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T_Visualization	NT	N_4.6 Visualizing	Visualization refers to activities which serve to summarize and present in a graphical form, and to use such graphical forms analytically, that is 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. Relevant techniques include plotting and mapping.	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. Visualisation often uses computer graphics software, including virtual reality and 2-D or 3-D animation, as well as static images.
T_Interpretation	NT	N_4.7 Interpreting	Interpretation is the activity of ascribing meaning to phenomena observed in Analysis. Therefore, interpretation usually follows analysis, although it could also be considered that interpretation defines the hermeneutic perspective of any method of analysis. The "5" is not part of the term, but used to indicate the term's relative order in the research process.	Interpreting refers to the Activity Type of ascribing meaning to phenomena observed in analysis. Therefore, interpretation usually follows analysis, although it could also be considered that interpretation defines the hermeneutic perspective of any method of analysis.

T_Contextualizing	NT	N_4.3.10 Contextualizing	Contextualization is the activity of creating associations between an object of investigation and other, more established or better-understood objects in a relation of geographical, temporal, or thematic proximity to the object of investigation, with the aim of ascribing meaning to that object. Such contextualizing may build on existing annotations and/or metadata.	Contextualizing refers to the Activity Type of creating associations between an object of investigation and other, more established or better-understood objects in a relation of geographical, temporal, or thematic proximity to the object of investigation, with the aim of ascribing meaning to that object.
T_Modeling	NT	N_4.2.2.1 Modeling	Modeling is the activity of creating an abstract representation of a complex phenomenon, usually in a machine-readable way, possibly in an interactive way (i.e. it includes “simulation”). Models become machine-readable when modeling produces a schema that describes the elements and the structure of an object of inquiry in an explicit way. 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. Mapping, for instance, is an example of a spatial model. Workflow design is included as part of Modeling, using an object such as Process.	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.

T_Theorizing	NT	N_4.1.36 Theorizing	Theorizing is a method which aims to relate a number of elements or ideas into a coherent system based on some general principles and capable of explaining relevant phenomena or observations. Theorizing relies on techniques such as reasoning, abstract thinking, conceptualizing and defining. A theory may be implemented in the form of a model, or a model may give rise to formulating a theory.	Theorizing refers to the Activity Type of relating a number of elements or ideas into a coherent system based on some general principles and capable of explaining relevant phenomena or observations. Theorizing relies on techniques such as reasoning, abstract thinking, conceptualizing and defining. A theory may be implemented in the form of a model, or a model may give rise to formulating a theory.
T_Storage	NT	N_4.4.4 Storing	Storing refers to the activity of making digital copies of objects of inquiry, results of research, or software and services and of keeping them accessible, without necessarily making them available to the public. The "6" is not part of the term, but used to indicate the term's relative order in the research process.	Storing refers to the activity of making digital copies of objects of inquiry, results of research, or software and services and of keeping them accessible, without necessarily making them available to the public. If long-term archiving is involved, activities related to data security, data replication, and version control are also involved.
T_Archiving	NT	N_4.3.3 Archiving	Archiving includes the process of moving data and other resources to a separate space for retention. If long-term archiving is involved, activities related to data preservation may also be involved.	Archiving refers to the Activity Type of moving data and other resources to a separate space for retention. If long-term archiving is involved, activities related to data preservation may also be involved.
T_Identifying	NT	N_4.1.16 Identifying	Identifying refers to the activity of naming and/or assigning (possibly unique and/or persistent) identifiers to objects of enquiry or to any kind of digital object. Adding a metadata description of the object is part of Annotation.	Identifying refers to the Activity Type of assigning (possibly unique and/or persistent) identifiers to objects of enquiry or to any kind of digital object.

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T_Organizing	NT	N_4.3 Organizing	Organizing refers to the arrangement of objects (research materials, data sets, images, etc.) in a way that facilitates other research activities. May also include activities that support discovery such as metadata creation and enhancement.	Organizing refers to the Activity Type of arranging objects (research materials, data sets, images, etc.) in a way such as to facilitate other research activities.
T_Preservation	NT	N_4.4 Preserving	The application of 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. Related techniques include but are not limited to: Bit Stream Preservation, Durable Persistent Media, Emulation, Metadata Attachment, Migration, Replication, Technology Preservation, Versioning, the use of Open Archival Information Systems and standards that support interoperability.	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.

