

Preserving Virtual Worlds

...because a thing of beauty is a joy forever.



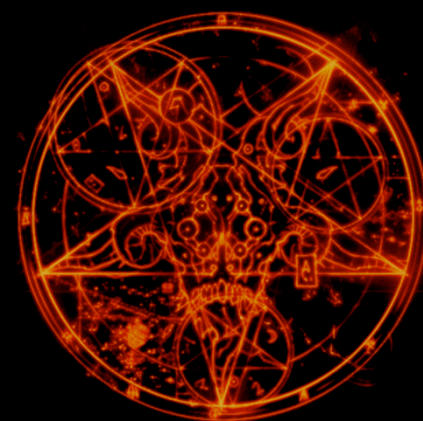
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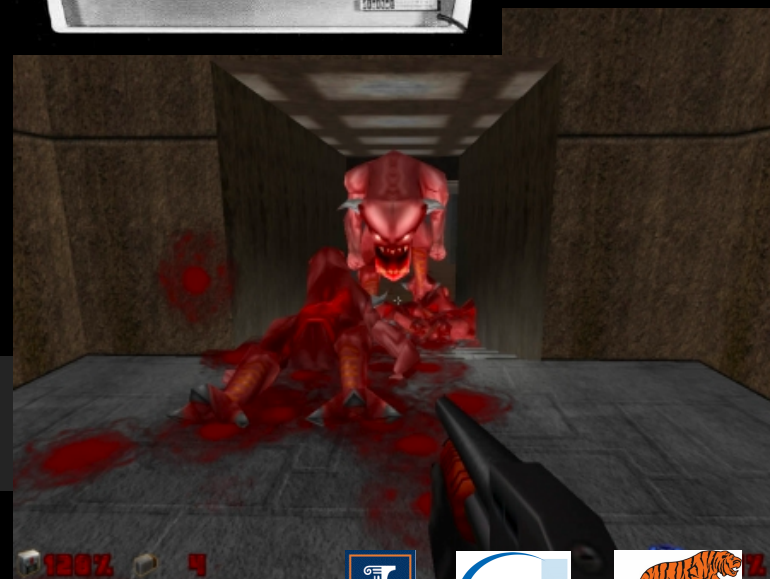
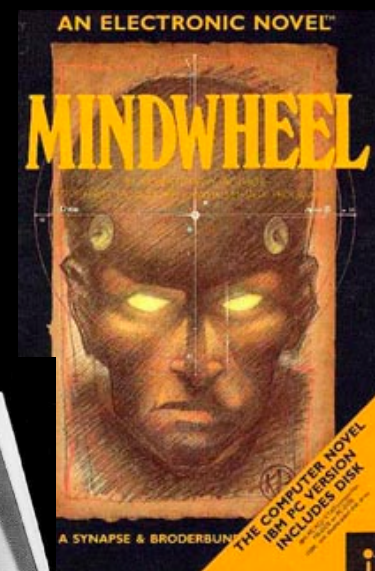
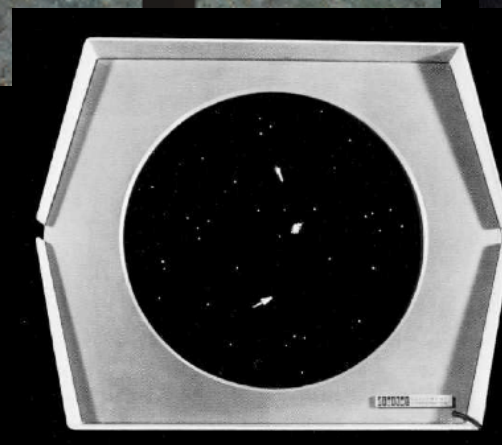
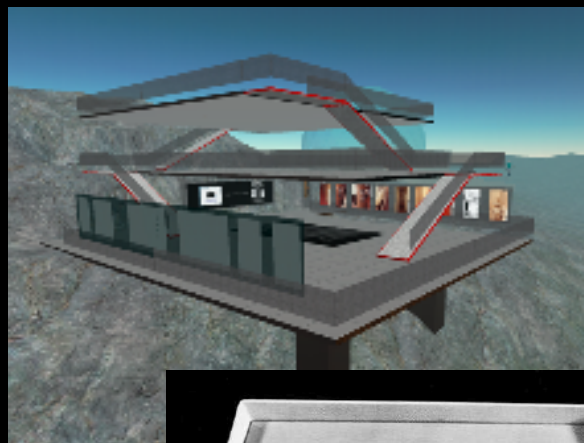


**FOR MORE INFORMATION:
[HTTPS://WWW.IDEALS.ILLINOIS.EDU/HANDLE/2142/17097](https://www.ideals.illinois.edu/handle/2142/17097)**

Preserving Virtual Worlds Case Set



YOU ARE IN THE FRONT YARD OF A LARGE
ABANDONED VICTORIAN HOUSE. STONE STEPS
LEAD UP TO A WIDE PORCH
----- ENTER COMMAND?■



You are in a maze of twisty little
passages, all alike.

