



Cohort 4 Lib

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Code4Lib
Pittsburgh, PA
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<http://bit.ly/FCOPc4l>

Jonathan Farbowitz

Tracy Popp

Jessica Meyerson

Zach Vowell

Monique Lassere

Cynde Moya

Elizabeth Wilkinson

Amelia Acker

voices of the cohort band

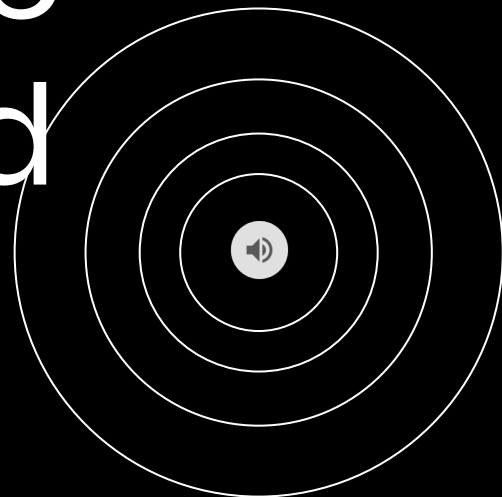
Amanda Pellerin

Wendy Hagenmaier

Lauren Work

Matt Schultz

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- **Introduction: the Software Preservation Network**
- **Introduction: Fostering a Community of Practice**

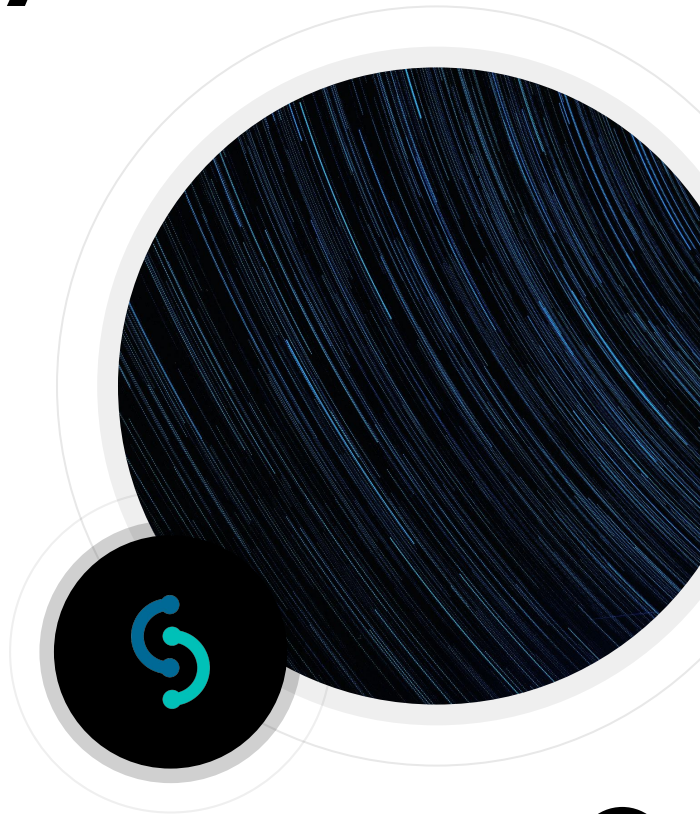


Fostering a Community of Practice (FCoP)

Fostering a Community of Practice: Software Preservation and Emulation Experts in Libraries and Archives

Cohort of six different types of organization and six different software preservation use cases.

- Guggenheim Museum
- Living Computers Museum + Labs
- University of Arizona
- Georgia Tech
- University of Illinois
- University of Virginia



FCoP Cohort

Agathe Jarczyk
Amanda Pellerin
Amelia Acker
Bing Wang
Cynde Moya
Dorian Bowen
Elizabeth Wilkinson
Fernando Rios
Jeremy Bartczak
Jessica Meyerson
Joanna Phillips
Jody Thompson
Jonathan Farbowitz
Josh Dersch
Judd Ruggill

Karl Germeck
Ken McAllister
Kyle Rimkus
Lauren Work
Matt Schultz
Maura Gerke
Mike Durbin
Monique Lassere
Richa Virmani
Seth Robbins
Stephen Jones
Susan Parham
Tracy Popp
Wendy Hagenmaier
Zach Vowell

UIUC Library FCOP Project: Emulating Born-Digital Music Composition and Production Environments



Outcomes:

