Emerging Media: collecting, preservation and access challenges

Stephen McConnachie Erwin Verbruggen Judy Wilcocks Patricia Falcao Caylin Smith British Film Institute Netherlands Institute for Sound and Vision Central Saint Martins Tate British Library and the Legal Deposit Libraries Committee

- 1. Introduction
- 2. Case study Interactive Documentary
- 3. Case study Interactive Narrative
- 4. Panel discussion
- 5. Next steps

Introduction

The background is huge **economic** growth and substantial **public funding** to incubate, innovate, train, develop audience engagement and creative capacity

1. Economic growth predictions - search 'Immerse UK report'

- \$1 billion in revenue in 2018
- \$95 billion in 2025 (Goldman Sachs)
- \$108 billion in 2021 (TechCrunch)
- \$569 billion in 2025 (Citi)

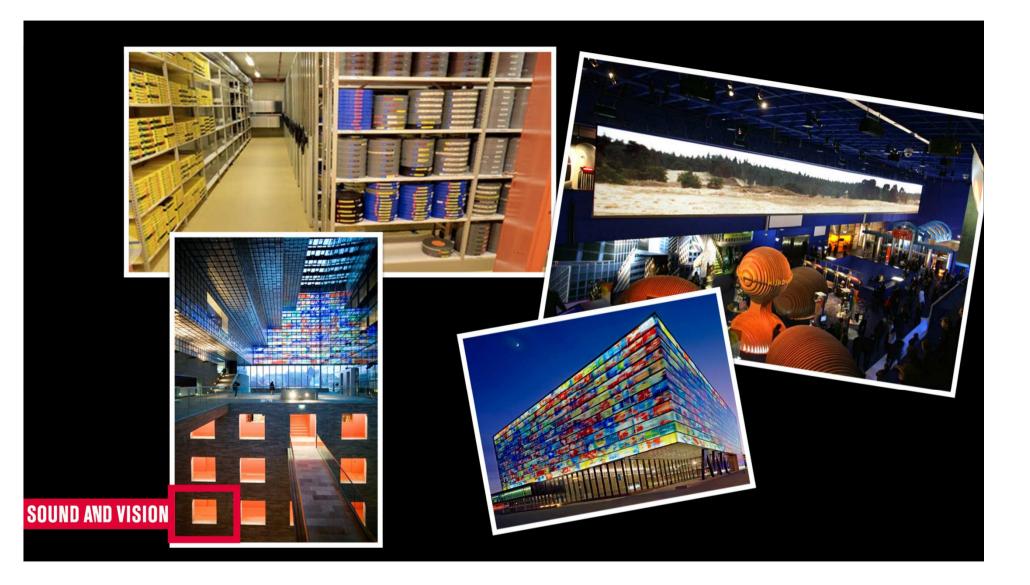
2. Major UK government funding programme - search 'UKRI Audience of the Future'

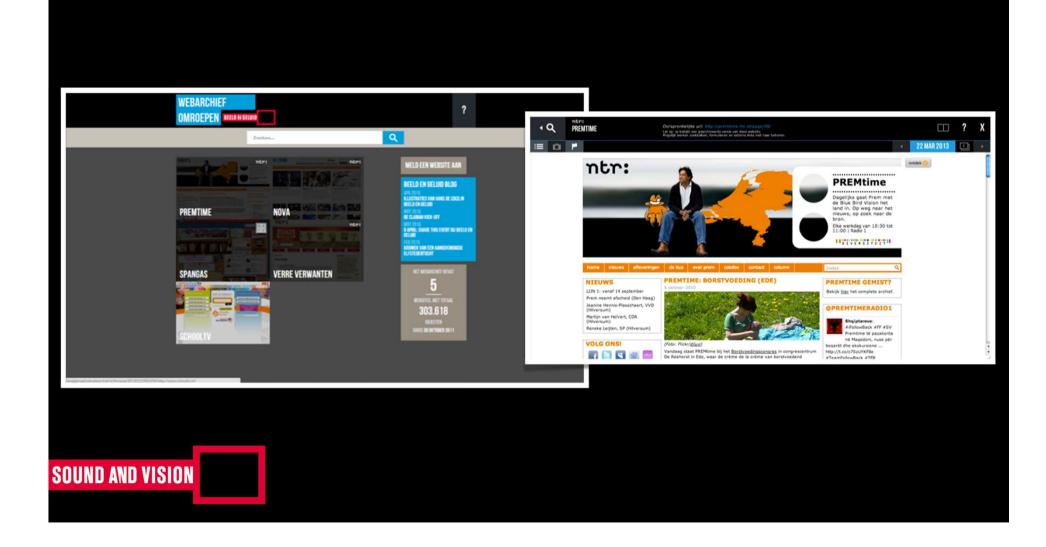
- Industry Centre of Excellence (ICE) in Immersive Storytelling
- Demonstrator programme for immersive innovation

