O_Cataloguing and indexing	BT	N_4.3.5 Cataloguing	Cataloguing and indexing: Cataloguing and indexing refer to systems that record and order the semantics and syntax of the data, to enable resource discovery and collection management, to improve searchability and access and to allow the data to be collected and shared.	Cataloguing refers to the Activity Type of recording and organizing the semantics and syntax of the data, in order to enable resource discovery and collection management, to improve searchability and access and to allow the data to be collected and shared.
O_Other data processing	NT	N_4 Processing		Processing refers to the Activity Type of performing a series of actions in something (an input) in order to achieve a particular result (output).
O_Coding and standardisation	NT	N_4.3.19 Standardizing	Coding and standardization: In this context, the term 'Coding and Standardization' refers to the process of translating large amounts of data from diverse sources into standardized codes for data processing.	Standardizing refers to the Activity Type of translating large amounts of data from diverse sources into standardized codes for data processing.
O_Data modelling	NT	N_4.2.2.1 Modelling	Data modelling: Refers to the development of a theoretical framework - based on abstract models that describe how data is represented and accessed - by which information is structured for the use in a database system.	Modeling refers to the Activity Type of describing the elements and the structure of an object of enquiry in a machine-readable, explicit way, in order to construct an actionable representation of some object of research; the result of such modeling can be a schema. Modeling can also refer to the activity of transforming or manipulating a digital object in such a way as to make it compatible with a previously constructed model or schema.
O_Practice-Led Research			Practice-led research techniques used for creating digital content such as illustrations, photographs, musical compositions or animations.	

O_Design and modelling	NT	N_4 Processing		Processing refers to the Activity Type of performing a series of actions in something (an input) in order to achieve a particular result (output).
O_2d graphic design	NT	N_4.5.3 Designing	2d graphic design: The technique of using digital drawing software to render two-dimensional visual representations of objects, ideas and messages.	Designing refers to the Activity Type of the creating a plan or convention for the construction of an object or a system (as in architectural blueprints, engineering drawings, business processes, circuit diagrams and sewing patterns). Designing has different connotations in different fields. In some cases the direct construction of an object (as in pottery, engineering, management, cowboy coding and graphic design) is also considered as designing.
O_3d graphic design	NT	N_4.5.3 Designing	3d graphic design: The technique of using digital drawing software to render visual representations of three-dimensional objects. The principles are very similar to those of two-dimensional graphic design, but different results are produced.	Designing refers to the Activity Type of the creating a plan or convention for the construction of an object or a system (as in architectural blueprints, engineering drawings, business processes, circuit diagrams and sewing patterns). Designing has different connotations in different fields. In some cases the direct construction of an object (as in pottery, engineering, management, cowboy coding and graphic design) is also considered as designing.

O_Interface design	NT	N_4.5.3 Designing	Interface design: A user interface is the part of a computer program that the user is able to interact with to perform various tasks and conduct activities. In particular, the term 'interface design' refers to the design of websites and software applications.	Designing refers to the Activity Type of the creating a plan or convention for the construction of an object or a system (as in architectural blueprints, engineering drawings, business processes, circuit diagrams and sewing patterns). Designing has different connotations in different fields. In some cases the direct construction of an object (as in pottery, engineering, management, cowboy coding and graphic design) is also considered as designing.
O_2d illustration	NT	N_4.2.19.1 Illustrating	2d illustration: A two-dimensional visualization that stresses subject more than form. Illustrations can include drawings, paintings, photographs or digital images that decorate textual information and act as a visual representation of its content. In particular, illustrations can often provide the reader with a greater understanding of the subject matter than merely a textual description.	Illustrating refers to the Activity Type of using visualization, in order to stress subject more than form. Illustrations can include drawings, paintings, photographs or digital images that decorate textual information and act as a visual representation of its content. In particular, illustrations can often provide the reader with a greater understanding of the subject matter than merely a textual description.

