Vincent van Gogh
- Montmartre: windmills and allotments (March 1887 - April 1887) by Vincent van Gogh
- Bridge in the rain: after Hiroshige (October 1887 - November 1887) by Vincent van Gogh
- Gauguin's chair (December 1888 - 1888) by Vincent van Gogh
- The pink orchard (March 1888 - 1888) by Vincent van Gogh
Other open sources of images

Web image archives & aggregators

Library and Institutional collections

Stock images and photo communities
The Open Image Collections is a collection of digital image sources suitable for teaching, learning and research. Sources include museum digital collections, stock images, photo archives, design resources and image search engines.


OR

Google
"Open image collection NTU"
What does all these got to do with art librarianship?
Going beyond what we have in our holdings
Include the use of open images in instructional classes for art, design and media students

Image: NTU Libraries via Flickr
More emphasis added on…

- Visual research / review
- Appropriate use of images
Which image to choose?
Librarian’s Role

- Design lesson activities with faculty
- Select appropriate image sources for different uses
- Emphasize on the appropriate use of images

...
Recommend open image sources for research projects

Avant-Garde explorations in fashion design with Asst. Prof. Galina Mihaleva
Librarian’s Role

- Understand the research or project requirements of the user
- Search and select relevant image sources
- Advise on the appropriate use of images

...
Develop an open image collection to showcase and promote scholarship

“Online Database of illustrations by Bagyi Aung Soe” with Asst. Prof. Yin Ker

aungsoeillustrations.org
BROWSE COLLECTION of 4284 illustrations.

FILTER BY

ARTIST
All artists

IMAGE TYPE
All types

IMAGE SOURCE
All sources

PUBLICATION TITLE
All titles

PUBLICATION YEAR
All years

PUBLICATION ORIGIN
All places

SHOW ALL
GO!

4284 illustration(s) found.
Librarian’s Role

• Develop metadata structure
• Advise on copyright and terms of use
• Classify the content of the collection
• Oversee the design of the web user experience

…
What’s next?
Areas for further exploration

- **Rich** visual browsing and exploration using alternative interfaces
- **Immersive** experiences using virtual reality (VR)
Current collection interfaces are dominated by search

Image: Search by Timothy Smith from The Noun Project.
How do we browse?
How do we explore?
Collection interfaces dominated by search are stingy, or ungenerous: they don’t provide adequate context, and they demand the user make the first move. By contrast, there seems to be a move towards more open, exploratory and generous ways of presenting collections, building on familiar web conventions and extending them.

Mitchell Whitelaw
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Cream
planographic, 1968
SHARP, Martin (artist)
25M+
installs of
Cardboard apps
from Google Play
Image: The Garden of Earthly Delights by Hieronymus Bosch (1500 - 1505)
Bosch VR
by Burrell Durrant Hifle (BDH) Design & Direction Limited

Image: Scenes from Bosch VR (GIF by Allison Meier via Vimeo)
Roles of Art Librarians

Physical Collections → Open image collections → Immersive experiences
PRESENTED BY OPENNESS OF DIGITAL IMAGES

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