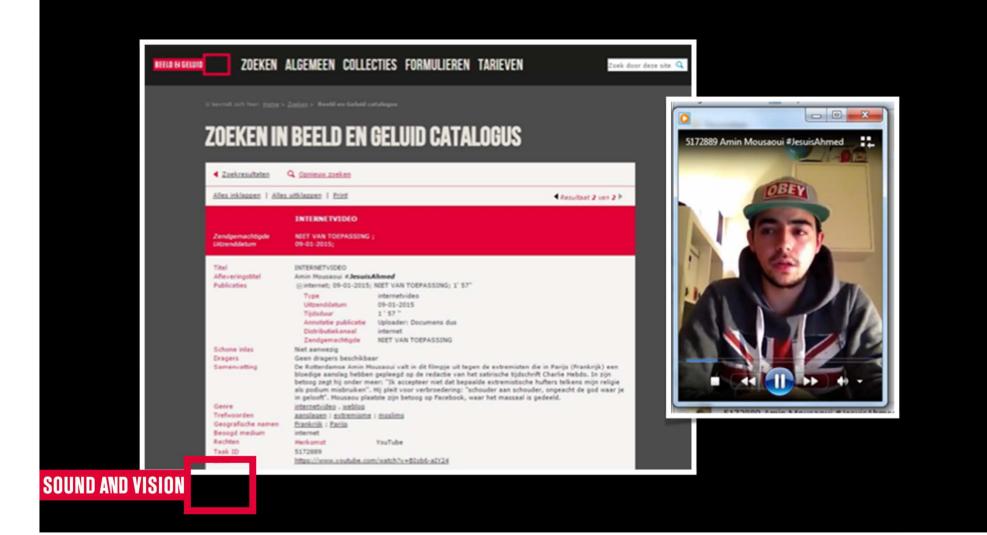
A FESTIVAL APPROACH TO PRESERVING EMERGING & INTERACTIVE STORYTELLING FEATS

erwin verbruggen netherlands institute for sound and vision

SOUND AND VISION









BEZOEK COLLECTIE KENNIS

GAMESCANON



JAZZ JACKRABBIT

jaar: 1994 ontwikkelaar: Epic Megagames platform: DOS

Jazz Jackrabbit is een computerspel voor de pc uit 1994, geproduceerd door Epic MegaGames. Het spel is geschreven in Turbo Pascal 7.0 door de Nederlandse programmeur Arjan Brussee en bedacht door Cliff Bleszinski. Het spel was zo populair dat er in 1998 een vervolg, Jazz Jackrabbit 2, werd gemaakt.

Van het spel bestaan verschillende versies. Allereerst was er de sharewareversie die bestond uit één aflevering. Een aflevering bestond uit drie werelden, elk onderverdeeld in twee levels en een 3D-bonuslevel. Verder zat er in iedere aflevering nog één geheim level dat bereikt kon worden door te schieten op een rood bord

Jullie herinneringen

XXL-clan rulez!

+

VOEG JOUW HERINNERING TOE!

XXL-XXL • Gisteren 21:33

level dat bereikt kon worden door te schieten op een rood bord agel vraagteken. De aflevering eindigt met een Guardia Bonk's ret... Swords &... Nijmeegs... Tem D Fraxxon Hawkeye Zelda: Dr Yogho Yr A2 Racer Age of W... Fantom O... Aweson Topog Oh shit! Vectron Disposabl... Het EK '9 Battery C... Toki Tori Killzone The Chro... Super Cra... Rei 0 The Appi Charlie d... My Horse... Yab Yum Skooter Flimbo's ... Amsterdo... Air Traffi... Juf in a B... Q Big Broth... Hollanditis Redcat: R... De zaak v... Overlord Proun Jazz Jac... Competiti.. Rhino Ru... Eindeloos De Blob Ridi 2002 2011 1988 2013 975 1979 1982 1984 1986 1991 1993 1997 1999 2006 1995 2008 1000 2000 2010 1000