Preserving Virtual Worlds

Preservation Obstacles

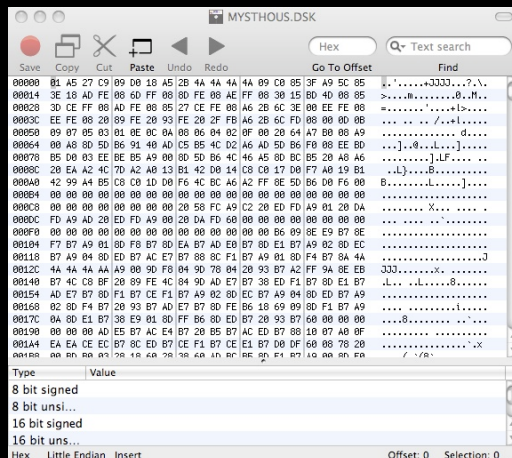


Third Party Hardware & Software Dependencies

Platform
Obsolescence



Intellectual Property Law



Lack of Representation
Information

Preserving Virtual Worlds

Preservation Strategies



Migration



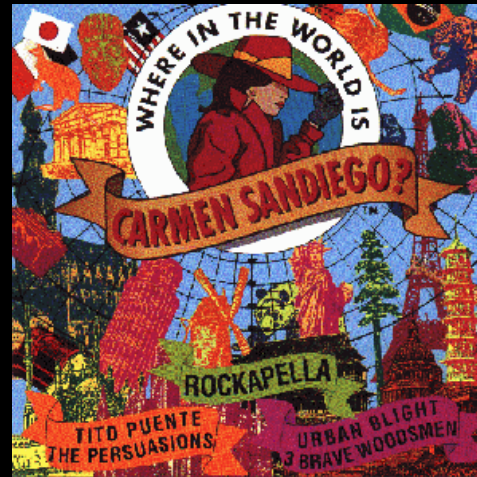
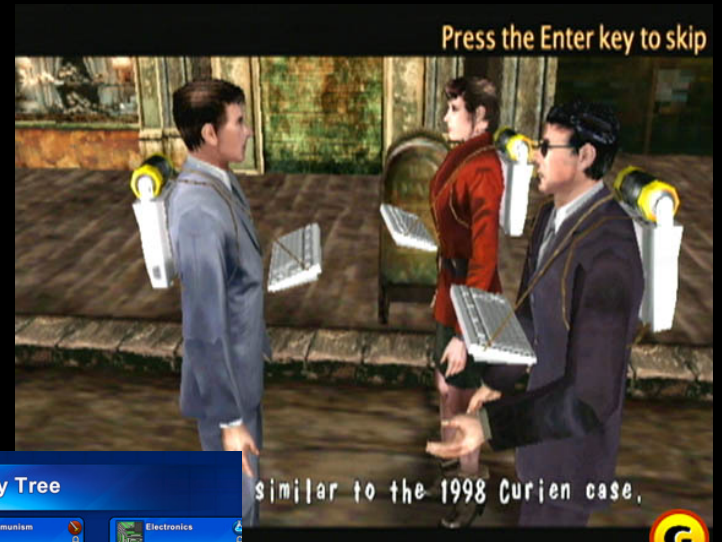
Re-enactment

Emulation



Preserving Virtual Worlds II

Case Set



Authenticity: SAA Glossary of Archival Terminology

- n. ~ 1. The quality of being genuine, not a counterfeit, **and free from tampering**, and is typically inferred from internal and external evidence, including its physical characteristics, structure, content, and context.
- – **authentic**, adj. ~ 2. Perceived of as genuine, rather than as counterfeit or specious; bona fide.
- Authenticity is closely associated with the creator (or creators) of a record. First and foremost, an authentic record must have been created by the individual represented as the creator.

