CurateGear 2013:
Preserving Virtual Worlds Curation Tool
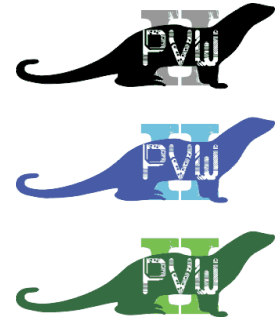
Jerome McDonough

GSLIS, University of Illinois
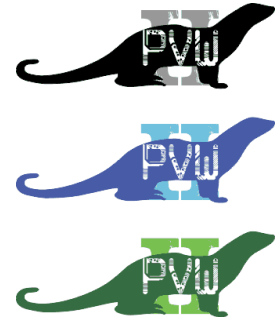
Preserving Virtual Worlds 2

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."
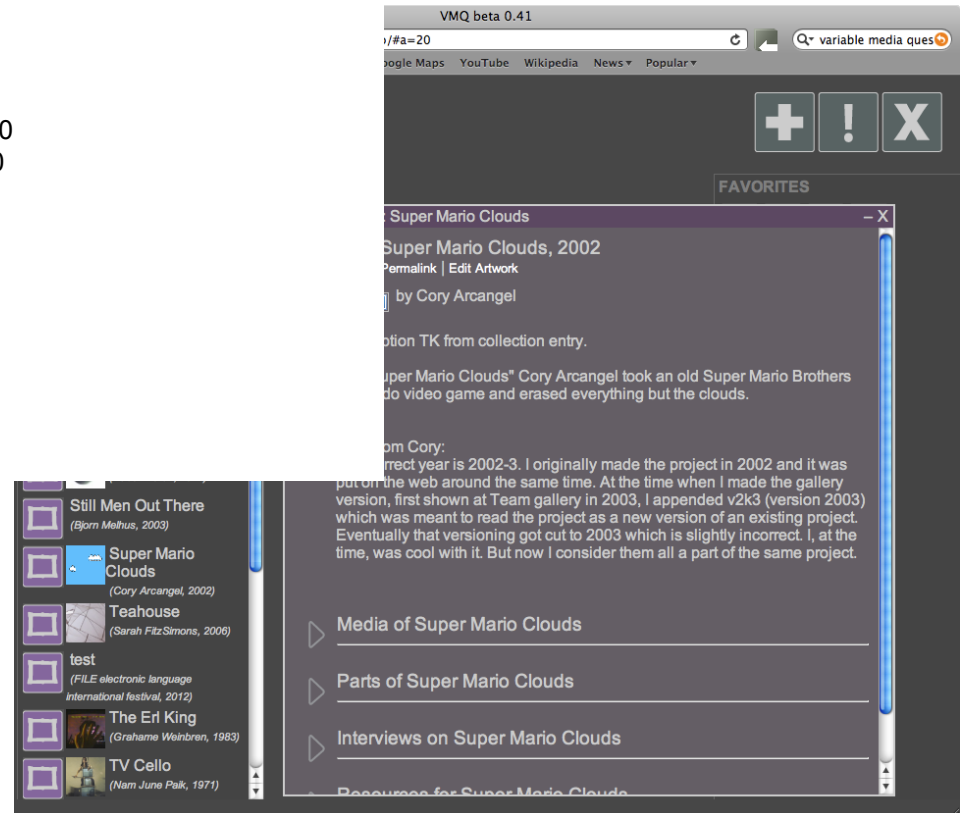
-- Angela Dappert & Adam Farquhar, 2009
Significance is in the eye of the stakeholder
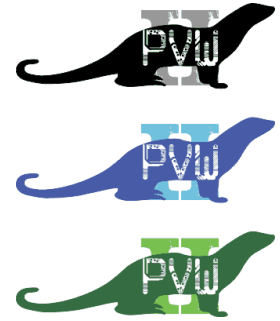
Dealing with Contingent Significance
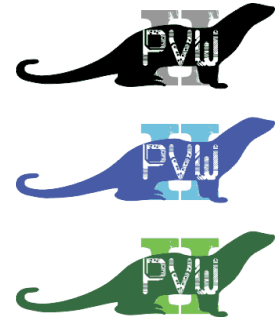

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Identification of Context & Querying
Designated Community
Identification of Components &
Establishing a Knowledge Base

Curation Questionnaire

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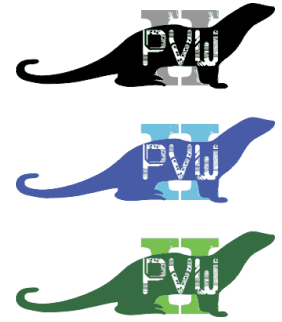
- Possible Collaborations
  - Export PVW survey results to VMQ
  - Keep media dependent information in PVW and independent information in VMQ
  - Encode PVW survey output in Media Art Notation System (MANS) language for potential uptake by VMQ
  - Relate PVW data to VMQ data via VMQ's MetaServer

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)