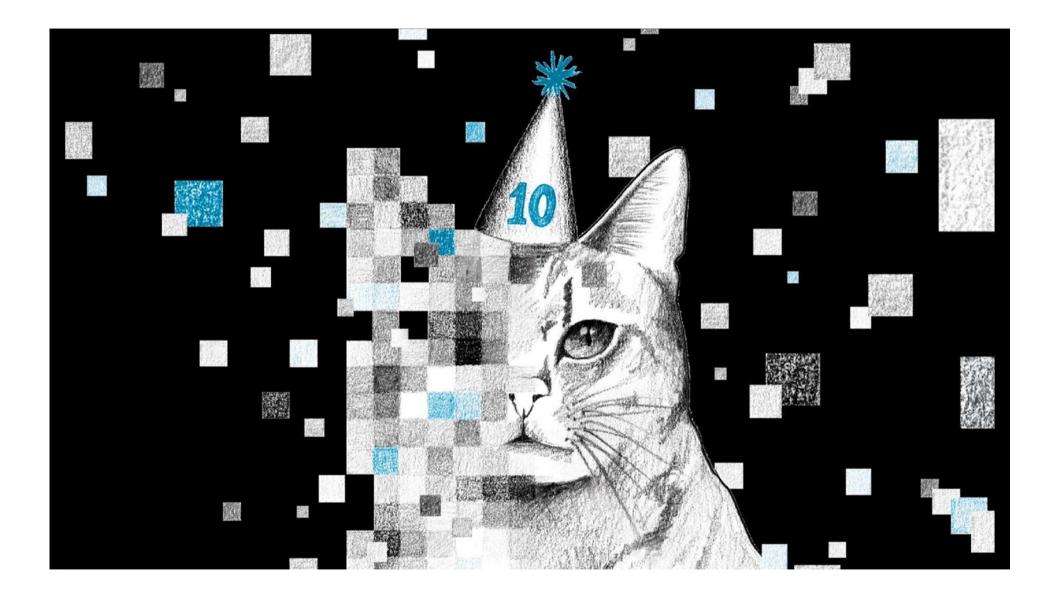
WE SPEAK A NEW AND POWERFUL LANGUACE, CAPABLE OF SAYING THINGS NO OTHER LANGUAGE CAN SAT, BUT FEW HAVE REALIZED THIS, AND EVEN FEWER HAVE FOUND WHAT TO SAY.

