

Table of contents

Diane Rasmussen Neal

Introduction to indexing and retrieval of non-text information — 1

Part I: Literature reviews and theoretical frameworks

Jason Neal

Chapter 1. Precedent or preference? The construction of genre and music recommender systems — 15

Elaine Ménard

Chapter 2. Multilingual taxonomy development for ordinary images: Issues and challenges — 40

Chris Landbeck

Chapter 3. Access to editorial cartoons: The state of the art — 59

Part II: Information behaviour studies

Diane Rasmussen Neal, Niall Conroy

Chapter 4. Information behaviour and music information retrieval systems: Using user accounts to guide design — 83

Margaret Lam, Matt Ratto

Chapter 5. Seeking what we have yet to know: A user-centred approach to designing music knowledge platforms — 111

Athena Salaba, Yin Zhang

Chapter 6. Searching for music: End-user perspectives on system features — 137

Yin Zhang, Athena Salaba

Chapter 7. A user study of moving image retrieval systems and system design implications for library catalogues — 160

Part III: Empirical knowledge organization studies

Abebe Rorissa, Diane Rasmussen Neal, Jonathan Muckell, Alex Chaucer

Chapter 8. An exploration of tags assigned to geotagged still and moving images on Flickr — 185

Maayan Zhitomirsky-Geffet, Judit Bar-Ilan, Yitzchak Miller, Snunith Shoham

Chapter 9. Exploring the effectiveness of ontology based tagging versus free text tagging — 212

Kathryn La Barre, Rosa Inês de Novais Cordeiro

Chapter 10. That obscure object of desire: Facets for film access and discovery — 234

Olha Buchel

Chapter 11. Designing and visualizing faceted geospatial ontologies from library knowledge organization systems — 263

Part IV: Case studies

Pawet Rygiel

Chapter 12. Subject indexing of images: Architectural objects with complicated history — 287

Renata Maria Abrantes Baracho Porto, Beatriz Valadares Cendón

Chapter 13. An image based retrieval system for engineering drawings — 314

Kathrin Knautz

Chapter 14. Emotion felt and depicted: Consequences for multimedia retrieval — 343

Tobias Siebenlist, Kathrin Knautz

Chapter 15. The critical role of the cold-start problem and incentive systems in emotional Web 2.0 services — 376

Caroline Whippey

Chapter 16. Non-textual information in gaming: A case study of *World of Warcraft* — 406

Index — 429