Adaptive Reuse

Jon Ippolito: New media art “can survive only by multiplying and mutating ... fixity is death.”

Peter Doorn and Dirk Roorda, "[The Ecology of Longevity: The Relevance of Evolutionary Theory for Digital Preservation](#)" (DH conference 2010; my notes from their talk):

- Keeping digital objects fixed and rigid is difficult.
- Migration as preservation strategy: adapting data to environment is better from a biological perspective.
- The traditional method of preserving first, then reusing content is illogical and even perverse from an evolutionary perspective. Evolution gets rid of unused functions. Better strategy is re-use, *then* preserve."
- Copies should be free to evolve; make copies in evolvable forms.

HOTD2 and TOTD



Rock of the Dead

“Defeat your enemies
with the power of
rock.”



Texting of the Bread



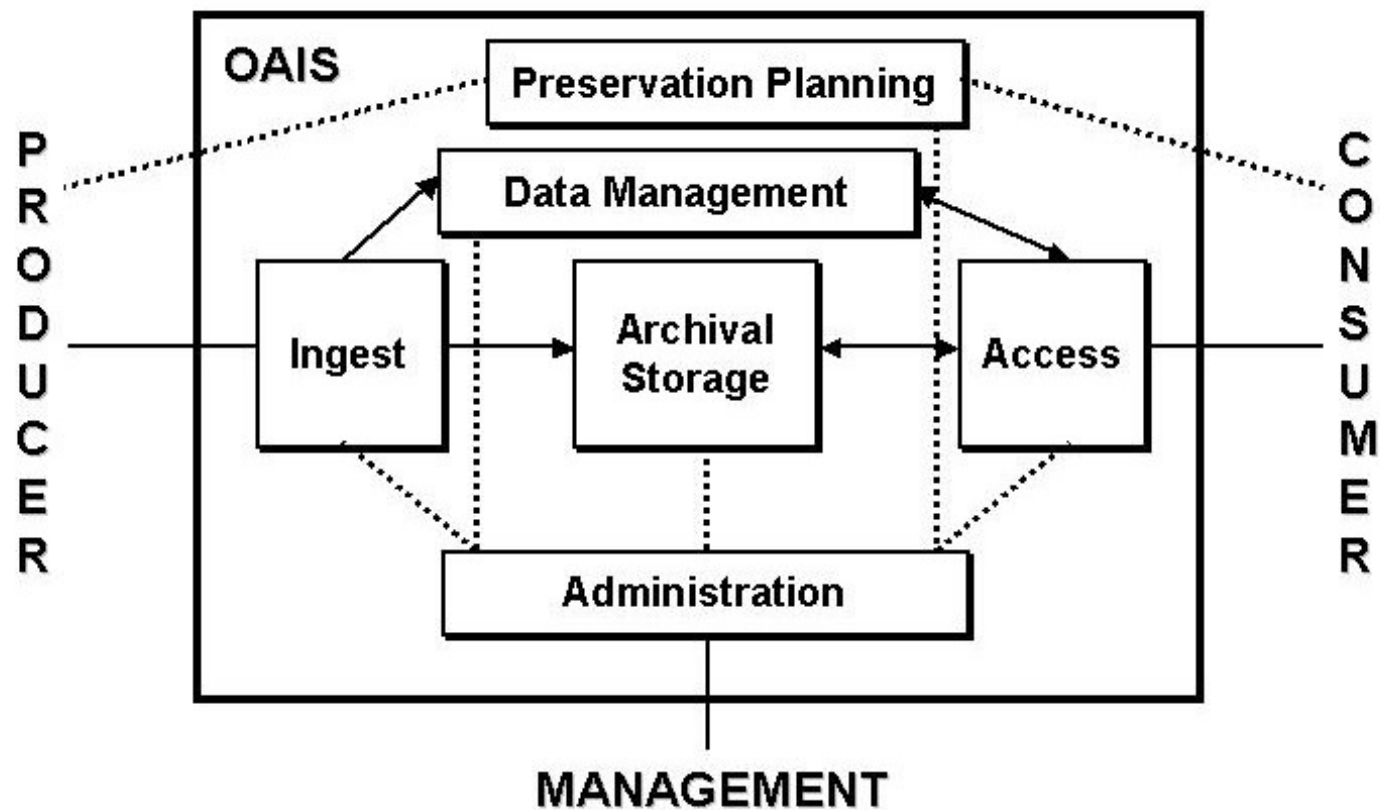
OAIS Background

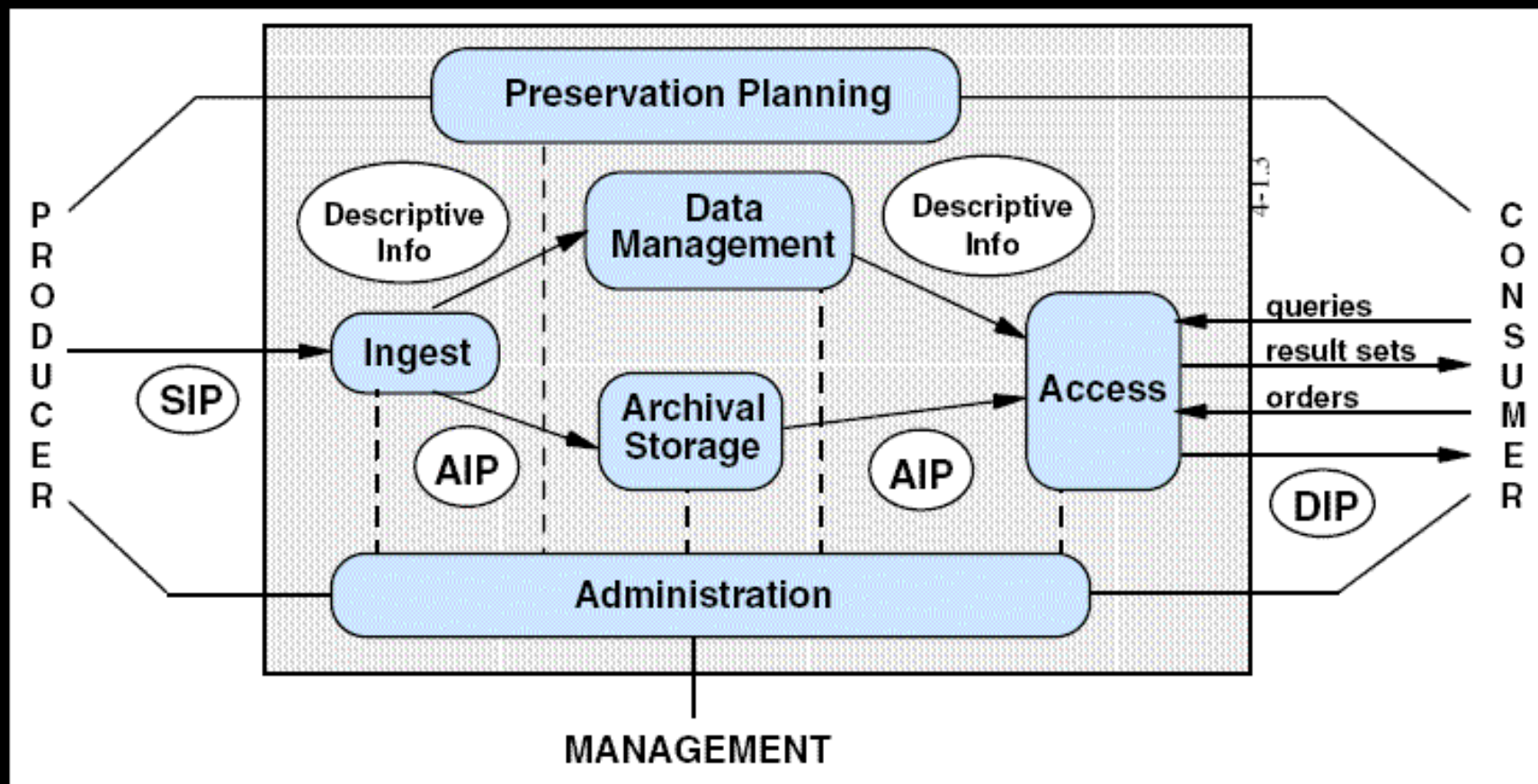
- Reference Model for an Open Archival Information System (OAIS)
- Development led by the Consultative Committee for Space Data Systems (CCSDS)
- An OAIS is an archive, consisting of an organization of people and systems, that has accepted the responsibility to preserve information and make it available for a Designated Community.
- The term 'open' means that the document was developed in open forums, and does not imply that access to any OAIS should be unrestricted