Jonathan Harris





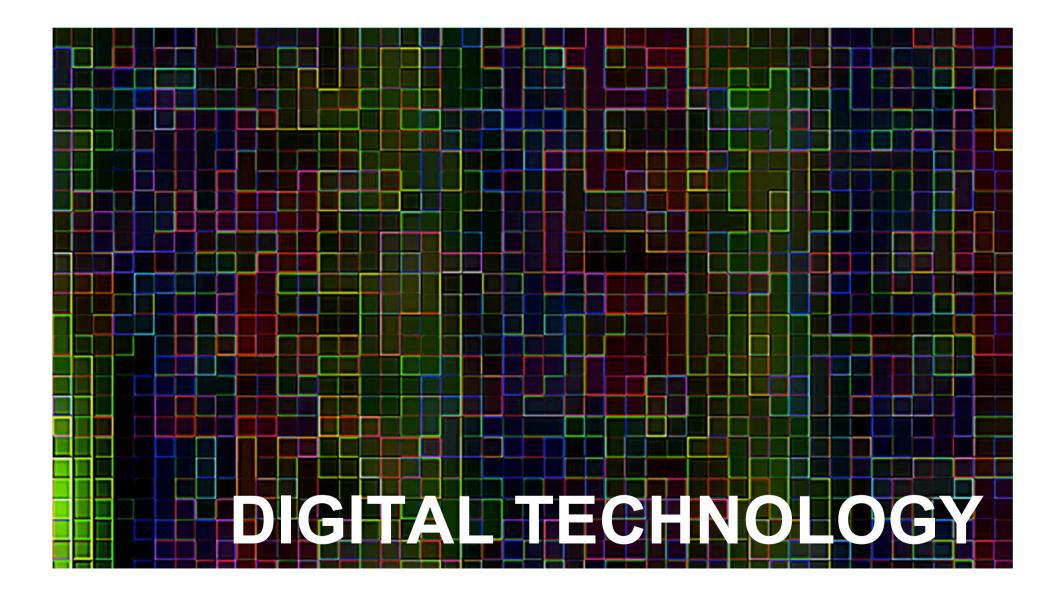




MAIN INGREDIENTS



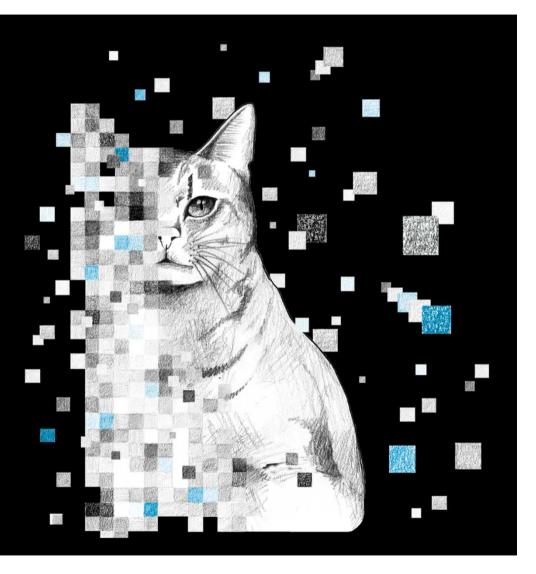








Idfadoclab IMMERSIVE NETWORK



Made possible by



Ministry of Economic Affairs of the Netherlands

Supported by











Past events



DocLab Live: Bloodless – Guided by the Ghost of a Korean Sex Worker

Hieronymus Bosch, The Eyes of the Owl

An innovative way to experience Bosch's most famous painting up close and personal.

Hisropumue Basch. The Euce of the Owl is a virtual reality.

Project details







Past events



DocLab Live: Bloodless – Guided by the Ghost of a Korean Sex Worker 25 Nov 2017 at 17:00

Bear 71 VR

WATCH PROJECT A seminal piece in the history of interactive documentary, reimagined and re-released as a virtual reality experience.

Bear 71 is a groundbreaking interactive documentary experience, told from the point of view of Bear 71, a female grizzly bear living in

Project details

Year of development : 2016



eliokolokolok eliok	
•	
Button	A new subject has entered the site. Welcome! The subject moved right Subject has drawn a strat Button Subject has entered the button The subject moved left Subject has drawn a short straight line (10 px) Subject has clicked the button
A new subject has entered the site. Welcome!	Milestone: Subject reached all corners

Past events



DocLab Live: Bloodless – Guided by the Ghost of a Korean Sex Worker 25 Nov 2017 at 17:00

Clickclickclick.click

In a likeable, playful clickbait experience, you are rewarded for exploring all the interactive possibilities of your mouse.

You and your mouse – an intimate relationship you seldom really think about. But your mouse behavior can betray as much of your identity as your search terms. With Clickclick click. Studio

Project details

Year of development : 2016 Created by: Luna Maurer, Roel Wouters





Past events



DocLab Live: Bloodless – Guided by the Ghost of a Korean Sex Worker 25 Nov 2017 at 17:00

