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### PLAYFAIR project: challenges and solutions towards building and visualising fair data for traditional games

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Like almost all research disciplines, digital humanities is poised to enter an era of unprecedented large scale analysis powered by massive amounts of (public) digital collections and hundreds of millions of records on the web. However, this rising amount of humanities data is largely unstructured, making it nearly impossible to connect to other datasets for better analysis, and in some cases even a shortage of usefulness or reusability.

An often invisible, but crucial part of the data storytelling lifecycle is the transformation of digital rudimentary data into intelligible information, namely data modeling. Historians, academics and data scientists are stymied in their ability to find, access and reuse this digital gold to produce statistical analyses and visualisations. Several studies have proposed semantic web technologies and FAIR approaches as a set of recommended solutions supporting better computational approaches, data storytelling and reuse. PLAYFAIR is concerned with how semantic web technologies can facilitate statistical analysis and visualisations on traditional games from various available sources and formats, in a universal and FAIR manner, and subsequently enhance data published on the Web in digital humanities for data storytelling.