

Planning the Future with Planets

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Planning the future with Planets Summary and Outlook

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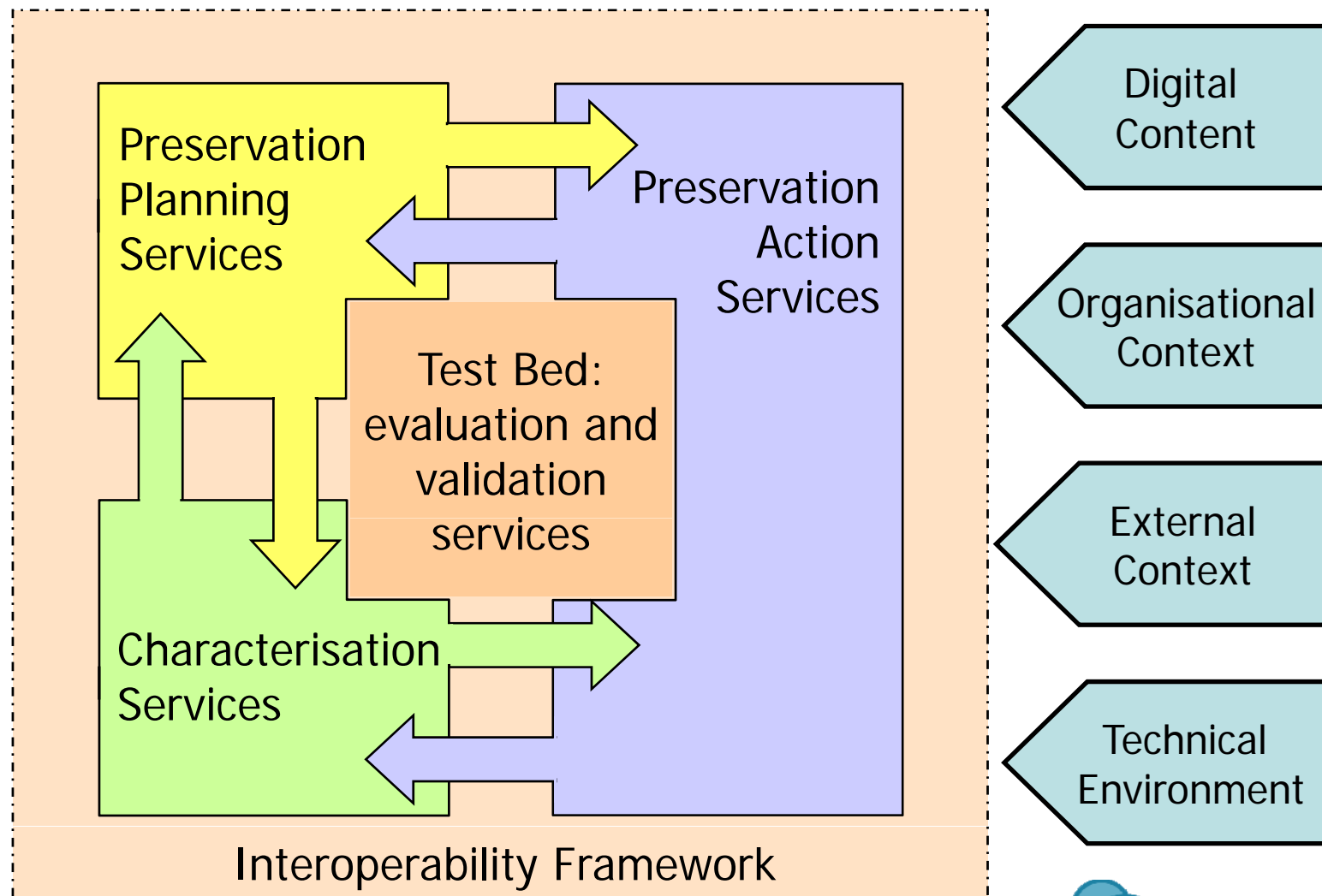
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Agenda

- ❑ Summary and Outlook
- ❑ Programme for tomorrow
- ❑ Scenarios for the hands-on sessions
- ❑ Groups



