Proposed Curation Roadmap Software Collection

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Software Collection Committee



Proposal

- "Curate" existing CHM Software Collection
- Align SCC efforts largely on CHM Software Collection
- Create project wrapper for curating existing collection
- Use as spring-board for development of software curation process



Where Are We Now?

- Physical state stabilized
- Software Room
- Islands of Software
 - 1620 Project (Shoreline)
 - Sigma-5 (Shoreline)
 - Multics (Moffett?)
 - **–** ...
- No catalog
- No infrastructure for processing content

What is the destination? How do we get there?





Definitions

Media

Physical storage medium for software (e.g floppy disk)

Software / Content

Information contained on the media (e.g. bits from floppy disk)

Software Collection

Media and software portion of the CHM Artifact Collection

Catalog

- Database describing Software Collection
- Defines media ←→ content mapping

Repository

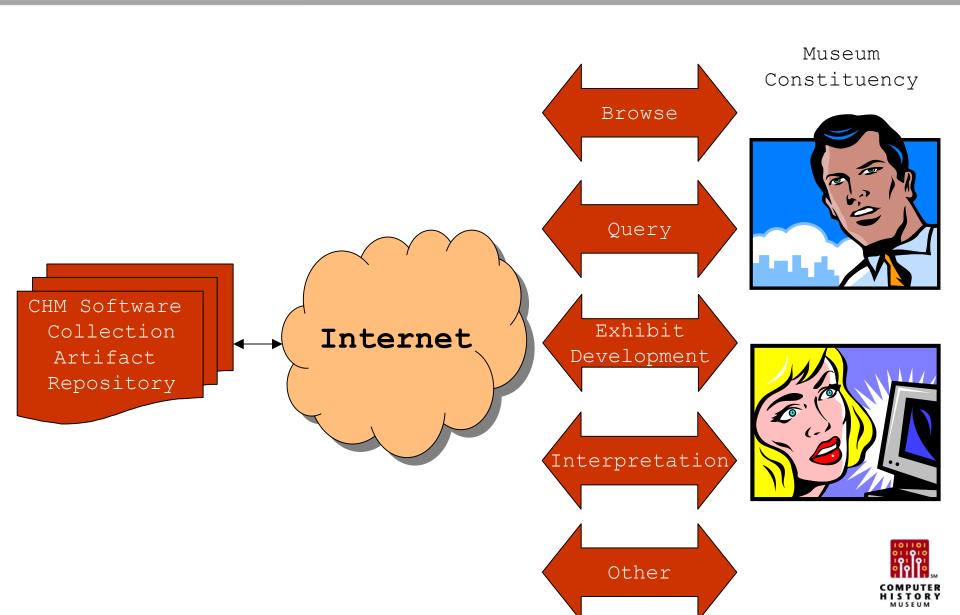
- The database holding the software from the media
- Captures media and software information in catalog
- Structured but not "Curated"
- Browsable and Searchable

Interpretation

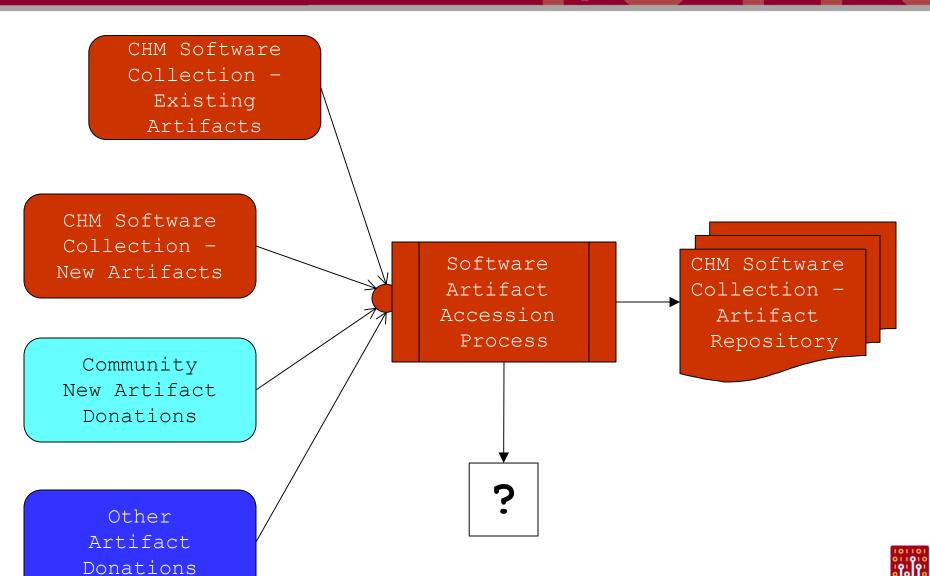
"Running" the software in a virtual environment



