

Knowledge Graphs for Interactive Hypertexts (KGHT'26)

An Exploration of Structured Knowledge, Semantic Modelling, and User Interaction

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Abstract

Hypertexts combine rich knowledge structures with flexible ways of exploring them. Structured knowledge representations have been developed across domains ranging from the digital humanities to scientific research. Knowledge graphs have emerged as a particularly important framework for knowledge representation. However, most current knowledge graphs remain limited to establishing relatively simple facts. This workshop explores how knowledge graphs can contribute to the generation of interactive hypertexts—for example, how an enhanced Wikidata could more effectively support Wikipedia articles.

CCS Concepts

• **Applied computing** → *Hypertext / hypermedia creation*; • **Computing methodologies** → *Semantic networks*; • **Human-centered computing** → *Hypertext / hypermedia*.

Keywords

Knowledge Representation, Ontologies, Semantic modelling

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1 Knowledge Structures and Semantic Modelling

One set of issues concerns the expressive power of knowledge graphs themselves. How can they support the description of events and complex scenarios? How can knowledge graphs from different domains be coordinated? How can they accommodate the evolution of knowledge and alternative interpretations? And how can they enable semantic modelling — that is, the description of entire scenarios and dynamic systems?

2 User Interaction

A second set of issues surrounds user interaction with knowledge graphs and the hypertexts built upon them. Relevant capabilities include knowledge-graph visualization, argumentation and issue-based information systems, explanations, guided tours, and adaptive

personalization. Potentially, the knowledge-graph application environment can incorporate discourse principles, session models, and user models.

3 Application Environments and Evaluation

We will also consider novel forms of content, including multi-modal knowledge graphs, and examine applications across diverse domains such as digital humanities, eScience, healthcare, business, and government. Finally, we will consider methods for evaluating both the underlying graph structures and the quality of user interaction they support.



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