OAIS Background

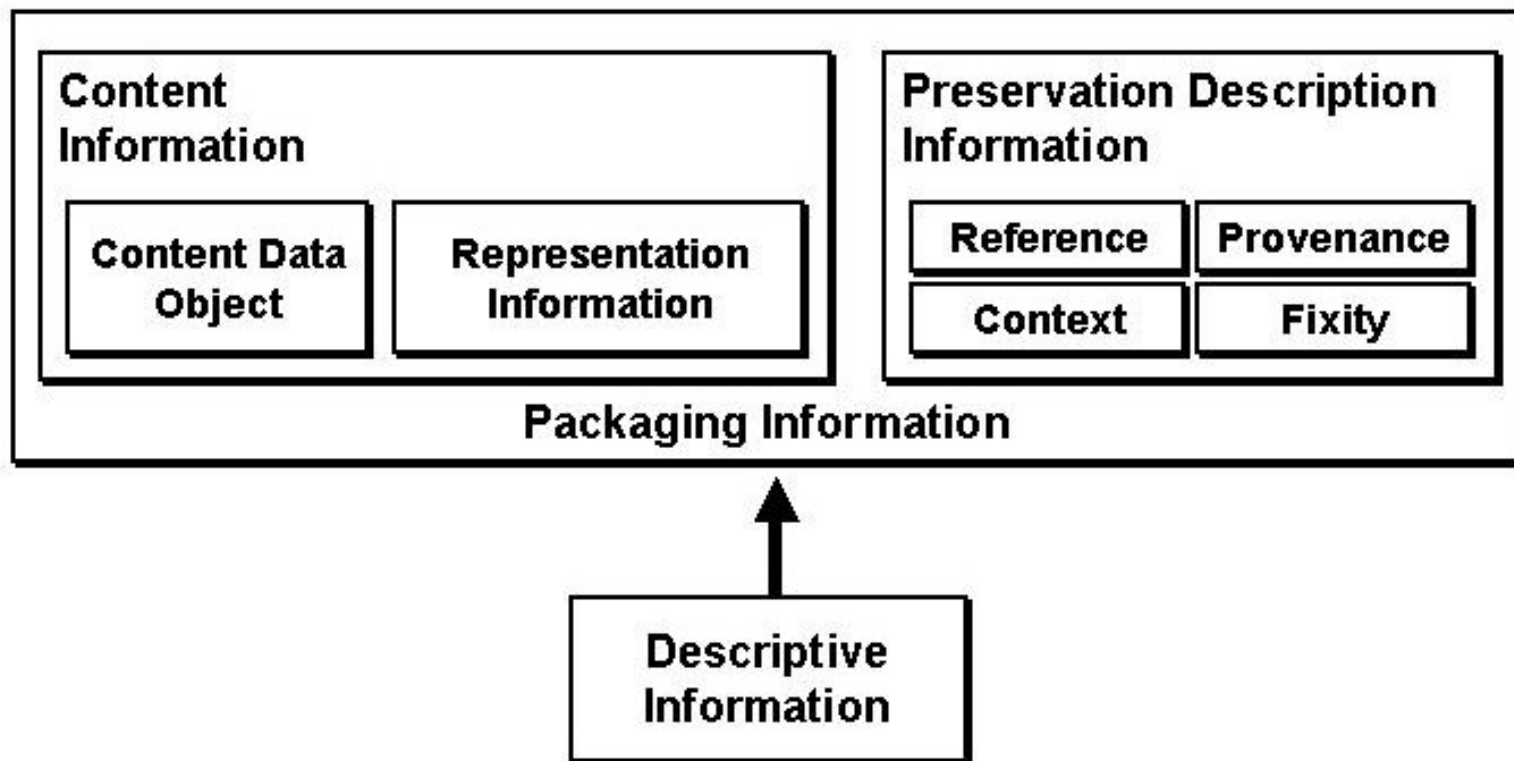
- OAIS is a conceptual framework, NOT a blueprint for system design
- It provides common definitions of terms ... a common language, means of making comparisons across repositories

