

Task List As of 03-12-05

2 Meta Tasks

- **MT1. Improve the task list**
 - **Work group:** All, Lee Courtney, Sellam Ismail, Bernard Peuto (Chair), Len Shustek
 - **Target:** Revised list 03-16-05, Review Regularly
- **MT2. Improve on the Long Term View**
 - **Work group:** Dick Gabriel (??), Paul McJones, Bernard Peuto (Chair), Len Shustek, John Toole
 - **Target::** Revised Description 03-16-05

Major Areas of Focus

- Pro-active Collecting
- Serving the SCC Community
- A Software Archive

10 Active Tasks (Staffed and On-Going)

Somewhat ordered by time urgency.

Description, membership and target to be revised and improved.

- **Pro-active Collecting**
 - 1. **Fortran**
 - **Description:**
 - Host Additional documents on Al Kossow's site
 - Organize documents in the Fortran blog
 - Feedback on archiving needs
 - Criteria for completion
 - **Work group:** Paul McJones (chair)
 - **Target**
 - 2. **NLS**
 - **Description:** Use NLS/Augment as an example to help understand the unique issues and develop a methodology for collecting, preserving, and exhibiting a large-scale, interactive, multi-user system.
 - Capture most recent version of NLS/Augment and emulation environment
 - Resolve ownership/copyright issues and attempt to move NLS/Augment system into public domain; secondary goal to move TOPS/20 from "hobbyists only" to public domain
 - Create replicatable and distributable version of NLS/Augment, including full source code
 - Collect and index a complete set of system documentation, including design, architecture, implementation, and training
 - Where helpful, supplement documentation with captured oral history
 - Report to CHS on conservation techniques and issues
 - **Work group:** Jonathan Cheyer, Ken Harrenstein, Philip Gust (Chair), Rayleen Pak, Peter Yim

- **Advisory members:** Doug Engelbart, Jake Feinler, Kathe Gust, Henry Lowood
- **Target**
- 3. **CDC**
 - **Description:**
 - yy
 - **Work group:** Dave Redell (Chair)
 - **Target**
- 4. **Help Catalogue the collection**
 - **Description:**
 - **Work group:** Sellam Ismail (Chair)
 - **Target**
- **Serving the SCC Community**
 - 1. **Use Plone to establish a web site for SCC**
 - **Description:**
 - Set up the environment
 - Move all relevant files to it
 - Add support for the various groups and tasks
 - **Work group:** Rudy Batties (Chair), Sellam Ismail, Bernard Peuto
 - **Target:**
 - Set up the environment 3-31-05
 - Files and access 04-16-05
 - Other support tools 04-27-05
 - 2. **Organize a workshop or symposia**
 - **Description:**
 - **Work Group:** Lee Courtney, Sellam Ismail (Chair), Bernard Peuto
 - **Target:** Proposal 03-16-05
- **A Software Archive**
 - 1. **Agree on a File Folder System for Quick Software Archiving**
 - **Description:**
 - **Work Group:** Mary Cicalese, Lee Courtney, Henry Gladney, Phil Gust, Paul McJones, Dave Redell, Bernard Peuto (Temporary Chair).
 - **Target**
 - 2. **Revised Software Taxonomy**
 - **Description**
 - **Work Group:** Mary Cicalese, Sellam Ismail (Chair)
 - **Target**
 - 3. **Test Case the Requirements for a Community Digital Archive**
 - **Description**
 - **Work Group:** Mary Cicalese, Lee Courtney (Chair), Henry Gladney, Bernard Peuto
 - **Target**
 - 4. **Experiment with a Digital Archive**
 - **Description**
 - Greenstone
 - **Work Group:** Mary Cicalese, Lee Courtney (Chair), Henry Gladney, Bernard Peuto
 - **Target**

14 Unstaffed Tasks

Description, membership and target to be defined.

- **Pro-active Collecting (Unstaffed)**
 - **5. Work with 1401 Software Group**
 - **Description:**
 - **Work group:** Ron Mak
 - **6. Work with PDP-1 Software Group**
 - **Description:**
 - **Work group:** Eric Smith
 - **7. Work with Multics Group**
 - **Description:**
 - **Work group:** Olin Sibert (?)
 - **8. Other Software**
 - **Description:** Magic (Mike Powell), Chess Software, Algol W (Len Shustek), Adventure game software (Henri Lowood), MacPaint (??), Page Description Languages
 - **Work group:** Olin Sibert (?)
 - **9. Refine and Post the Software 100+**
 - **10. Refine the collection criteria**
 - **11. Do Software Oral Histories**
- **A community of volunteers and interested parties (Unstaffed):**
 - **3. Attract new passionate members (Unstaffed)**
 - Publicize projects
 - **4. Extend the SCC community to few other outside groups (Unstaffed)**
 - Determine what tools to set up with plone (wiki, etc...)
 - Be a service to outsides web communities:
 - Learn from others what their needs are
 - Directory of other web sites
 - **5. Other longer terms suggestions (Unstaffed)**
 - History wikipedia
 - Newsletter with guest authors
- **A Software Archive (Unstaffed)**
 - **5. Establish test case for Existing archives**
 - Mirror an existing archive (like Al Kossow's)
 - Try indexing it
 - **6. Help in the museum archive production software selection**
 - Possible Work Group: Kirtsen Tashev, Henry Gladney, Mary Cicalese, Bernard Peuto
 - **7. Metadata Provenance issues**
 - Possible Work Group: Henry Gladney, Bill Selmeier
 - **8. Resolve some of the Transcodification issues**
 - Possible Work Group: Sellam Ismail, Len Shustek

Long Term Vision

The software Collection Committee thrives to make the world better for software collecting by:

- Sponsoring collection projects
- Helping the CHM fulfill its software mission
- Providing authoritative help for other Software Collection Communities
- Providing linkage to Software Collection Communities
- Educating interested parties to Software Collecting

We currently focus on specific test projects aimed at a better understanding of what can and should be done in the areas of

- Pro-active Collecting
- A software archive
- A community of volunteers and interested parties

On a long term basis we envision a Software Collecting Community modeled after Lens' and Dick Gabriel's ideas:

- A distributed web community of interested active volunteers staffed by volunteers
- Sponsoring collecting and preservation projects
- Helping with web tools and advice
- Scalable thanks to a low overhead model
 - For approval and
 - Storage in the archive

The museum would

- Assure the long term viability of the efforts
- Provide some resources and
- Would dramatically benefit for its own collection

This can only work if volunteers will see benefits in joining the Software Collecting Community over collecting independently

What Is Unique about Software

- Software collecting is taking place on a grand scale outside of the museum
- Unlike physical artifacts or exhibits there is little building space or money required (at first) for saving it
- There are no geographical constraints to software collecting
- We should quickly "join and help" these collections projects
- So why work with museum?
- We can lend:
 - Our image as a "sponsor"
 - Our long term viability
 - Our experience on tools and processes