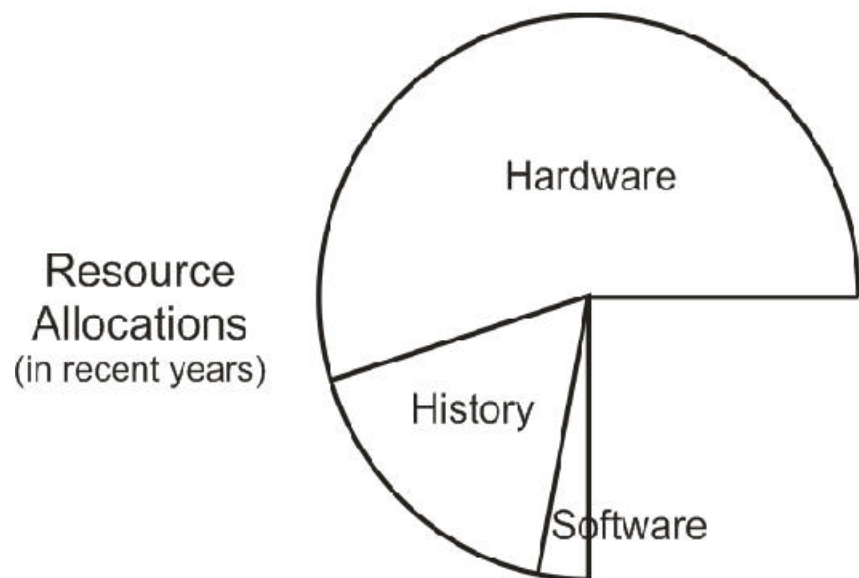
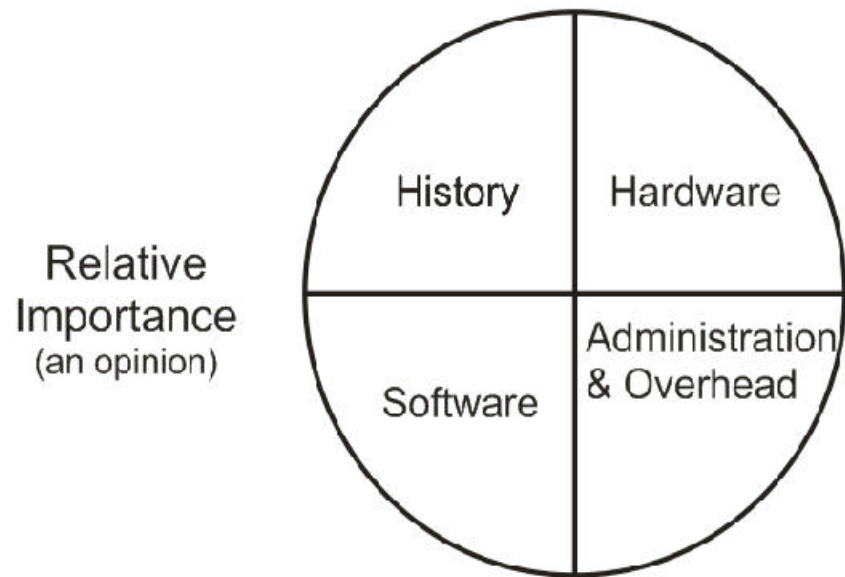


Computer History Museum

Virtual Museum for Software & Digital Documents

CHM Activities and Resources



CHM Virtual Museum for Software

Activities Needed

- 1) Collection (acquiring stuff)
- 2) Curation (classifying and labeling)
- 3) Organization and control (digital content management)
- 4) Preservation (packaging for durability, sharing, and to capture descriptions provided by experts)
- 5) Presentation (for museum visitors, with tailoring for children, students, general public, and experts)

(1) and (2) have had attention
(3), (4), and (5) are mostly neglected
(3) and (4) need high quality control

CHM Virtual Museum for Software

Infrastructure Needed

Content mgmt. (digital library)

- ? Good off-the-shelf software available
- ? Key standards in place
- ? CHM staff participation needed

Preservation packaging

- ? Design available; no implementation yet
- ? Structure stability & quality are critical
- ? Object ID and linking design are critical
- ? Blob format control not urgent
- ? Protection against fraud not urgent
- ? Could be built by volunteers

