1.	Record Nr.	UNINA9910299870603321
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	Titolo	Digging into Software Knowledge Generation in Cultural Heritage : Modeling Assistance Strategies for Large Archaeological Data Sets / / by Patricia Martin-Rodilla
	Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2018
	ISBN	3-319-69188-0
	Edizione	[1st ed. 2018.]
	Descrizione fisica	1 online resource (XXI, 320 p. 135 illus., 91 illus. in color.)
	Collana	Modeling and Optimization in Science and Technologies, , 2196-7326 ; ; 11
	Disciplina	930.10285
	Soggetti	Software engineering Archaeology Computational intelligence Software Engineering Computational Intelligence Humanities and Social Sciences, multidisciplinary
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Nota di bibliografia	Includes bibliographical references at the end of each chapters.
	Sommario/riassunto	This book focuses on innovative strategies to manage and build software systems for generating new knowledge from large archaeological data sets The book also reports on two case studies carried out in real-world scenarios within the Cultural Heritage setting. The book presents an original conceptual framework for developing software solutions to assist the knowledge generation process in connection with large archaeological data sets and related cultural heritage information— a context in which the inputs are mainly textual sources written in freestyle, i.e. without a predetermined, standard structure. Following an in-depth exploration of recent works on the knowledge generation process in the above-mentioned context and IT-based options for facilitating it, the book proposes specific new techniques capable of capturing the structure and semantics implicit in such textual sources, and argues for using this information in the

knowledge generation process. The main result is the development of a conceptual framework that can accommodate textual sources and integrate the information included in them into a software engineering framework. The said framework is meant to assist cultural heritage professionals in general, and archaeologists in particular, in both knowledge extraction and the subsequent decision-making process.