T_Dissemination	NT	N_2.2 Disseminating	Dissemination refers to the activity of making objects of inquiry, results of research, or software and services available to fellow researchers or the wider public in a variety of more or less formal ways. It builds on or requires storing and can include releasing and sharing of data using a variety of methods and techniques including the application of linked open data. The "7" is not part of the term, but used to indicate the term's relative order in the research process.	Disseminating refers to the Activity Type of making objects of inquiry, results of research, or software and services available to fellow researchers or the wider public in a variety of more or less formal ways. It builds on or requires storing and can include releasing and sharing of data using a variety of methods and techniques including the application of linked open data.
T_Collaboration	NT	N_2.1 Collaborating	Collaboration is involved in any research activity being done jointly by several researchers, possibly in different places and at different times. Research-oriented collaboration is enabled, particularly, through comprehensive Digital Research Environments, but can also happen around more specific activities, such as communication or sharing of resources.	Collaborating refers to the Activity Type of working jointly on an activity or a project. This can be achieved by several researchers, possibly in different places and at different times. Research-oriented collaboration is enabled, particularly, through comprehensive Digital Research Environments, but can also happen around more specific activities, such as communication or sharing of resources.



T_Commenting	NT	N_4.1.6 Commenting	Commenting is the activity of adding information to a piece of data, usually in a way that separates the data to which the comment is attached and the comment. It usually serves to express some opinion, to add contextual information, or to engage in communication or collaboration with others about the object commented on. This is different from Annotating (as defined here) which refers to adding descriptive or explanatory information to sections of an object with the aim of making inherent qualities, structures, or meanings of that section explicit.	Commenting refers to the Activity Type of adding information to a piece of data, usually in a way that separates the data to which the comment is attached and the comment. It usually serves to express some opinion, to add contextual information, or to engage in communication or collaboration with others about the object commented on. This is different from Annotating (as defined here) which refers to adding descriptive or explanatory information to sections of an object with the aim of making inherent qualities, structures, or meanings of that section explicit.
T_Communicating	NT	N_2 Communicating	Communicating refers to the activity of exchanging ideas with other people, primarily, but not exclusively, using linguistic means. Relevant techniques include Email, Chat, Audio-Conferencing.	Communicating refers to the Activity Type of exchanging ideas with other people, primarily, but not exclusively, using linguistic means.
T_Crowdsourcing	NT	N_2.1.5 Crowdsourcing	Crowdsourcing refers to the paradigm of user-generated content in a web 2.0 context, applied here to the domain of digital humanities research. Crowdsourcing may include gamification, which may be understood as one form of creating motivation in crowdsourcing endeavors.	Crowdsourcing refers to the Activity Type of generating content by the end-users in a web 2.0 context.

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T_Publishing	NT	N_2.2.3 Publishing	Publishing refers to the activity of making any kind of object formally available to the wider public. This can involve objects of research, research data, research results, or tools and services. Publishing can be closed or open access / open source, and research results can be published in print or digital formats.	Publishing refers to the Activity Type of making any kind of object formally available to the wider public. This can involve objects of research, research data, research results, or tools and services. Publishing can be closed or open access / open source, and research results can be published in print or digital formats.
T_Sharing	NT	N_2.1.9 ResourceSharing	Sharing refers to the activity of making objects publically available through informal channels such as blogs, code sharing sites such as GitHUB, or other social media sites.	Resource sharing refers to the Activity Type of audio, textual, video and graphical data provision and exchange on a peer-to-peer network, wiki, Virtual Research Environment, or similar means for collaboration or publication.
T_Meta-Activities			Meta-Activities are activities which, unlike regular research activities, do not apply directly to a research object, but rather to a combination of a research activity with a research object. A case in point would be a tutorial Teaching the digital Encoding of music, or a report Introducing Pattern Recognition in images. Meta-Activity tags can be added to provide additional context to a typical activity+object pair of tags. In some cases, however, meta-activities may also apply to objects, for example in the case of objects like “Infrastructure” or “Digital Humanities”.	

