

# Arts & Humanities Content Team Meeting Minutes

## September 26, 2-3PM EST

**Objective:** Introductions, present an overview of case studies, and discuss what types of content we'd like to develop case studies for with time for general questions about the team.

**Present:** Josh Sternfield, Gail Truman, Linda Tadic, Edette Nichols (Jason Gish), Spencer Keralis, Jennifer King, Bradley Raigle, Midge Coates, Jon McGlone

**Absent w/ Notice:** Cynthia Ghering

**Absent w/o Notice:** Ben Fino-Radin, Barbara Haws, Kris Klein

## Introductions and Interest in A&H Content Team

Participants introduced themselves and their backgrounds. Worth noting that there are 3-4 members actively working with moving image and sound, both analog and digital, and 3-4 members working at academic libraries with experience with digital library projects.

## General Questions About Content Team

Concerns were expressed about overlap with other groups, in particular the best place to address news media (video) content. Interests in preserving news media might best be addressed in partnership with the News, Media and Journalism Content Team. Jon is also actively communicating with the Cultural Heritage Team's facilitator (Erik Rau).

## Case Studies

Team looked at example of a case study ([Digital E-Prints of Newspapers](#)) and concluded there hasn't been an established format for organizing and structuring the case studies.

Josh: Because humanities is such a vast area to cover that has relevancy in many of the content teams (News, Cultural Heritage) we have the ability to set the precedent for case studies across the Content Teams, as very few have been completed at this point to serve as a model for other groups.

Linda: [Digital Dilemma 2](#) report can help inform us of some emerging problems as well as practices. That report also features case studies that can help serve as models for us.

In our open discussion, three main components and approaches of the case studies emerged:

- Appraisal policies
  - you can't save everything, but how do you decide what should be saved forever, give examples/case studies that show integration of appraisal in the process and show the decision making project that goes behind appraisal, as well as the technical infrastructure
  - appraisal policies should be tied into the emerging [levels of digital preservation](#)
- User stories
  - Using specific content as a model for the points we want to make about digital preservation. For example, born digital architectural drawings are created using specific hardware and software. The same could be said for digital art. In order to

fully preserve the born digital content, one would need to have an infrastructure setup to support multiple hardware and software environments.

- Sustainability
  - It is incredibly expensive to keep and maintain data in data centers. Jennifer referenced [this recent NYT article](#). The costs raise a lot of questions: what is sustainable? What is possible? What can truly be preserved? For the humanities, we need to provide a particular plan for sustaining emulation environments, migration projects, etc.

### **Potential Case Study Brainstorm**

Team agreed a Google Doc for potential case studies would be good for allowing ideas to be put up and discussed at the next meeting. We started brainstorming in the last 10-15 minutes of the meeting.

Results were moved to the [Google Doc](#). We encourage all team members to contribute to this working document.

### **Next Meeting**

For the next meeting, we agreed to think about:

- What are the core issues facing the arts and humanities? (ie, conversion, preserving born digital virtual environment, appraisal)
- We will continue to add to the Potential Case Studies Google Doc, seeing where that might lead us.

Jon will propose a series of meetings for the next 3-4 months, preferably occurring on the third or fourth Wed of every month at the same time.