Brief Bio and (PR)[2]: Problems & Pitches – Rants & Raves by *Paul Girard*

Self Introduction

Paul Girard is an Information Technology engineer specialized into driving collaborations between technology and non-technical domains.

He graduated from the cultural industry engineering specialisation in Université de Technologie de Compiègne in 2004 where he studied the relationships between digital technologies and society and the mechanisms of collaborations. He worked in the research laboratories federation CITU (Paris 1 and Paris 8 universities) from 2005 to 2009 where he participated to research and creation projects, collaborations between artists and engineers working with interactivity, digital pictures, virtual and augmented reality. He joines the médialab laboratory in Sciences Po at its foundation in spring 2009, as the digital manager of this digital research laboratory dedicated to foster the use of digital methods and tools in Social Sciences. Since then he assures the technical direction of the many research projects as collaborations between social sciences, knowledge engineering and information design. His present research fields are digital methods for social sciences, exploratory data analysis and enhanced publication though digital story telling.

Conferences

2011 - Girard, P. **HyperText Corpus Initiative : how to help researchers sieving the web?** in *Out of the Box conference*

2011 - Leclercq, C. & Girard, P. **The Experiment in Art and Technology Datascape** in*REWIRE Conference*

available soon

Draft

Venturini, T., Girard, P. & Jacomy, M. **Éffet de Réseau**

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General Questions

1) What are your main interests in attending the workshop?

This workshop is a good opportunity to build a common knowledge on digital methodology in general : technologies, information design, working process, standards... With the hope to achieve collaborations through common issues, i.e. common or compatible tools.

2) What are the tools or services you would like to share at the workshop?

- Gephi : gephi.org
- Table2Net : http://webatlas.fr/table2net/
- Anta : http://http://vimeo.com/45433706
- ScholarScape Not publicly available see https://github.com/medialab/scholarScape

- Hyphen : Not yet released
- E.A.T. Datascape : Not publicly available

3) Please list three features or functions of your tools or services that are most important for the users.
- Corpus management
- Visual Network Analysis
- information design

4) What are the major concerns for the architect design of the tools and services?
- mezzo data level
- open format
- research driven analysis

5) Are you aware of especially innovative approaches to plug-and-play feature where algorithms and plugins can be shared between different tools? If yes, please list down the approaches.
The gephi plugin system is efficient. Tutorials are there to help out coders to write their own plugins. Then Gephi consortium hosts plugins which can then be installed directly from GEPHI software. Upadtes are also natively managed.

An other great example is the Google chrome application model.

6) What are the challenges in developing the tools and services?
The main challenge we have to face which actually motivated the creation of médialab Sciences Po is to open the box of complex technical data mining algorithms to :
- ensure their compatibility with the Social sciences methodology
- submit the source code to peer review
- integrate those algorithms in application usable by researchers themselves by designing relevant graphic interfaces
- assure the best process quality by letting know bugs, data failures to the researchers

7) Are you or your group working on any of these challenges? If yes, please explain.
To address those issues we build a interdisciplinary team based one 3 main skills domain : Social Sciences, IT engineering and Information Design. This team along with a innovation driven process, allows us to invent new tools through a rich collaboration between those 3 domains.

8) Does your development team contain volunteer developers? If yes, please explain how they are involved.
All the tools done at médialab are open source and available on github.com/medialab. We then from time to time benefit from volunteer developers as open source commiters.

9) What would you like to learn and achieve at the workshop?
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