O_3d modelling - vector	NT	N_4.2.2.1 Modelling	3d modelling - vector: To choose this method, use the Data Structuring and Enhancement page. Refers to the design of 3-dimensional representations/reconstructions of objects or structures using a vector data model and specialized software.	Modeling refers to the Activity Type of describing the elements and the structure of an object of enquiry in a machine-readable, explicit way, in order to construct an actionable representation of some object of research; the result of such modeling can be a schema. Modeling can also refer to the activity of transforming or manipulating a digital object in such a way as to make it compatible with a previously constructed model or schema.
O_Texture design and mapping	NT	N_4.5.3 Designing	Texture design and mapping: The production and applying / wrapping of a texture image onto an object to create a realistic representation of the object in 3D space. The process is similar to wrapping a plain object in patterned paper. Texture mapping adds detail, surface texture or color to the object.	Designing refers to the Activity Type of the creating a plan or convention for the construction of an object or a system (as in architectural blueprints, engineering drawings, business processes, circuit diagrams and sewing patterns). Designing has different connotations in different fields. In some cases the direct construction of an object (as in pottery, engineering, management, cowboy coding and graphic design) is also considered as designing.

O_Virtual world modelling	NT	N_4.2.2.1 Modelling	Virtual world modelling: To choose this method, use the Data Structuring and Enhancement page. The design and creation of a three dimensional environment, often undertaken with proprietary tools distributed with video games. Usually the term 'virtual worlds' refers to multi-user online environments. Some virtual worlds are designed to simulate a real place, others can be more abstract or fantasy-related.	Modeling refers to the Activity Type of describing the elements and the structure of an object of enquiry in a machine-readable, explicit way, in order to construct an actionable representation of some object of research; the result of such modeling can be a schema. Modeling can also refer to the activity of transforming or manipulating a digital object in such a way as to make it compatible with a previously constructed model or schema.
O_Video and moving images				
O_Moving image capture	NT	N_4.2.2 Capturing	Moving image capture: To choose this method, use the Data Capture page. Moving image capture refers to data captured by means of digital video cameras, webcams and TV cards. The essential parameters of any moving image sequence as a visual presentation are: presence or absence of color, aspect ratio, resolution and image change rate.	Capturing refers to the Activity Type of transforming existing objects into digital representations, in order to allow them to be manipulated using computer technologies.

O_Storyboarding	NT	N_4.2.19 Visualizing	Storyboarding: A graphic, sequential depiction of a narrative, which is often similar in appearance to a comic strip. Storyboards are often used to plan and visualize live-action video, animation, theatre, advertising, graphic novels or interactive media (including website interfaces).	Visualizing refers to the Activity Type of summarizing and presenting in a graphical form. These graphical forms can be used analytically, in order to detect patterns, structures, or points of interest in the underlying data. Virtually any kind of data can be visualized, and the forms of visualizations can be images, maps, timelines, graphs, or tables, and the like. Visualization often uses computer graphics software, including virtual reality and 2-D or 3-D animation, as well as static images.
O_Video post-production	NT	N_4.5 Producing	Video post-production: The term 'video post-production' refers to the process of producing a list of edit decisions and then creating an edited program ready for distribution or viewing. It can apply to any of the processes that occur after the filming and recording has taken place.	Producing refers to the Activity Type of generating or manufacturing something from components or raw materials.
O_Music and sound				
O_Audio dubbing	NT	N_4.2.10 Enhancing	Audio dubbing: A process to enhance, add to, or replace totally, the originally recorded audio signal without modifying the original video signal.	Enhancing refers to the Activity Type of improving the appearance of digital, as well as analogue, objects such as images, audio signals, video files etc.

O_Audio mixing	NT	N_4.2.13 Mixing	Audio mixing: A process or technique used to combine a number of recorded sounds, such as speech, atmosphere, sound effects and music, into one or more tracks. Usually, the intention is to blend the sounds in such a way as to create the illusion that they were all recorded together.	Mixing refers to the Activity Type of combining, juxtaposing or putting together different objects in order to form one substance or mass.
O_Music composition	NT	N_4.5.2 Composing	Music composition: The process of developing a piece of original music designed for repeated performance. Musical compositions are normally written using musical notation, although some pieces are played entirely from memory, or improvised spontaneously during the performance itself. Some performances are recorded in order that they can be played back numerous times; others exist purely as a single live event.	Composing refers to the Activity Type of forming a work of art (a music, text, visual, or dance / theatrical composition), by ordering or arranging the parts / elements, especially in an artistic way.
O_Sound generation	NT	N_4.5 Producing	Sound generation: To choose this method, use the Data Capture page. The term 'sound generation' refers to the production of sound by means of digital instruments.	Producing refers to the Activity Type of generating or manufacturing something from components or raw materials.
O_Scanning, photography, and images				