T_Meta: Assessing	NT	N_4.1.3 Assessing	Assessing refers to the activity of verifying the existence of certain properties, usually indicative of some desirable quality in some outcome of an activity. This may refer to reviewing research papers or conference proposals, to evaluating the coherence of the annotation of audio-visual materials, or to an assessment of the usefulness of the Digital Humanities.	Assessing refers to the Activity Type of verifying the existence of certain properties, usually indicative of some desirable quality in some outcome of an activity. This may refer to reviewing research papers or conference proposals, to evaluating the coherence of the annotation of audio-visual materials etc.
T_Meta: Community Building	NT	N_2.1.3 CommunityBuilding	Community building is the activity of creating or enhancing a community with a common interest. It may include dissemination, teaching as well as advocating for specific activities, practices, or values.	Community building refers to the Activity Type of creating or enhancing a community with a common interest. It may include dissemination, teaching as well as advocating for specific activities, practices, or values.
T_Meta: Give Overview				
T_Meta: Project Management	NT	N_4.3.14.4 ProjectManagement	Project management involves activities such as 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 may include activities such as planning, documenting, getting funding, but also sending reminders and status reports. Project Management is related to Collaboration.	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.

T_Meta: Teaching / Learning	BT	N_2.2.5 Teaching	Teaching and Learning involves one group of people interactively helping another group of people acquire and/or develop skills, competencies, and knowledge that lets them solve problems in a specific area of research.	Teaching refers to the Activity Type of imparting knowledge to or instruct (someone) as to how to do something. This way someone acquires and/or develops skills, competencies, and knowledge that lets him solve problems in a specific area of research.
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TaDIRAH Research Techniques	Relation	NeMO Activity Types	TaDIRAH Scope Notes	NeMO Scope Notes
T_Encoding	NT	N_4.2.9 Encoding		Encoding refers to the Activity Type of making structural, layout-related, semantic, or other information about a specific part of a document explicit by adding (inline or stand-off) markup to its transcription. This is typically part of the larger activity of scholarly editing of textual, musical, or other sources. It is based on a transcription of the document (the result of data recognition) and guided by a model of the document (the result of modeling).
T_Gamification	NT	N_2.2.1 Gamification		Gamification refers to the Activity type of using game thinking and game mechanics in non-game contexts to engage users in solving problems. Gamification has been studied and applied in several domains, with some of the main purposes being to engage, teach, entertain, measure, and to improve the perceived ease of use of information systems.

T_Georeferencing	NT	N_4.3.1.1 Georeferencing	Georeferencing refers to the Activity Type of associating something with locations in physical space. The term is commonly used in the geographic information systems field to describe the process of associating a physical map or raster image of a map with spatial locations. Georeferencing may be applied to any kind of object or structure that can be related to a geographical location, such as points of interest, roads, places, bridges, or buildings.
T_Information Retrieval			
T_Linked open data			
T_Machine Learning	NT	4.1.19 MachineLearning	Machine Learning refers to the Activity Type that deals with complex, high-dimensional data, usually with the aim of reducing complexity, discovering patterns, or some classification of items. It is based on the automatic discovery of systematic links or correlations between certain features of the items in the set and the classes the items can be assigned to.
T_Mapping	NT	N_4.3.15 Mapping	Mapping refers to the Activity Type of assigning geographic information, such as geolocation coordinates, canonical identifiers and other information, to digital objects and displaying a map that refers to those objects in some way. In particular, such mapping can also involve temporal information and also use this for display.

T_Migration	NT	N_4.5.2 Migrating	Migrating refers to the Activity Type of moving something from one part to another. In Computer Science, migrating also refers to the Activity Type of transferring data between storage types, formats, or computer systems. It is a key consideration for any system implementation, upgrade, or consolidation. Data migration is usually performed programmatically to achieve an automated migration, freeing up human resources from tedious tasks. Data migration occurs for a variety of reasons, including: Server or storage equipment replacements or upgrades; Website consolidation; Server maintenance; and Data center relocation.
T_Named Entity Recognition	NT	N_4.1.10.1 Named Entity Recognition	Named Entity Recognition (NER) refers to the Activity Type of classifying elements in text into predefined categories such as the names of persons, organizations, locations, expressions of times, etc.
T_Open Archival Information Systems			