Special presentation on VR installation

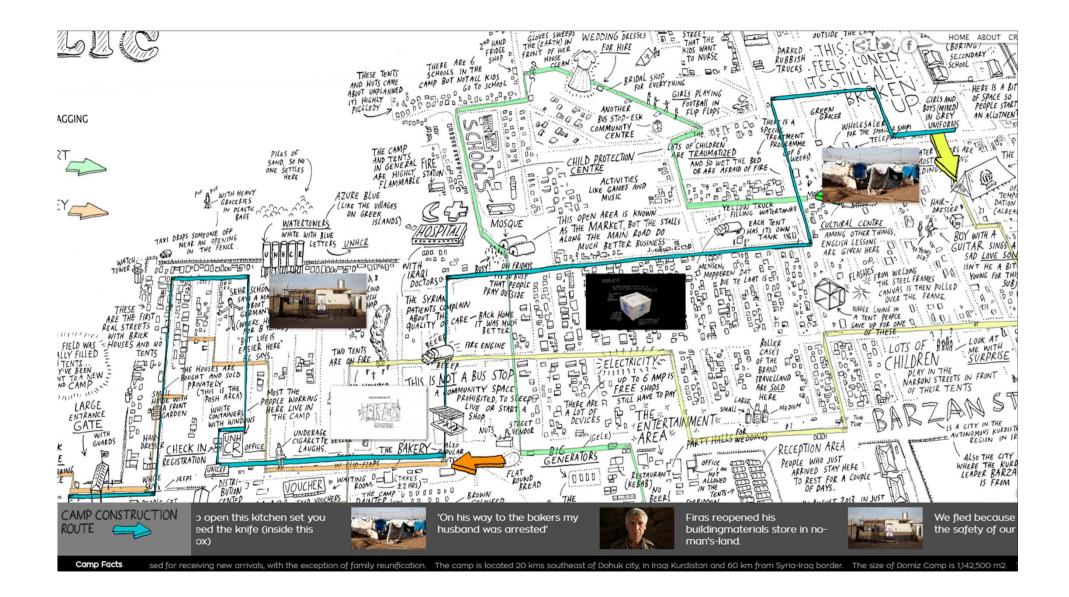
Refugee Republic

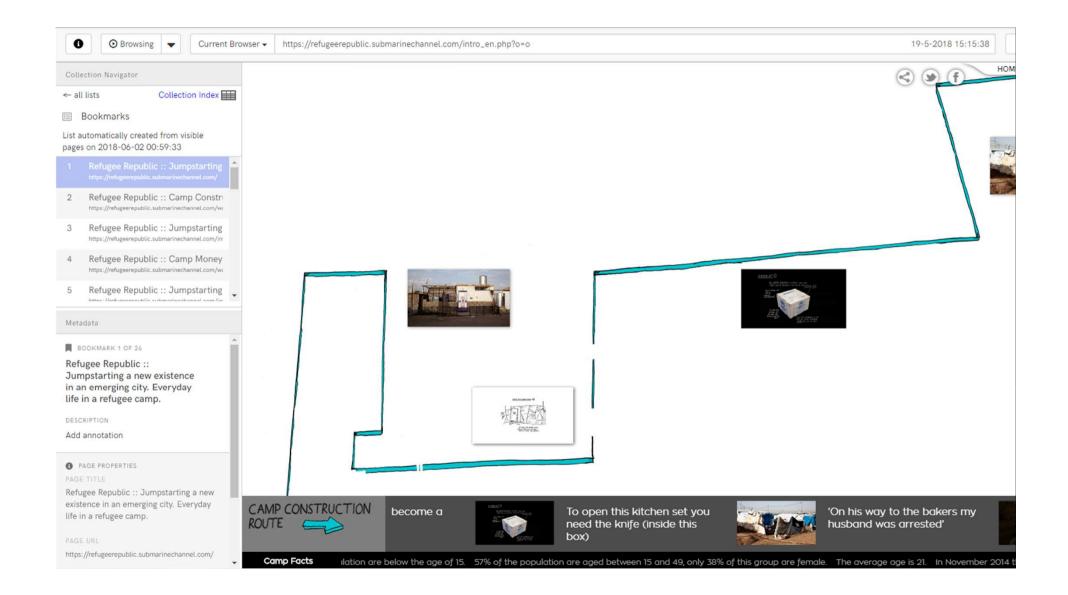
WATCH PROJECT You think refugees are passive victims? Then spend some time in Domiz in northern Iraq and find out what everyday life in a camp is really like.

People desperately or resignedly waiting for help in the heat and the dust – this is the image most of us associate with refugee

Project details

Year of development : 2014





Preserving Interactives

White Paper

Authors

Erwin Verbruggen Sound and Vision

Server-side Preservation of Dynamic Websites

White Paper

July 2018

Prepared by Rasa Bočytė University Supervisor Annet Dekker (UvA) Internship Supervisors Erwin Verbruggen, Jesse de Vos (Sound and Vision

SOUND AND VISION

UNIVERSITEIT VAN AMSTERDAM

SOUND AND VISION

http://publications.beeldengeluid.nl

Breathe A Ghost Story by Kate Pullinger

Caylin Smith, Legal Deposit Libraries Senior Project Manager No Time to Wait, BFI, London, October 25th 2018