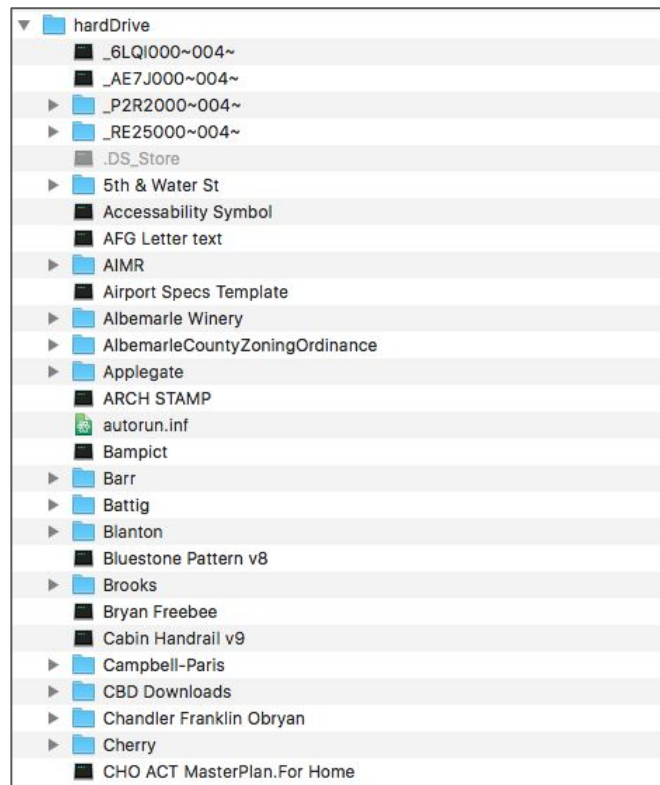
Workflows for Software Preservation

Digital Content Format Registry implementation

Acquisition Guidelines

EaaSI for collections appraisal and processing

UVA Library FCOP Project: Emulation in the Archives



Environments

Software

Objects

Import Environment

Create Environment

Settings

Emulators

Help

Actions

Screenshot

Change media

Save Environment

Send Ctr-Alt-Del

Send Esc

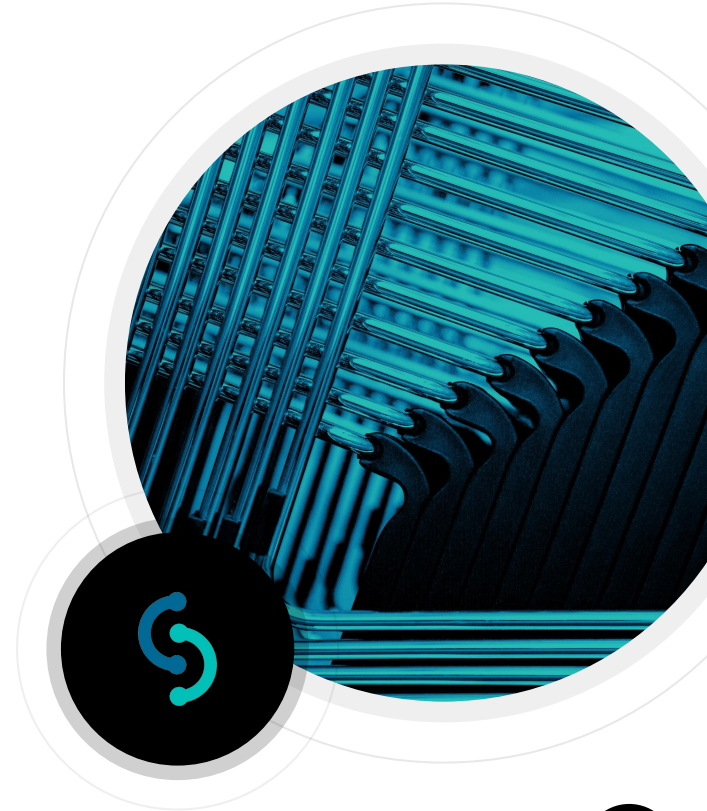
Restart Session

Stop



UVA FCoP Project Outcomes :

- Deed of Gift
- [Software questionnaire](#) and updated donor checklist
- [Archival Description Strategies for Emulated Software](#)
- [Emulation in the Archives Symposium](#)



Georgia Tech FCoP Project: Software Preservation Stories

Goals:

- Create a proof-of-concept for [retroTECH](#)'s online presence--a virtual retroTECH Lab
- Provide online access to historical software for learning and research (particularly software created at Georgia Tech)
- Document and share the human stories surrounding the creation and use of software (via oral histories and video memories)



Georgia Tech FCoP Project: Software Preservation Stories

Stories:

- Game Boy Advance games created by computer science undergraduates
- Simulation coded for 1996 Atlanta Olympics bid
- Ribbit game created for Apple II by former Chair of the School of Computer Science
- VantagePoint text analytics software
- Architectural software used by early adopter architect / professor



Presenting A Cohesive Story from Multiple Sources

ArchivesSpace

Metadata

**Emulation
as a Service
Sandbox**

Software
Emulation

MediaSpace

Oral
Histories and
Videos

DSpace

Images

The screenshot shows the Georgia Tech Library website with a digital exhibit for 'Cooking Mama: Food Fight'. The exhibit includes a title, a description of the game, and three interactive sections: 'Online Emulation', 'Oral History', and 'Visit the Lab'. Each section has a corresponding image and a link to start, view, or visit. The exhibit is presented in a clean, modern layout with a grey header and a white background.

