insemtives
Incentives for Semantics

www.insemtives.eu

ANNUAL REPORT 2010

Summary of Activities

The objective of INSEMTIVES is to bridge the gap between human and computational intelligence in the current semantic content authoring R&D landscape. The project aims at producing methodologies, methods and tools that enable the massive creation and feasible management of semantic content in order to facilitate the world-wide uptake of semantic technologies.

2010 in a nutshell

INSEMTIVES looks back to a successful 2010: building on the achievements of 2009, INSEMTIVES has continued research work carried out in WPs 1 and 2 and has focused on the implementation of novel technology in WPs 3 and 4. The INSEMTIVES platform was released as well as new versions of INSEMTIVES tools. Among others, we launched the SEAFISH game for annotating images. The case studies have delivered first prototypes and initiated first validations. New partners through INSEMTIVES enlarged have joined our project.

2011 in a nutshell

Besides finalizing and further improving tools and methods across all work packages, INSEMTIVES will put a lot of effort on evaluations, user studies, and experiments. The next edition of the game challenge as well as a workshop at WWW 2011 on games for knowledge acquisition are only two examples of the extensive dissemination and publication activities we plan to carry out. A lot of attention will be dedicated to the showcase on collaborative image annotation.

www.insemtives.eu

![insemtives - Incentives for Semantics]

ANNUAL REPORT 2010

www.insemtives.eu

Important work areas

Incentives for semantic content creation

INSEMTIVES combines techniques and expertise from semantic technologies, social sciences and economy towards a joint methodology, best practices and guidelines for the authoring of semantic content based on incentives.

Models, methods and techniques

INSEMTIVES has defined a model to formally represent content annotations, and information management methods based thereupon. These are based on extensive state-of-the-art surveys and on the requirements of the case study partners. These methods are complementary to our incentives-driven methodology in the sense that they support the semantic content creation process in specific tasks that can be feasibly automated.
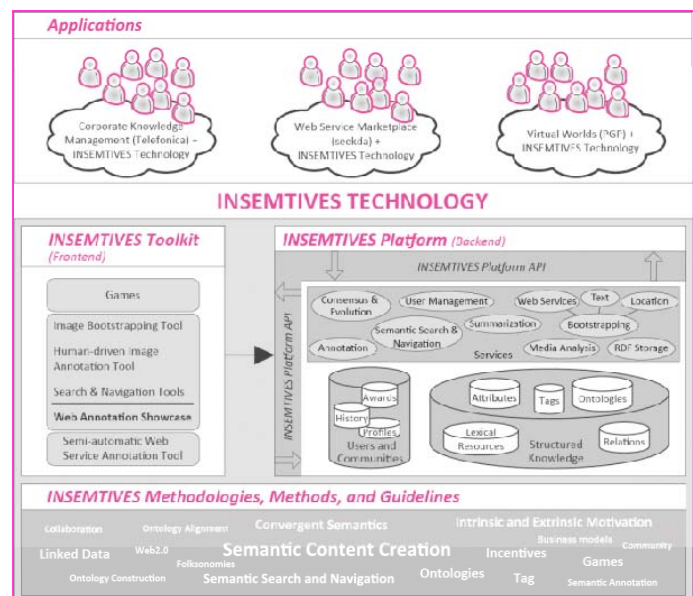
INSEMTIVES platform and toolkit

The first version of the platform was released and is deployed in all case studies and used by the toolkit. The technology is constantly being further improved.

Case studies

The three case studies have been further specified and first prototypes are up and running in order to gather feedback from the users.

Supported by ![SEVENTH FRAMEWORK PROGRAMME]

insemtives
Incentives for Semantics

ANNUAL REPORT 2010

www.insemtives.eu

User Involvement, Promotion and Awareness

INSEMTIVES has pursued a number of activities to increase community awareness and involvement. The project has set up its Web presence and blog, and was represented at the STI International Symposium, ESWC and ISWC 2010. We carried out a workshop at ISWC 2010. The game idea challenge was successfully completed and a new edition is now planned for 2011.

We are extending our user advisory board. A first meeting took place in May 2010 where we could gather valuable input. Other community building activities include the collaboration with related projects and initiatives through joint meetings and invited talks.

Future Work
In 2011 INSEMTIVES will evaluate all tools and technologies developed in the last year. We will focus on publishing and disseminating project results.

Contact Information

Project Coordinator
Elena Simperl
elena.simperl@sti2.at

Project Manager
Alice Carpentier
alice.carpentier@sti2.at

www.insemtives.eu

Supported by

SEVENTH FRAMEWORK PROGRAMME