O_Image manipulation	NT	N_4.2 Modifying	Image manipulation: The process of modifying an image in a manner that affects its original visual form. Image manipulation differs from image enhancement or restoration in that the subject matter and meaning of the original image are often changed, sometimes quite dramatically, although some manipulations are more subtle, blurring the boundaries between truth and fiction.	Modifying refers to the Activity Type of making partial or minor changes to something in order to alter specific characteristics of it. In Thus in Modifying activities the output is different than the input.
O_Photography	NT	N_4.2.2.2 Photographing	Photography: Photography is the process, activity and art of creating still or moving pictures by recording radiation on a sensitive medium, such as a photographic film (a film camera), or an electronic sensor (a digital camera). The different types of camera are each more suited to different situations and objectives.	Photographing refers to the Activity Type of creating still or moving pictures by recording radiation on a sensitive medium, such as a photographic film (a film camera), or an electronic sensor (a digital camera). The different types of camera are each more suited to different situations and objectives.
O_Photomontage	NT	N_4.2.8 Editing	Photomontage: A technique whereby an image is produced by assembling various different photographs. Originally, this was done by physically cutting and pasting different photographs together, then taking a photograph of the result. Now, it is usually performed using digital image editing software.	Editing refers to the Activity Type of improving the quality of an object that has been “captured” by some means.

O_Physical computing			Physical computing: Physical computing involves designing and building systems that respond to the world around them through sensors and controllers in order to trigger changes in software or hardware systems. It is a creative framework for understanding human beings' relationship to the digital world.	
O_Strategy and Project Management	BT	N_4.3.14.4 ProjectManagement	The planning, organization and monitoring of ICT-based projects, focusing upon issues such as data security, risk analysis and system usability.	Project Management refers to the Activity Type of developing a strategy and assessing risk for conducting a project, as well as task management activities, such as keeping a record of tasks, due dates, and other relevant information. It optionally includes activities such as sending reminders and status reports. Project Management is related to Collaboration.
O_ICT security/ backup				
O_Curation	NT	N_4.4.1 Curating	Curation: Digital curation refers to the process of managing digital information throughout its lifecycle. It is built upon the notion that the time period that digital information has value to a stakeholder is likely to be greater than the time period that it will be accessible and usable, due to its dependency upon specific technological components.	Curating refers to the Activity Type of selecting, organizing and looking after specific objects typically using professional or expert knowledge.

O_Preservation	NT	N_4.4 Preserving	Preservation: The main objective of digital preservation is to ensure that data continues to remain accessible, even if the original operating environment, encoding format or other dependency is rendered obsolete. This goes beyond the simple long term storage of data to include the means by which a resource is interpreted and retrieved to ensure it remains accessible and useful.	Preserving refers to the Activity Type of applying specific strategies, activities and technologies for the purpose of ensuring an accurate rendering of digital content over time. It facilitates the reuse of research data, objects, and related resources and may include activities related to sustainability and interoperability.
O_Security planning	NT	N_4.3.14 Managing	Security planning: System security exists at many levels, on desktop and laptop computers, as well as mobile devices. Network security includes the provision of adequate infrastructure to protect the network and its resources from unauthorized access, such as hackers or malware attacks. The effectiveness of security measures taken should be consistently monitored, and adapted in the case of any intrusion. Various tools are available to test for vulnerabilities or security holes in a system.	Managing refers to the Activity Type of organization, coordination, monitoring and adaptation of systems development tasks and resources.
O_Version control	NT	N_4.4.5 Versioning	Version control: Version control can also be referred to as 'revision control', 'source control', or '(source) code management' (SCM). The term refers to the management and control of features and changes made to software throughout the life cycle of an ICT project.	Versioning refers to the Activity Type of management and control of features and changes made to software throughout the life cycle of an ICT project.
O_Requirements and prototyping				