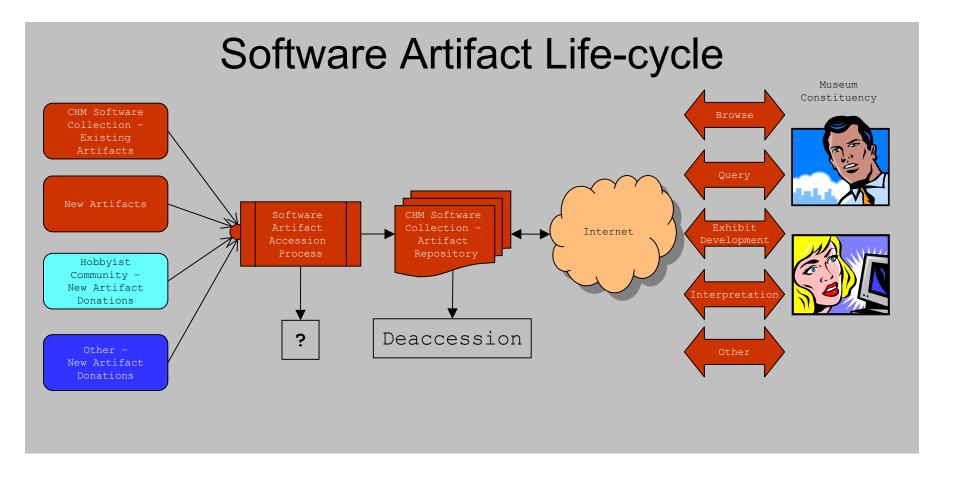
Software Collection - "Product" View



Software Collection Input



Software Collection Endgame





Software Artifact Life-Cycle

- Written document
- Process definition for software artifacts
 - Initial donation query → deaccession
 - Internal view = external view
- Media and software content curation standards
- Congruent with overall CHM Collection Processes and Procedures.



How Do We Get There?

In phases...

- What have we got? Where is it? What's the magnitude of the problem?
- Get everything in one place.
- Define a catalog describing content.
- Populate the catalog.
- Define content repository
 - Accessible internal and external users
 - Capture everything required may only get one chance
 - Useful
 - Extensible
- Populate Repository
 - Computer History Museum
 - Community
 - Collectors
 - .edu
 - .com
 - .org

- Defines scope of problem and solution
- Facilitates cataloging
- Will tell us what we have and describe
- Determine physical (media) collection, gain insight into software content
- Where software content will reside



Phases



Physical Organization

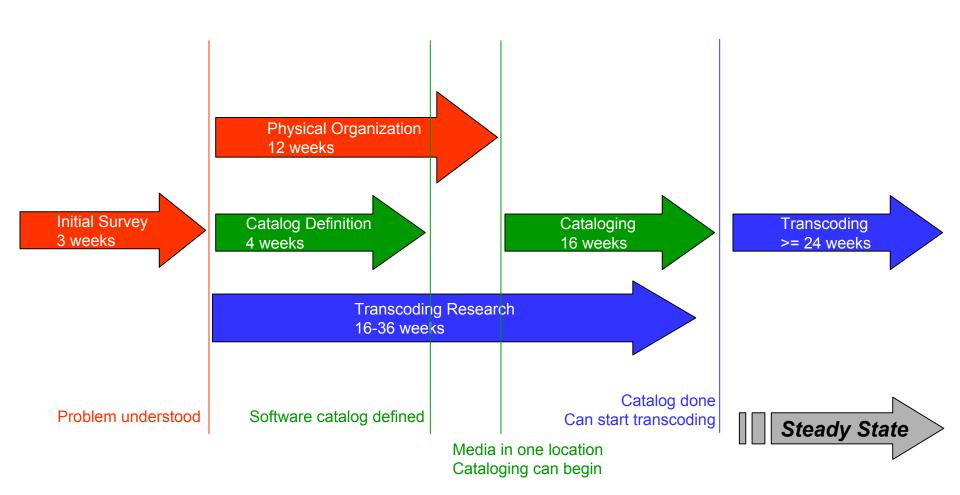
Cataloging

Content Processing



Timeframe

(Not to scale)



SCC and Software Curator

• SCC

- Technical expertise
- Define Software Artifact Life-cycle
- Software Collection Catalog definition
- Software Repository definition

Software Curator

- "Program Manager"
- Duties



Software Collection Curator Duties

- 1. Design, develop, document, and implement processes and procedures to insure the proper cataloging, accession, preservation, and presentation of the Software Collection to the Museum's target audiences.
- Insure proactive collection and conservation of specific software and related artifacts.
- 3. Focal point for activities and resources related to the Software Collection.
- 4. Develop and maintain ties with others creating and implementing software curation protocols and techniques.
- 5. Work with and assist other Curators with their respective Collections.
- 6. With Exhibits component facilitate exhibition of the Software Collection.
- 7. Speaking to, and content development for, the museum audiences.
- 8. Publish results of software collection, preservation, and exhibition efforts.



Interesting Problems

- Where to start?
 - Easy quantity or
 - endangered media?
- Structure of the repository?
- What will user interface to populated repository look like?
- What's the ongoing process beyond initial population.



Measures of Success

- Know what is in the Software Collection?
 - Catalog defined, populated, and accurate
 - Catalog accessible by internal and external users
- Written software artifact Life-Cycle exists
 - Defines processes and procedures
 - Successfully used with x artifacts
- Collection accessible to internal and external users
- Usable mechanism for saving content in repository
 - For Museum staff
 - For Community
- In place by end of 2004



Next Steps

- Staff Software Curator position
 - Owner: John et al
 - Due: tbd
- Flesh out and finalize Project Plan
 - Owner: Lee et al
 - Due: Next meeting
- Continue infrastructure definition work
 - Owners: same
 - Due: tbd

