



CurateGear 2013: *Preserving Virtual Worlds* *Curation Tool*

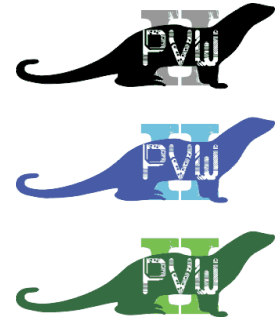
Jerome McDonough
GSLIS, University of Illinois



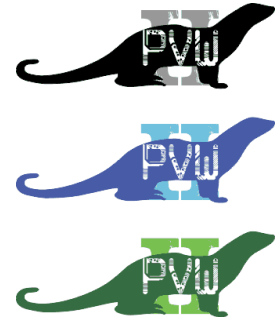
Grant LG-06-10-0160-10

Preserving Virtual Worlds 2

Identification of Significant Properties &
Strategies for Preservation of Significant Properties



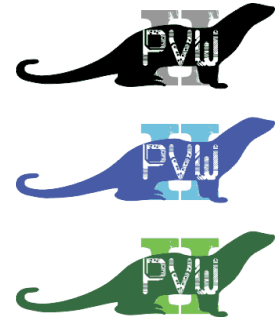
Significant Properties Redefined



- ***“An idea, concept, act, or thing is not inherently significant.*** A stakeholder attributes significance to something, typically in a context relevant to some purpose or goal.”
- ***“Significant characteristics are not simple property/value pairs which a stakeholder declares to be significant....*** In many cases, for example, a stakeholder considers characteristics to be significant only when some additional conditions are met.”
- ***“Significance is not absolute or binary.*** We can not only choose which characteristics should be significant, but would like to specify an importance factor which is a measure of the relative significance of the characteristic for stakeholders.”

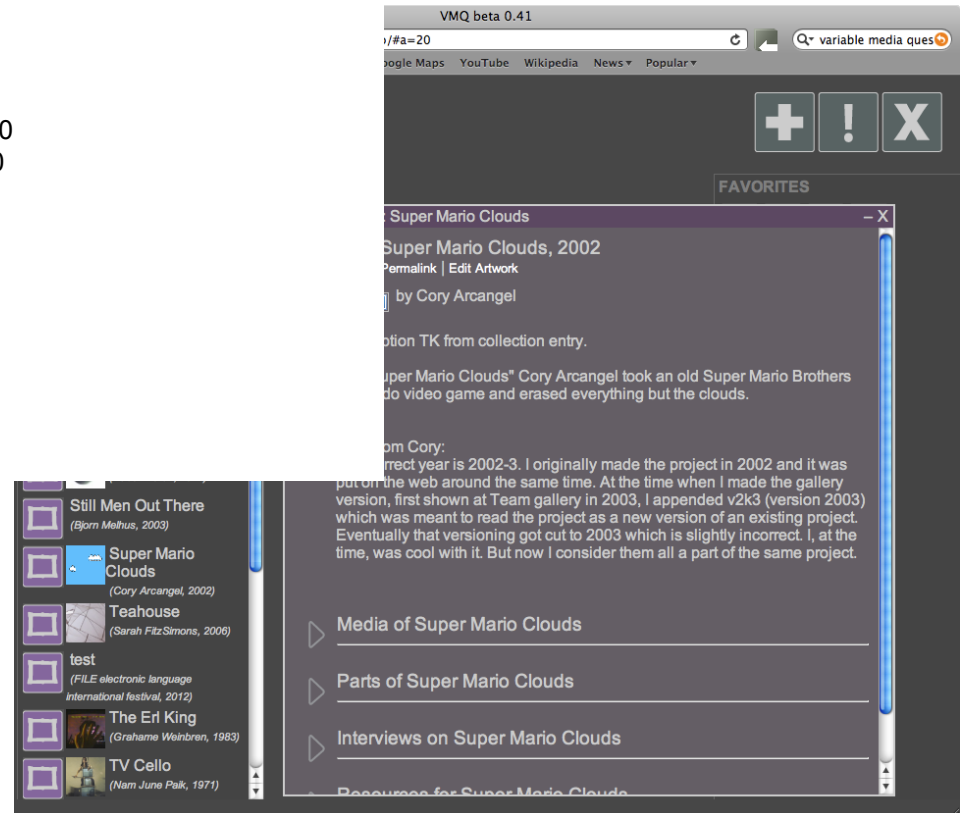
-- Angela Dappert & Adam Farquhar, 2009
Significance is in the eye of the stakeholder

Dealing with Contingent Significance

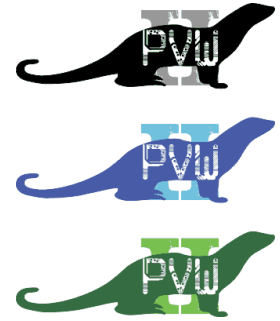


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Identification of Context & Querying
Designated Community
Identification of Components &
Establishing a Knowledge Base



Curation Questionnaire



Game Developer Questionnaire – Preserving Virtual Worlds 2

http://gres104.lis.illinois.edu/index.php/Game_Developer_Questionnaire

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Game Developer Questionnaire

What is the game's title?

What was your position in creating this game?

Where did the idea for the game come from?

What genre would you assign to the game?

Is the game is part of a series? ☐ Yes ☒ No

What is the core or heart of this game?

If in the future, players must sacrifice an element of the game (sound fidelity, color depth, timing, etc), what would you want it to be?

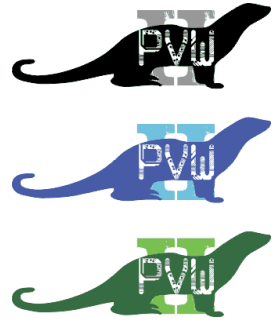
What would you absolutely not want it to be? (Alternately, rank aspects/components of the game as to their importance.)

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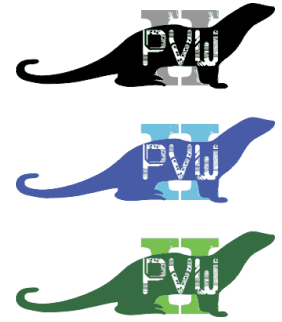
VMQ vs. PVW



- Things in Common
 - Elements (descriptive & assessment metadata)
 - Crowdsourcing Paradigm
 - Sharing Data
- Things that Differ
 - Objects (Unique art vs. mass production)
 - Elements (PVW has game & media specific fields)
 - Focus on future (VMQ) vs. original (PVW) state
 - Granularity (part level strategy vs. overarching)
 - Critical theory (author intent vs. reader response)



VMQ & PVW



- Possible Collaborations
 - Export PVW survey results to VMQ
 - Keep media dependent information in PVW and independent information in VMQ
 - Encode PVW survey output in Media Art Notation System (MANS) language for potential uptake by VMQ
 - Relate PVW data to VMQ data via VMQ's MetaServer

Expanding PVW Tool



- Semantic MediaWiki to expose underlying data in RDF
- Augment Curation Tool database with other game preservation-related data (e.g., file format and representation information, media identification and assessment guides, tool help)