T_Pattern Recognition	NT	N_4.1.10 Data Recognition	Data Recognition refers to the Activity Type of treating the immediate products of digital data capture (recording or imaging), such as digital facsimiles of texts or of sheet music, in a way to extract discrete, machine-readable units from them, such as plain text words, musical notes, or still or moving image elements (including, for example, face recognition).
T_Photography	NT	N_4.2.2.2 Photographing	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.
T_POS-Tagging	NT	N_4.3.1.2.2 POS Tagging	POS Tagging (also called grammatical tagging or word-category disambiguation) refers to the Activity Type of marking up a word in a text (corpus) as corresponding to a particular part of speech, based on both its definition, as well as its context—i.e. relationship with adjacent and related words in a phrase, sentence, or paragraph. A simplified form of this is commonly taught to school-age children, in the identification of words as nouns, verbs, adjectives, adverbs, etc.
T_Preservation Metadata			



T_Principal Component Analysis	NT	N_4.1.24 Principal Component Analysis	Principal component analysis (PCA) refers to the Activity Type of using an orthogonal transformation to convert a set of observations of possibly correlated variables into a set of values of linearly uncorrelated variables called principal components. The number of principal components is less than or equal to the number of original variables.
T_Replication			
T_Scanning	NT	N_4.2.2.4 Scanning	Scanning refers to the Activity Type of capturing texts, images, artifacts or spatial formations using optical means. Scanning can be made in 2D or 3D, using various means (light, laser, infrared, ultrasound). Scanning usually does not lead to the identification of discrete semantic or structural units in the data, such as words or musical notes, which is something Data Recognition accomplishes. Scanning also includes photographic reproduction.
T_Searching			
T_Sentiment Analysis	NT	N_4.1.27 SentimentAnalysis	Sentiment Analysis refers to the Activity Type of identifying the positive, neutral, or negative evaluative attitude expressed in a text or section of a text. It is sometimes called opinion mining and is related to Semantic Prosody Analysis.

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T_Sequence Alignment	NT	N_4.1.28 SequenceAlignment	Sequence Alignment refers to the Activity Type of arranging sequences to identify regions of similarity that may be a consequence of functional, structural, or evolutionary relationships between them.
T_Technology Preservation	NT	N_4.4 Preserving	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.
T_Topic Modeling	NT	N_4.2.2.1 Modeling	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.
T_Versioning	NT	N_4.4.5 Versioning	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.
T_Web Crawling			

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T_Bit Stream Preservation	NT	N_4.4 Preserving	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.
T_Brainstorming	NT	N_2.1.1 Brainstorming	Brainstorming refers to the Activity Type of collecting spontaneously generated ideas. It may be applicable at any stage of the research process, from identifying new research topics to considering possible solutions to technical problems encountered during the development of digital projects.
T_Browsing	NT	N_5.2 Browsing	Browsing refers to the Activity Type of casually looking through or gazing over various findings in a collection of data in order to gain an impression of the contents.
T_Cluster Analysis	NT	N_4.1.4 ClusterAnalysis	Cluster Analysis refers to the Activity Type of grouping a set of objects in such a way that objects in the same group (called a cluster) are more similar (in some sense or another) to each other than to those in other groups (clusters).

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T_Collocation Analysis	NT	N_4.3.8 Collocating	Collocating refers to the Activity Type of detecting patterns of words that appear together in a text more often than would be expected by chance. A collocation is a group or pair of words that are always used together, and can illustrate restrictions on which verbs or adjectives can be used with particular nouns, or the order in which words appear.
T_Concordancing	NT	N_4.3.9 Concordancing	Concordancing refers to the Activity Type of creating an alphabetical list of the words (especially the important ones) present in a text or texts, usually with citations of the passages concerned or with the context displayed on a computer screen.
T_Debugging	NT	N_4.2.6 Debugging	Debugging refers to the Activity Type of finding and reducing the number of bugs, or defects, in a computer program or a piece of electronic hardware, thus making it behave as expected.
T_Distance Measures	NT	N_4.1.20 Measuring	Measuring refers to the Activity Type of ascertain the size, amount, or degree of (something) by using an instrument or device marked in standard units.
T_Durable Persistent Media			

T_Emulation	NT	N_4.4.2 Emulating	Emulating refers to the Activity Type of imitating the behavior of a computer or other electronic system with the help of another type of computer/system thus focusing on exact reproduction of behavior in contrast to some other forms of computer simulation, in which an abstract model of a system is being simulated.
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