Planets Architecture

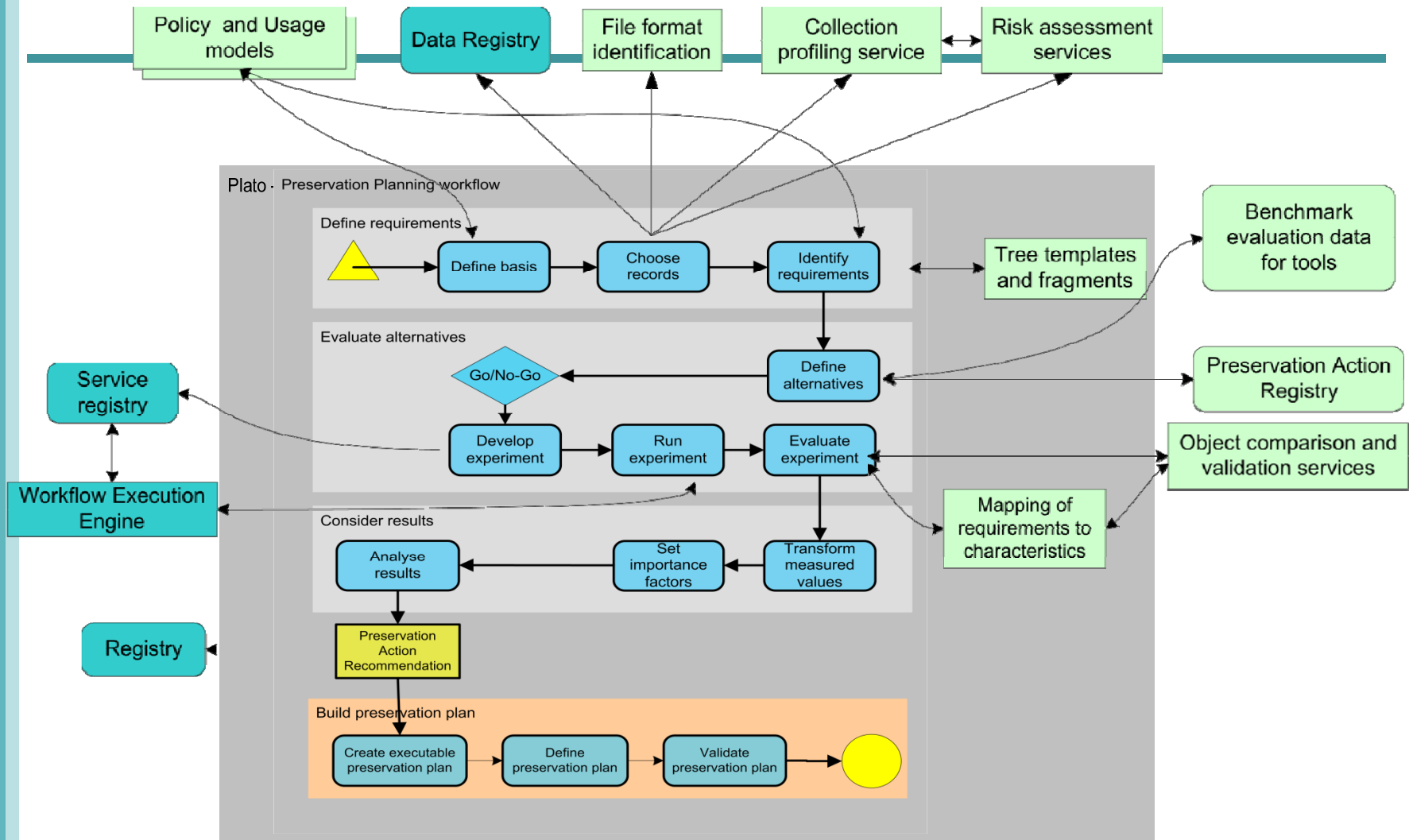


What is a preservation plan?

- ❑ ‘A **preservation plan** defines a series of preservation actions to be taken by a responsible institution to address an identified risk for a given set of digital objects or records (called collection).’
- ❑ Includes requirements, evaluation, and complete evidence base
- ❑ Contains an executable part, the preservation action plan