Bodleian Libraries





Outline

Context

OUK Non-Print Legal DepositEmerging Formats project

•About Breathe

o https://breathe-story.com/

 Capturing *Breathe* using web archiving tools
 OHeritrix

 \circ Webrecorder



UK Non-Print Legal Deposit

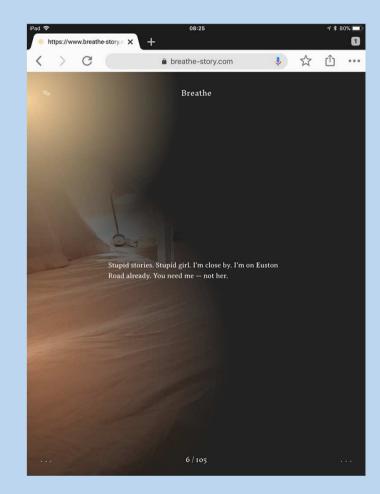
- •Legal Deposit has existed in the UK in some form since 1662
- •The Legal Deposit Libraries Act 2003
 - \circ 1 copy of a publication sent to the British Library and any of the other libraries that claim it
- •The Legal Deposit Libraries (Non-Print Works) Regulations 2013
 - \circ Allowed the libraries to collect publications created in digital formats
 - Publishers must deposit a digital file that is suitable for long-term preservation
- •Currently collect eBooks (EPUB and PDF), eJournals (PDF), maps (raster and vector formats), notated music (PDF), and the UK web domain (WARC)
- Preserved within the British Library's digital repository
- Access provided onsite on designated desktop terminals at each LDL

Emerging Formats project

- Two year project (April 2017 present)
- Identifying publications that are in scope to collect under legal deposit
- Exploring the collection management needs of more-complex digital publications
- Focused on three types of content
 - eBook mobile apps (e.g. academic books, dictionaries, children's literature)
 - Web-based interactive narratives (e.g. narrative games, ambient literature, literature written for platforms like Twine)
 - Structured data (e.g. statistics, official reports)

About Breathe

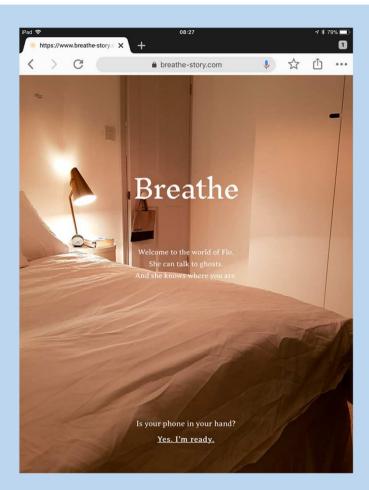
- Created by Kate Pullinger in collaboration with Editions at Play (Visual Editions + Google's Creative Lab)
- Read time 15-20 minutes; 105 pages in total
- Browser-based work of ambient fiction written in HTML that is best viewed on mobile devices
- Reader progresses the narrative by swiping left on their mobile device, or touching icon in bottom right corner
- Uses APIs to personalise the narrative to the reader's surroundings
 - Use of device's camera, GPS, and weather data
 - a "book that comes to you"



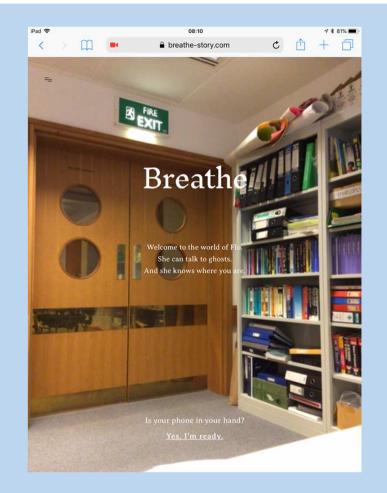
Observations

- Mainly textual, but does include some images
 - Use of device's camera to create background imagery
- Different types of interaction (e.g. tilting the screen) are required to reveal the full story
 - The narrative does not always appear immediately onscreen
- Behavior is impacted by type of device (mobile phone, tablet), operating system (iOS, Android), browser

Pad 🗢 h	ttps://w	ww.breati	he-story.c 🕽		09:03			787	'9% — 1
<	>	C		â breath	ne-story.com	Ļ	☆	Û	•••
=				Br	eathe				



