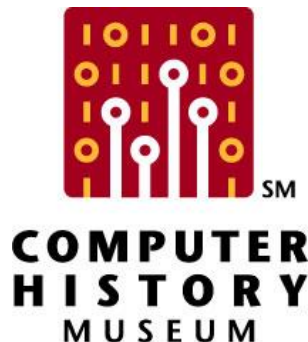


Request for Information Software Collection and Access

Lee Courtney

Mary Cicalese

Software Collection Committee



About the Study

- Research Methodology and Key Questions
- Early Candidates
- Preliminary Findings
- Next Steps

- Crafted an Interview Guide
 - Predominantly qualitative (open ended) questions
 - Frank Bailinson and Bernard Pleuto
 - Guidance and Validation
- Phone calls 45 to 90 minutes
- Key questions:
 - Do you currently have any software history research processes and archives in place?
 - Where do you think the museum could add value?

More Discussion Points

- Who will use the system?
- What types of things are people interesting in search for?
- Are you interested in looking at Source Code?
- Interested in “Stories about Software Development”?
- Are you concerned about IP Issues?

Early Candidates

- Started with four candidates
- Candidates have keen interest in a software collection and access system:
 - Museum employee
 - Two industry professionals
 - Software architecture and development
 - Corporate Library and Information Management
 - Each at large software and hardware company
 - Museum volunteers
 - Software Intellectual Property Research Professional
 - Works with law firms
 - Focuses predominantly on patent issues
 - Not associated with the museum

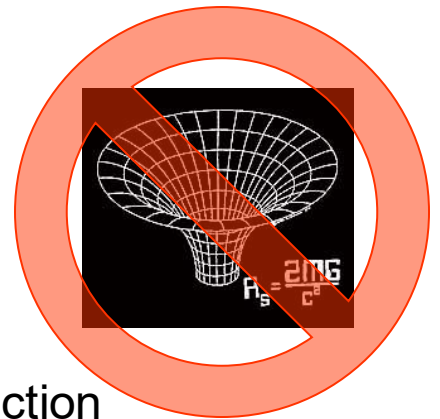
Who Will Use the System?

- For Museum:
 - Volunteers and staff
- For Large Software/Hardware Corporations:
 - Attorneys and IP Support Staff
- For IP:
 - Most law firms have librarians, attorneys, and technical people who do research.

Preliminary Findings/Feedback

Note: population size $n = 4$

- Assumed archive will be available via web
 - With levels and granularity of access
- Most users Intellectual Property types
- **CRITICAL** - trust and protocol
 - Donors
 - Build and demo long-term trust
 - Exemplary custodian
 - Donations accessible to donors and others
 - “Business rules” – granularity of IP access and protection
 - Users
 - Authenticated Chain of Custody
- Source code is a crown jewel
- Understand the stories and the chain of custody



Preliminary Findings/Feedback

- Huge need for a group to start to collecting historic software
 - Federate links to other groups that are striving to collect
 - Opportunity for the museum to take leadership to spearhead and coordinate collection efforts
 - Create a portal
 - Tools and techniques
- “Chain of custody” important
 - IP reasons
 - Historical reasons
 - Life of technology
- Collect all the meta-data associated with the software

Next Steps

- Expand our circle of knowledge
 - Get more feedback from potential users
 - From $n=4$ to $n=20$
- Get SCC's feedback on the circle
 - Who else can you recommend?
- More comprehensive findings in 2-3 months

Next Set of Interviewees

- Museum Field

- Paul Ceruzzi - Smithsonian
- Kirsten Tashev - CHM
- Burton Grad - SHC
- Dave Babcock - CHM
- Carl Friend - Rhode Island Computer Museum

- Academia

- Bruce Anderson - IBM
- Ralph Johnson - Illinois
- Bill Aspray – Indiana University
- Mike Williams - CHM
- Ed Feigenbaum - Stanford
- Dennis Allison - Stanford
- Jonathan Maletic – Kent State University
- Megan Conklin – Elon University

- Collection & Preservation Community

- Rick Rinehart – California Pacific Archives
- Bob Supnik - SIMH
- Paul Pierce – IBM Software Project
- Jay Maynard - Hercules
- Al Kossow – Bitsavers.org

- Industry

- Paul Lasewicz - IBM
- Grady Booch - IBM
- Anna Mancini - HP
- Dick Gabriel - SUN
- Gordon Bell - Microsoft

- IP Related

- Dennis Allison - Stanford

Change History

- V0.0 – Mary’s original slide set
- V0.1 – Bernard’s suggestions incorporated, tightened wording, spell check
- V1.0 – distribution to SCC