

Human Face of Big Data

Background

A huge nation-wide project had been placed in the US in 1960's and 70's. This project aimed to renew cities with poor neighborhoods, mainly targeting black neighborhoods. Most residents in target cities had to move out of their hometowns, and each property had been gone through acquisition processes by government and government-contracted real estates. These historical facts left as documents in the parcel-level. Without organizing and curating these documents, it is almost impossible for the residents and researchers to know about the history.

Objectives

We aim to rebuild the old community in Asheville, NC, one of the biggest cities in the urban renewal project, in a virtual world by digitizing and curating the documents about real-estate acquisition. By doing so, original residents and other people can acknowledge what exactly happened during the urban renewal project period. Since this is about actual residents and neighborhood, we expect to connect people online and offline through this big-data oriented project. The title of this project, "Human Face of Big Data" signifies the importance of highlighting residents' memories and sense of community. Also, archivists and data scientists can make use of the digitized data and urban renewal platforms to further identify historical implications.

Theme

Community Displacement

Stakeholders

Community Members
Archivists
Researchers

Data

Property acquisition documents
JPEGs
GIS files
XML
Excel
Maps
Scripts

Final Product

A web application that is connected to geospatial databases where people can explore the historical facts and residents who lived there.

Skills

Web development skills (PHP, Javascript, HTML, CSS, Relational Database, Geospatial Database...)

Design methodologies (Human-computer interaction skills such as wired frame, participatory design...)

Archiving techniques (digitization, curation...)

Software

MySQL, PostgreSQL, QGIS, Leaflet and OpenLayers (Javascript libraries)

Professional Development

Through this project, it is possible for students to learn about (1) interface design by participating in the design processes such as user persona, wired frame, and iterative designs; (2) web development by dealing with various kinds of databases, web servers, and web-based codes; and (3) digital curation by digitizing old document with diverse techniques such as OCR, data cleaning, and georeferencing of a map.

Deadline

Mid-November