Breathe as displayed in Chrome

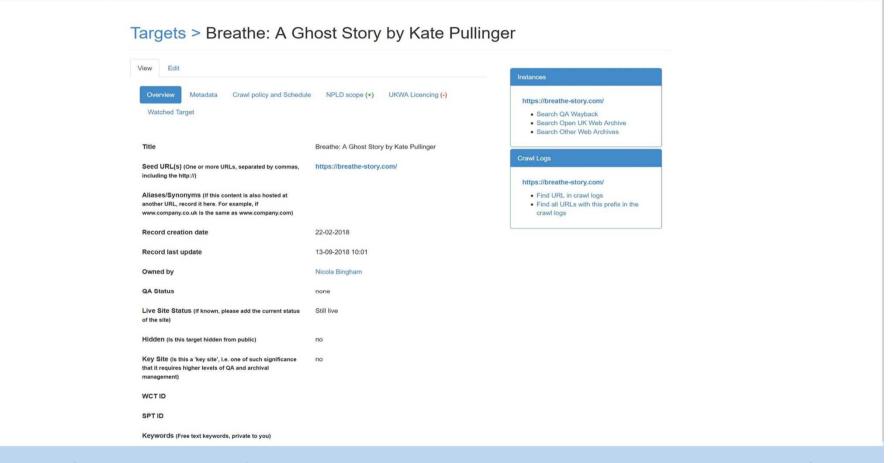


Breathe as displayed in Safari

Capturing Breathe

- Heritrix
- Web Recorder

Heritrix



Screen capture of *Breathe* within the BL's Annotation Curation Tool, an open source, selective web archiving workflow management application

₩ ШЗАСТ

		You ar	e here: H	ome > Ope	en UK Web	Archive					
Enter V	Veb Addre	ess: https:	//breathe-st	tory.com/	All		~	Take M	le Back	Adv. Search	
Searched fo	r https://bre	athe-story.c	:om/		Set Anchor W	Set Anchor Window: none V 0 Results					
1997 0 pages	1999 0 pages	2001 0 pages	2003 0 pages	2005 0 pages	2007 0 pages	2009 0 pages	2011 0 pages	2013 0 pages	2015 0 pages	2017 0 pages	14 pages 23 Feb. 201 24 Feb. 201 25 Feb. 201 26 Feb. 201 27 Feb. 201 128 Feb. 201 1 Mar. 2018 13 Sep. 201 14 Sep. 201 15 Sep. 201 17 Sep. 201 18 Sep. 201

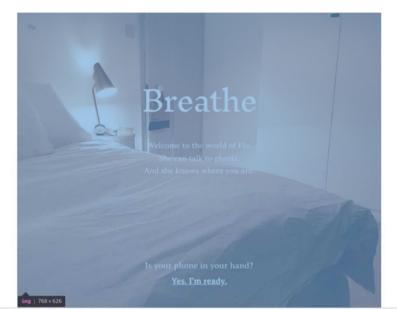
Copyright notice | Terms of use | Privacy statement

Screen capture of the UK Web Archive showing the amount of crawls for Breathe

External links, forms and saarch boxes may not	https://breathe-story.com/	Go	«MAR SEP OCT	Close 🗙
Edemail Inits, forma and decisions may any other bucknown website.	Show all captures 23 Feb 18 - 19 Sep 18		19 × 2017 2018 2019	Cymraeg Help ?

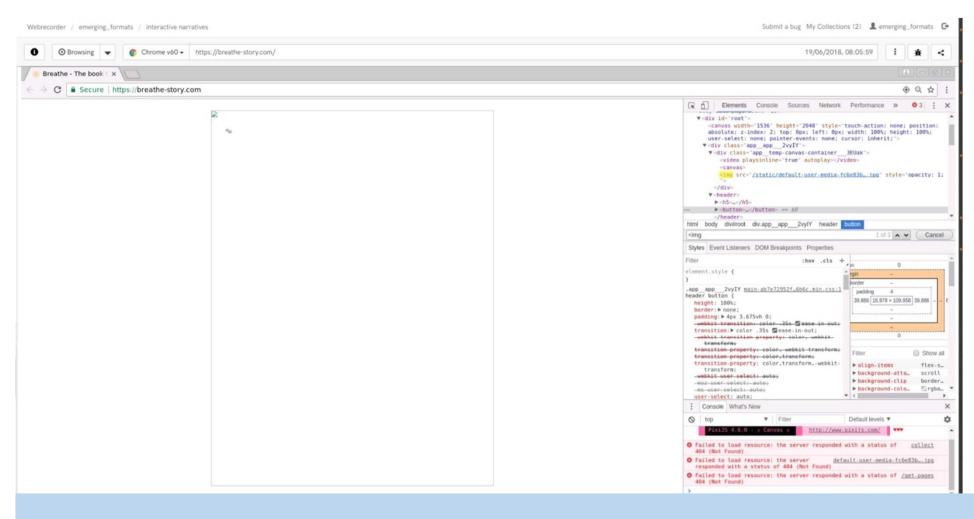
Screen capture of *Breathe* as displayed in the UK Web Archive

