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Title: Connecting the dots : playful interactions with scientific image data in repositories

Issue Date: 2012-12-18

Stellingen

behorende bij het proefschrift

“CONNECTING THE DOTS:

Playful Interactions with Scientific Image Data in Repositories”

1. Scientific data repositories need good data to be put in good use by both machines and humans; the latter can be empowered by means of the interface (this thesis).
2. Regarding games involving images, ambiguity can be a source of play (this thesis).
3. Exposure to the images of other researchers is undoubtedly beneficial but so is exposure to other researchers themselves (this thesis).
4. We can only invite our users to consider the practices we believe worthwhile. While doing so, we need to resist the urge to prove our ideas and remain attentive to what our users may make of them (this thesis).
5. When designing game-full or game-like interfaces, the resulting product is influenced by both interface design and game design choices. Nevertheless, the impact of the one versus the impact of the other is not always easy to isolate.
6. Implementing research prototypes can promote understanding by, firstly, confronting the researcher with the challenges of making concrete products out of theoretical propositions and, secondly, by providing a tangible tool for the researcher to interact with the users.
7. For HCI research and HCI practice, the versatility of users is the best resource we have.
8. The parallels between the early polemics against comics and the early polemics against videogames are indicative of our reluctance to imagine different literacies.