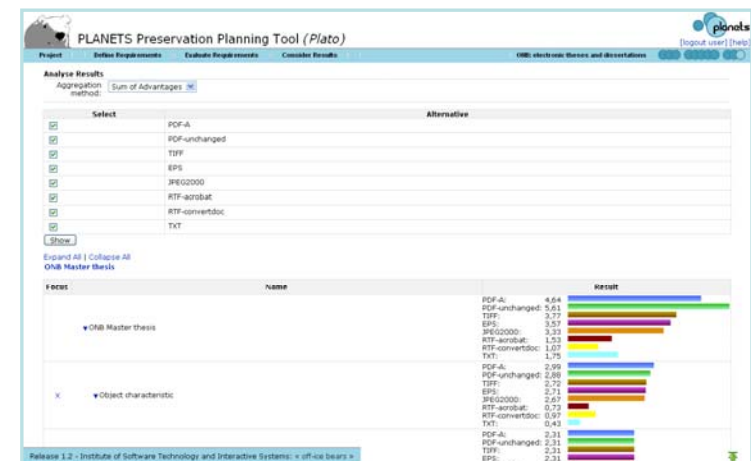
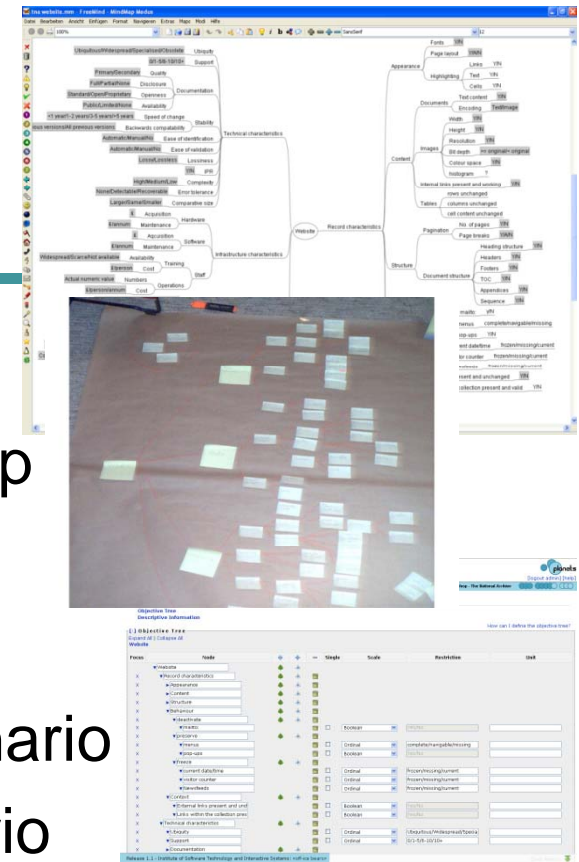


Integrating Planets concepts and services



Programme for tomorrow

- Hands-on preservation planning
- Develop a preservation plan step-by-step
- Plato, the preservation planning tool
- Small groups working on a specific scenario
- 4 scenarios, two groups for each scenario
- 3 sessions with presentation – exercise – report
 - Set the stage, define basis
 - Define requirements
 - Evaluate potential actions



4 different scenarios

- ❑ Public, governmental archive of electronic documents
- ❑ Privately held archive of electronic documents
- ❑ Computer games museum
- ❑ Image archive of a private sailboat collection



Scenario 1: Government archive

- Electronic documents in Office formats
- Public institution
- Legal regulations
- Objects are provided

- Define the basis - institutional policies, constraints,...
- Choose representative sample objects of the collection provided
- Define requirements
- Define and evaluate potential actions and draw conclusions



Scenario 2: Private archive

- ❑ Electronic documents in Office formats
- ❑ Private, corporate setting
- ❑ Objects are provided

- ❑ Define the basis - mission, policies, constraints...
- ❑ Choose representative sample objects of the collection provided
- ❑ Define requirements
- ❑ Define and evaluate potential actions and draw conclusions



Scenario 3: Videogames

- ❑ Computer game museum intends to preserve games for the video game console system “Atari 2600”
- ❑ Sample objects and alternative actions predefined
- ❑ Define basis
- ❑ Discussion of legal complications of emulation
- ❑ Define requirements
- ❑ Evaluate and analyse



Scenario 4: Boat collector's image archive

- ❑ Wealthy sailboat collector with well-filled Marina
- ❑ Extensive image archive with documentary material
- ❑ Objects are provided (images, not sailboats)

- ❑ Define the basis - mission, policies, constraints...
- ❑ Choose representative sample objects of the collection provided
- ❑ Define requirements
- ❑ Define and evaluate potential actions and draw conclusions



Which one is for you?

1. Public, governmental archive of electronic documents
 2. Privately held archive of electronic documents
 3. Computer games museum
 4. Image archive of a private sailboat collection
- Please provide a first and second choice on the list!



Dinner at the “Bettelstudent”, Johannesgasse 12, 3 minutes from here