Webrecorder





Screen capture of *Breathe* (cover page) in Chrome DevTools on Linux desktop computer



Screen capture of Breathe (cover page) within Chrome (v60) within Webrecorder Player

Breathe

I talk to my mother at night, but she doesn't answer me. I listen for her, I wait for her, I do my best to let her in. I know she must be there, somewhere. But she does not speak to me.

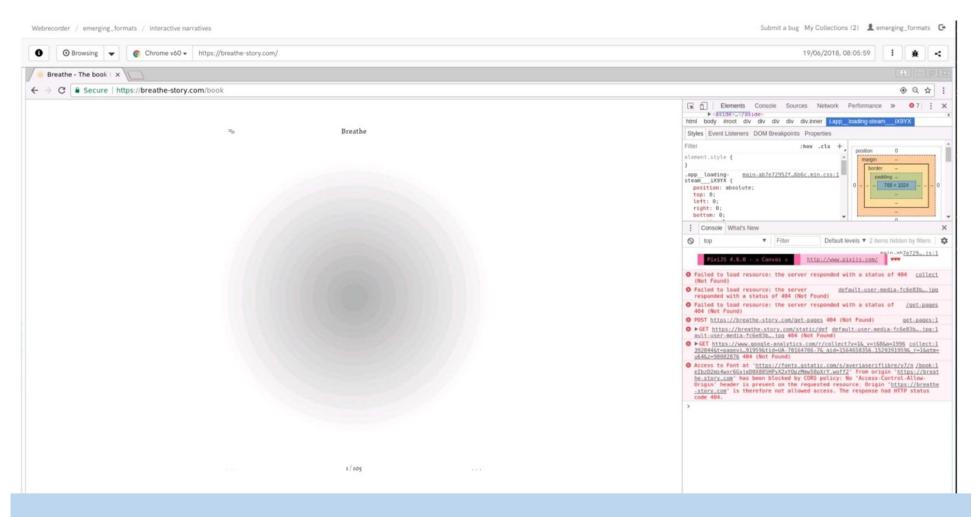
1/105

. .



Screen capture of Breathe (page 1) in Chrome DevTools on Linux desktop computer

-



Screen capture of *Breathe* (page 1) within Chrome (v60) within Webrecorder Player

Next steps

- Identify URLs of individual pages to crawl with Heritrix
 - Engage with Editions at Play to better understand how *Breathe* was created
- Engage with Webrecorder community to see whether and how the text of the narrative can be captured

Thank you!



@caylinssmith, #uknpld
caylin.smith@bl.uk
emerging-formats@bl.uk

Acknowledgements: Nicola Bingham, Ian Cooke, Maureen Pennock, and Adam Leggott

Panel discussion

- Learning from previous experiences
- Creating a body of knowledge with case studies
- Organising events to accrue knowledge, form networks
- Working with creators and industry, including tech companies
- Standards and standardisation:
 - how soon is too soon for standards?
 - opportunities for open source advocacy?
 - what is our role as preservation professionals?
- System suppliers and service suppliers
- Emulators and emulation for operating systems etc
- Leveraging developer tools for digipres outcomes

Next steps

- Organise events to build knowledge and form networks
- Create **working groups** to co-ordinate activities in the networks
- Create forums for discussion by the networks Slack workspaces / channels?
- Invite industry / makers to present their work / expertise
- Talk to creators about **preservation** explain our work to them, in clear language

Don't miss: **9 March 2019**, CSM London - Vanishing Point: The Curation and Preservation of Virtual Reality http://bit.ly/VanishingPoint_CSM