OAIS: Functional Model





Archival Information Package



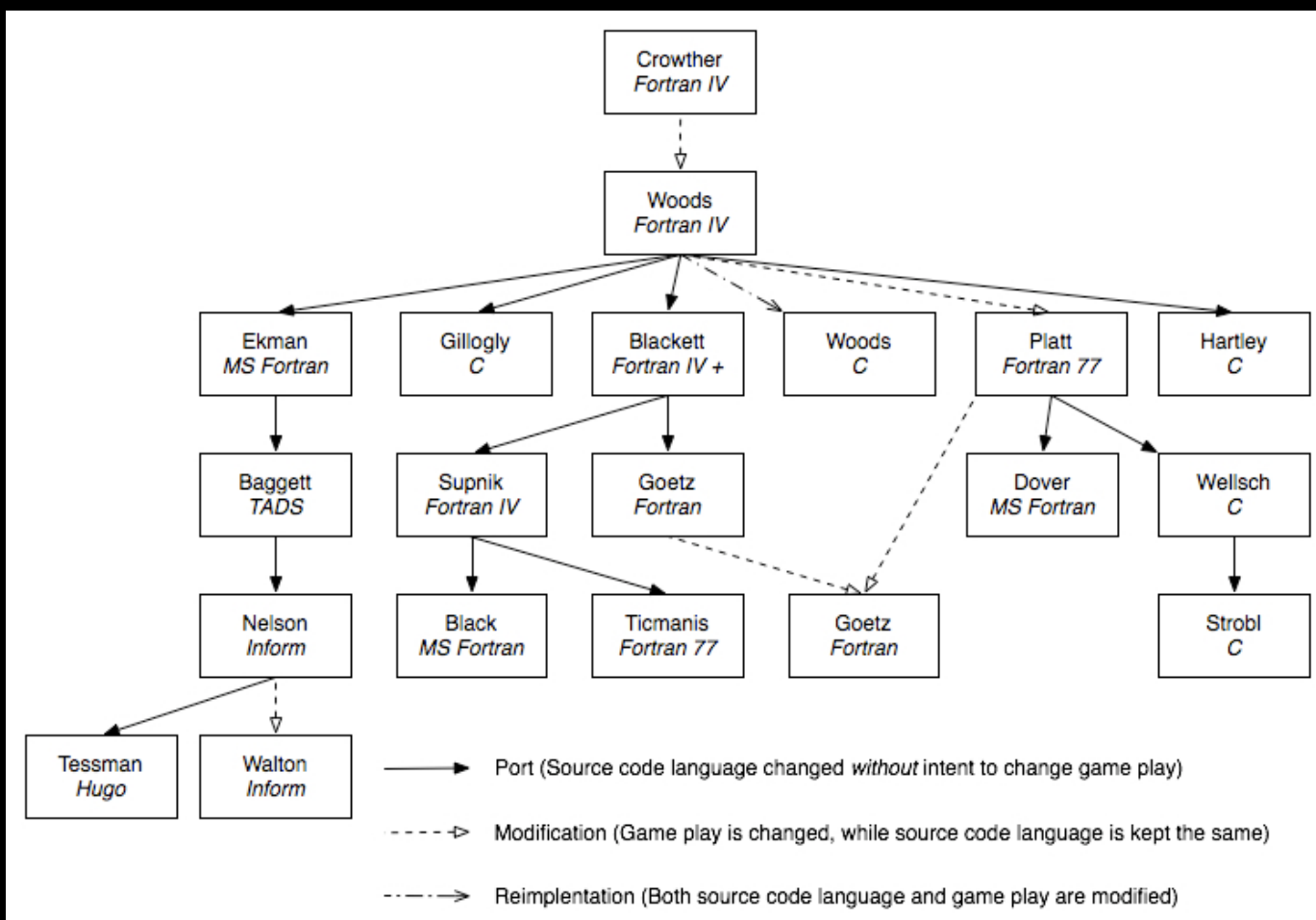
Does the OAIS model tolerate
alteration of the preservation object?

Yes, but . . .

Phylogenetics and Personal Digital Archives

Jeremy John of the British Library has postulated that “future researchers will be able to create phylogenetic networks or trees from extant personal digital archives, and to determine the likely composition of ancestral personal archives and the ancestral state of the personal digital objects themselves” (John, 2010, p. 134).

Adventure Family Tree



Credits & Acknowledgements

- Slides 1-5 courtesy of Jerome McDonough, University of Illinois-Urbana Champaign, Principal Investigator for the PVW projects.
- OAI slides 12-16 reproduced or adapted from Carlo Meghini, "The Reference Model for an Open Archival Information System (OAIS)". Preserving Digital Objects - Principles and Practice DPE, Planets CASPAR and nestor joint training event, Prague, Czech Republic, October 13-17, 2008. Released under a [Creative Commons License](#).
- Slide 19 reproduced from McDonough, et al., "[Twisty Little Passages Almost All Alike](#)," DHQ 2010.

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