KNOWLEDGE ORGANIZATION OF FOLKLORES ON GREATER MEKONG SUB-REGION

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Background and Rationale

The importance of folklore for studying the people’s ways of life and cultures

The uniqueness of GMS and the folklore about GMS.

The concept of Digital Humanities research and its advantages for knowledge organization and management

Semantic digital library of folklore on GMS
The Mekong River is 4,880 miles long, and originates from the Himalayas it flows through Qinghai, China, and the Tibetan plateau into the South China Sea through China, Laos, Myanmar, Thailand, Cambodia and Vietnam.

The Mekong river basin was settled by people from many ethnics and nations.

Therefore, it is the origin of cultures inherited from the past and continued to affect the lives of people in the land today.
Examples of research on folklore using digital humanities technology

The project on digital library of traditional Bulgarian folklore which has several sub-projects, such as the “Knowledge technologies for description of the semantics of the Bulgarian folklore heritage” (Paneva, Rangochev & Luchev, 2007)

The “Ontology-based search and document retrieval in a digital library with folk songs” (Nisheva-Pavlova & Pavlov, 2012)
Examples of research on folklore using digital humanities technology

The development of metadata standards for Chinese traditional music (Tian et al., 2013)

The development of multimedia storytelling of Malaysian folklores (Zainal Abidin & Abd. Razad, 2003)

The development of intangible cultural heritage knowledge framework for ontology construction focusing on the GMS (Chansanam & Tuamsuk, 2013)
Objectives

The use the digital humanities research concept on the study of folklore in GMS which comprised of 3 objectives:

1. to analyze and organize the knowledge domain of folklore on GMS.
2. to develop an ontology of folklore on GMS.
3. to develop a prototype of semantic digital library of folklore on GMS

Today, the study on objective 1 will be presented
Research Conceptual Framework

- Folklores on GMS
  - Knowledge Acquisition
    - Knowledge Organization
    - Knowledge domains and classification of folklore
      - Development of ontology for folklore on GMS
      - Development of semantic digital library of folklore on GMS

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Research Methods

It is comprised of:

- a knowledge acquisition process adopted from Liou (1990)
- a knowledge organization process using the domain analytical approach
Analysis and synthesis of existing databases and documents

1. The AT catalogue of tales
2. Philippine Folklore
3. Bulgarian Folklore
4. American Folklore
5. Motif-Index of Southeast Asian Folk-Literature
Classifying the knowledge domain of folklore

Forms of folklores
Main forms of existing folklores on GMS, such as literature, music, arts, and customs

Genre
A label that characterized elements a reader/an audience can expect in a work of folklore which can be categorized by similarities in style, or subject matters.

Sub-genres
Subcategories of a genre which can be divided by the similarities in style, subject matters, name of works, performance, origin of works, etc. to the most specific unites of each genre.
Step 3

Interviews with the experts in folklores on GMS
1. To check, add, revise and confirm on the draft of folklore classification developed by the researchers
2. To identify the relationships of the contents of folklore classification with the locations (countries) of GMS

Step 4

Summarizing and reconfirming
Research Results

GMS folklore

Folk Literature

- Verbal
- Non-Verbal
- Mixed

Folk Music

Folk Performance

Folk Culture
Research Results
Research Results
Research Results

- Folk Performance
  - Expressive
    - Manners
    - Observances
    - Pageantry
  - Communication
    - Song
Research Results

Folk Culture

- Belief
  - Traditions
    - Superstitions
    - Ritual
  - Naratives
    - Tales
    - Legends
    - Myths
  - Folk medicine
    - Ballads
    - Verse
    - Poem
- Materials
  - Food
  - Shelter
  - Handicraft
    - Clothing
    - Tools
    - Landscape
Conclusion and Future work

This results will be useful for knowledge organization systems used in digital libraries and for future research and studies of GMS folklore as well as cultural information that may need to be preserved in other areas.

The knowledge of folklore classification will also be used for ontology development and the development of semantic digital library of GMS folklores in the next steps of this research.
Q & A