O_Accessibility analysis	NT	N_4.1.1 AccessibilityAnalysis	Accessibility analysis: Accessibility involves designing a computer system to allow all users equal access to the information contained within it and the benefits it provides. Since the introduction of the final element of the Disability Discrimination Act in late 2004, equal access to publicly-available services for disabled users has been a legal requirement for all organizations operating in the United Kingdom.	Accessibility analysis refers to the Activity Type that involves designing a computer system to allow all users equal access to the information contained within it and the benefits it provides. Since the introduction of the final element of the Disability Discrimination Act in late 2004, equal access to publicly-available services for disabled users has been a legal requirement for all organizations operating in the United Kingdom.
O_Human factors analysis	NT	N_4.1.15 HumanFactorsAnalysis	Human factors analysis: The 'human factors' of a computing system covers two main areas: the first is the social impact that the system will have, while the second concerns the relationship that the system's users will have with it.	Human factors analysis: The 'human factors' of a computing system covers two main areas: the first is the social impact that the system will have, while the second concerns the relationship that the system's users will have with it.
O_Usibility analysis	NT	N_4.1.37 Usability analysis	Usability analysis: The "usability" of a computer system is literally its "ease of use": how well it conveys information about its purpose and the methods available for users to achieve their goals. The term can also encompass the standards and guidelines of design for accessibility.	Usability analysis refers to the Activity Type that determines the "ease of use" of a computer system. It analyses how well it conveys information about its purpose and the methods available for users to achieve their goals. The term can also encompass the standards and guidelines of design for accessibility.
O_Prototyping	NT	N_4.4.3 Prototyping	Prototyping: A prototype is a model of a new system or product. It is often used as part of the design process in order to explore alternatives, test theories and confirm performance prior to starting production of a product.	Prototyping refers to the Activity Type of creating a model of a new system or product. It is often used as part of the design process in order to explore alternatives, test theories and confirm performance prior to starting production of a product.

O_ICT project management	NT	N_4.3.14.4 ProjectManagement		Project Management refers to the Activity Type of developing a strategy and assessing risk for conducting a project, as well as task management activities, such as keeping a record of tasks, due dates, and other relevant information. It optionally includes activities such as sending reminders and status reports. Project Management is related to Collaboration.
O_Documentation	NT	N_4.3.11 Documenting	Documentation: The thorough documentation of an information system's design is vital to its sustainability. Programming code can swiftly become akin to a cryptic crossword, and a professional programmer will always ensure that the clues needed to decipher the code are included within it.	Documenting refers to the Activity Type of providing information regarding each and every step of the activities that took place in a Project, in order to describe how everything was done and enable someone that was not initially involved to understand.
O_Iterative design	NT	N_4.5.3 Designing	Iterative design: Relates to the concept of releasing versions of a design, based on a cycle of prototyping (or initialization), testing, analyzing and refining a product or process. Iterative design is commonly used in the development of human computer interfaces.	Designing refers to the Activity Type of the creating a plan or convention for the construction of an object or a system (as in architectural blueprints, engineering drawings, business processes, circuit diagrams and sewing patterns). Designing has different connotations in different fields. In some cases the direct construction of an object (as in pottery, engineering, management, cowboy coding and graphic design) is also considered as designing.

O_General project management	NT	N_4.3.14.4 ProjectManagement	General project management: The organization, coordination, monitoring and adaptation of systems development tasks and resources, usually in tandem with a documented project plan which may incorporate elements of one or more ICT project management methodologies.	Project Management refers to the Activity Type of developing a strategy and assessing risk for conducting a project, as well as task management activities, such as keeping a record of tasks, due dates, and other relevant information. It optionally includes activities such as sending reminders and status reports. Project Management is related to Collaboration.
O_Risk management	NT	N_4.3.14.5 RiskManagement	Risk management: A two-step process to analyze the risks inherent in the development of an information system, then develop strategies to mitigate them, depending upon their likely impact. The risk management process should minimize spending, but maximize the reduction of the negative effects of the various possible risks to the project.	Risk management refers to the Activity Type of analyzing the risks inherent in the development of an information system, and developing strategies to mitigate them, depending upon their likely impact. Risk Management should minimize spending, but maximize the reduction of the negative effects of the various possible risks to the project.

O_System quality assurance and code testing	NT	N_4.1.13 Evaluating	System quality assurance and code testing: The term Quality Assurance refers to methods used to test and improve the production process and the quality, security, suitability, maintainability and reliability of a product or system, which take place during its design and manufacture, and prior to its release.	Evaluating refers to the Activity Type of determining systematically a subject's merit, worth and significance, using criteria governed by a set of standards. The primary purpose of evaluation, in addition to gaining insight into prior or existing initiatives, is to enable reflection and assist in the identification of future change. Evaluation is often used to characterize and appraise subjects of interest in a wide range of human enterprises, including the arts, criminal justice, foundations, non-profit organizations, government, health care, and other human services.
O_Strategic management	NT	N_4.3.14.6 StrategicManagement	Strategic management: Input into networking, coordination, strategic planning, and the legal/ financial elements of digital humanities.	Strategic Management refers to the Activity Type of providing input into networking, coordination, strategic planning, and the legal/ financial elements of digital humanities.