Presentation

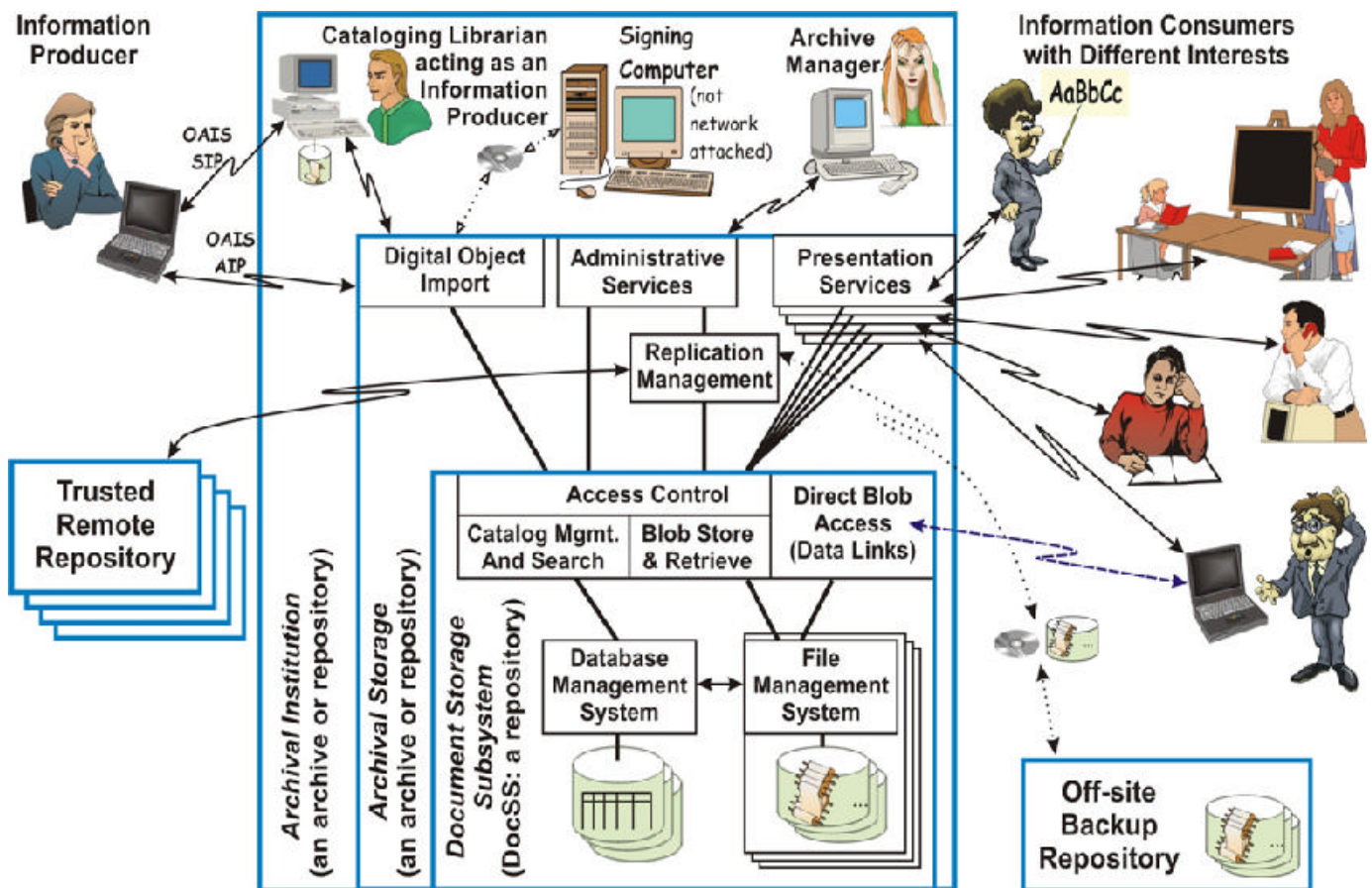
- ? How to is obvious: just do it!
- ? Make it good now; refine over time
- ? Need high imagination for visitors
- ? Need interfaces for remote volunteers

CHM Virtual Museum for Software

Digital Content Mgmt.

DocSS core layer available as commodity
SW (interface standardized)

