

# Ubiquitous Learning Applications on the Top of Iconographic Digital Library

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## Abstract

The emergence of knowledge society signifies a new era for education and training *i.e.* ubiquitous learning. Ubiquitous learning aims at replacing old-fashioned time/place/content-predetermined learning with a just-in-time/at work-place/customized/on-demand process of learning. A strategy for achieving this is provisioning service-based platforms for cross-media learning content authoring, access, delivery, study and assessment through different modes and levels of integrated communication spaces (Web, DVB, mobile phones) obtaining digital knowledge from large-scale repositories (digital libraries, archives). These ideas are being developed in the project LOGOS *Knowledge-on-Demand for Ubiquitous Learning* that contributes to the openness for ubiquitous learning of the large-scale repositories of digitised text, graphics, audio, video objects and to the process of their transformation into learning content, adequately enhancing and facilitating the process of the knowledge building. This paper presents the architecture of the LOGOS Repositories and Authoring Studio, based on the special usage scenarios. The *Access-on-demand for studying of East-Christian culture and art* scenario has been included, which was developed for a range of users both attached and unattached to formal educational programmes. The scenario has four variants according to the learning situation and the communication channels. The knowledge source is the *Virtual encyclopaedia of Bulgarian iconography* multimedia digital library. Finally, the paper describes the *Bulgarian iconographical objects* ontology that targets semantic annotation and indexing of digital objects (extracted from the mentioned digital library) used for the courseware creation in the field of Bulgarian iconography.