

# Thesis project

## Background

While a lot of people who publish digital works on the Internet are happy to see them used in new and creative ways, there's a need to be associated with the work that you have created such that your reputation for having made something in particular is increased. This is similar to the situation in academia where crediting people whose work you build your research on is critical and feeds into the trust network of scholarly research: someone who is often cited by his or her peers is more likely to have contributed to advancing the state-of-the-art than someone who has not been cited at all.

For a digital creative, this takes the form of attribution of digital works: when someone uses one of your works and acknowledges you as the original author. When using multiple works, you are then asked to keep track of who authored which works. In academia, this is often worked into the process through the use of bibliography databases or similar. For creative works like images or videos, there are only embryos of relevant tools and even for some of the tools that do exist they still ask the user to keep a separate database of the works. Embedding this information in the image or videofiles themselves alleviates the need to track such information separately.

## Aim of the research

The aim of the thesis work is to explore the embedding of metadata for license and attribution requirements in digital works and to implement a working prototype using available standards. Students are also asked to look at and evaluate the suitability of different standards for (1) the expression of license requirements in standardised formats and (2) the embedding of such formats in digital works.

## Expected work

- Researching the three standards CC-REL, ODRL and PLUS, deciding on one of them to use for expressing the licensing requirements of a work (CC-REL is recommended but not mandatory).
- Deciding on a desktop or web application, written in Java, that deals with image or document processing and where support for metadata can be implemented.
- Implementing support for the chosen standard into the application.

## Expected results

A completed prototype that shows the possibilities of using existing standards for embedding license information in digital works.

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