Archival Storage layer to be tailored for
CHM



CHM Virtual Museum for Software

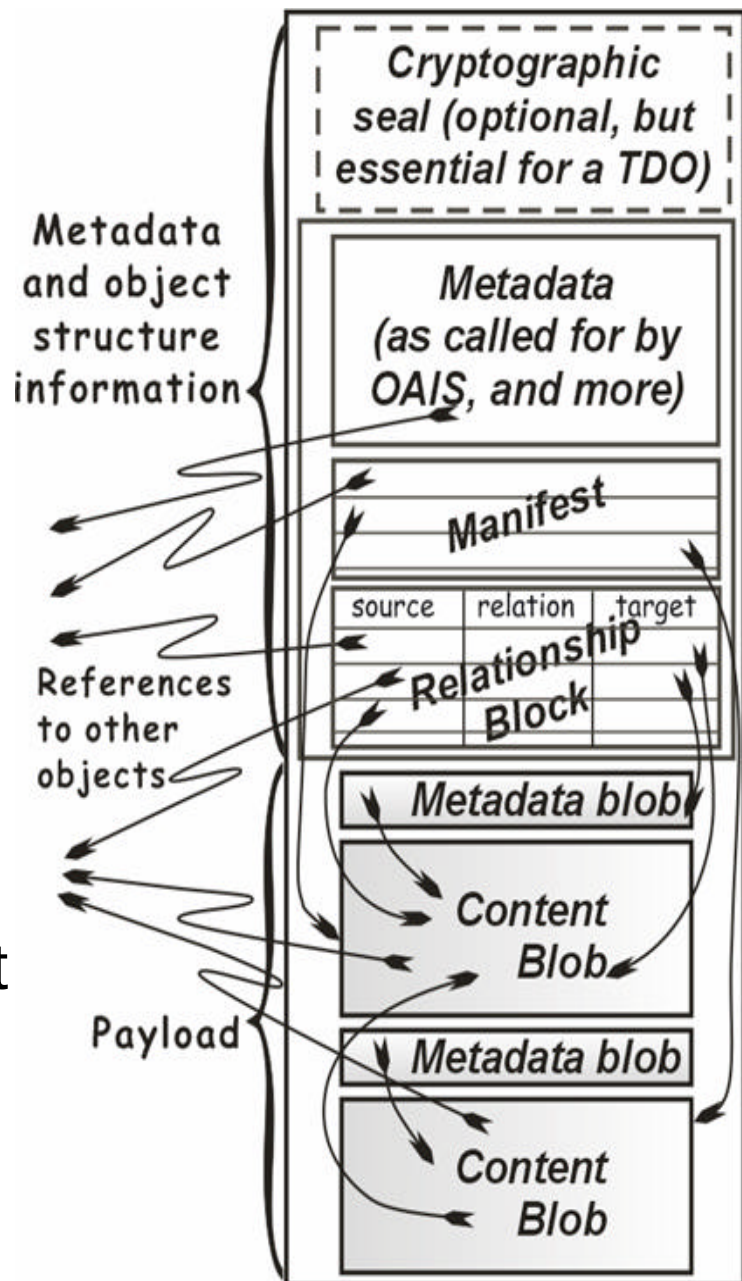
Preservation Packaging

Need an editor for
content packaging
and extraction:

- Standards compliant
- Durable (forever)
- Universal identifiers
- Links testably reliable
- GUI and XML editing

After a package is
built, updating it
should never be
needed (new info. by
nesting packages)

NSF funding might
be available for
providing package
editor



HMG, *Principles for Digital Preservation*, Comm. ACM 49(2), 111-116, February 2006.
HMG, *Preserving Digital Information*, Springer Verlag, 2007 ISBN 978-3-540-37886-0

Richard P. Gabriel to Len, HMG, mowens, SPG Aug 21

I want to second Henry's comments. I just completed a disappointing series of interactions with Ms Jabloner and some others regarding the donation of a major Lisp collection, including code, photographs, and documents by a friend of mine in Germany who is retiring. The collection was part of a Lisp History museum he maintained at Erlangen.

In his proposal to CHM he requested that Guy Steele and I be special curators to oversee the cataloging and preservation of the materials. We had agreed to this. I will without humility state that Steele and I are the most qualified people in the world to understand what is in this collection and to assist a professional archivist to catalog the material. Steele and I wrote the definitive history of Lisp, have been involved with its development for 40+ years, and I have worked with John McCarthy for about 30 years. We also put together a 90 minute joint talk on the history of programming languages which is regarded by many as the best computer science talk ever delivered.

In her emails to me, Ms Jabloner hinted that the CHM would be able to find capable local volunteers to handle the material, and she apparently made no effort to investigate the merit of having two world-class volunteers at her disposal.

The donor and I therefore looked long and hard for another institution to donate the material to, and in the end, because he was retiring from his University, he finally agreed to donate his material to the CHM.

I found the crudity of my interactions with the CHM to be absurd and in concert with what Henry has indicated.

-rpg-

Comments

CHM Virtual Museum and SPG

- ? Working relationship between staff and SPG has been unsatisfactory.
- ? SPG has become dormant.
- ? Virtual museum for software and documents can attract many more visitors than CHM physical museum attracts.
- ? Managing CHM software and digital document collection and display will be less expensive than managing hardware, but current resourcing is inadequate.
- ? Virtual museum can be used to attract remote volunteers, including some with special expertise.
- ? Volunteers can be attracted only for work they enjoy.