Georgia Tech Library

Find, Borrow, Request | Research, Help, Support | Spaces & Technology | About the Library

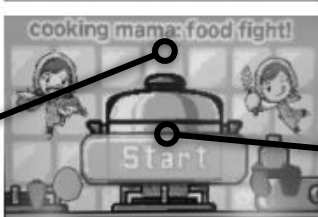
Home > Spaces & Technology > retroTECH > Cooking Mama: Food Fight

Cooking Mama: Food Fight

Arianna Pathammavong, Fall 2018

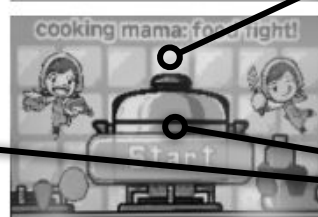
Georgia Tech Computational Media student Arianna Pathammavong created a Game Boy Advance game called "Cooking Mama: Food Fight." The game is inspired by a NeoPets Ice Cream Machine game Pathammavong enjoyed playing as a kid, as well as her passions for food and design.

Online Emulation



START EMULATION »

Oral History



Listen to the creator talk about the background and development of this software.

VIEW ORAL HISTORY »

Visit the Lab




Visit the retroTECH lab to play this software on the original Game Boy Advance.

VISIT RETROTECH »



“...a **cohort** of six software
preservationists...”

-- [FCoP Proposal](#)



“...foster the relationships
between **cohort** members so that
the **community of practice**
continues to grow beyond the
project end date.”

-- [FCoP Proposal](#)

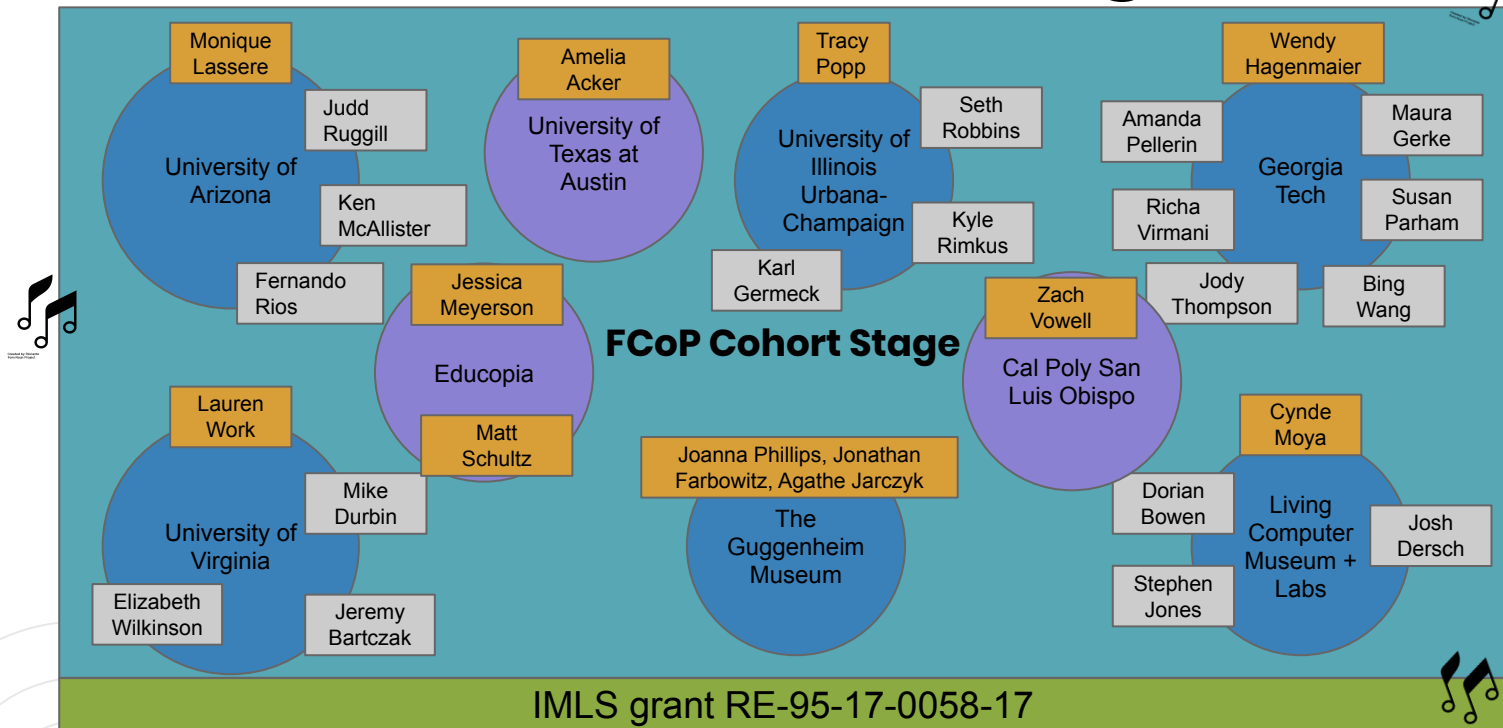
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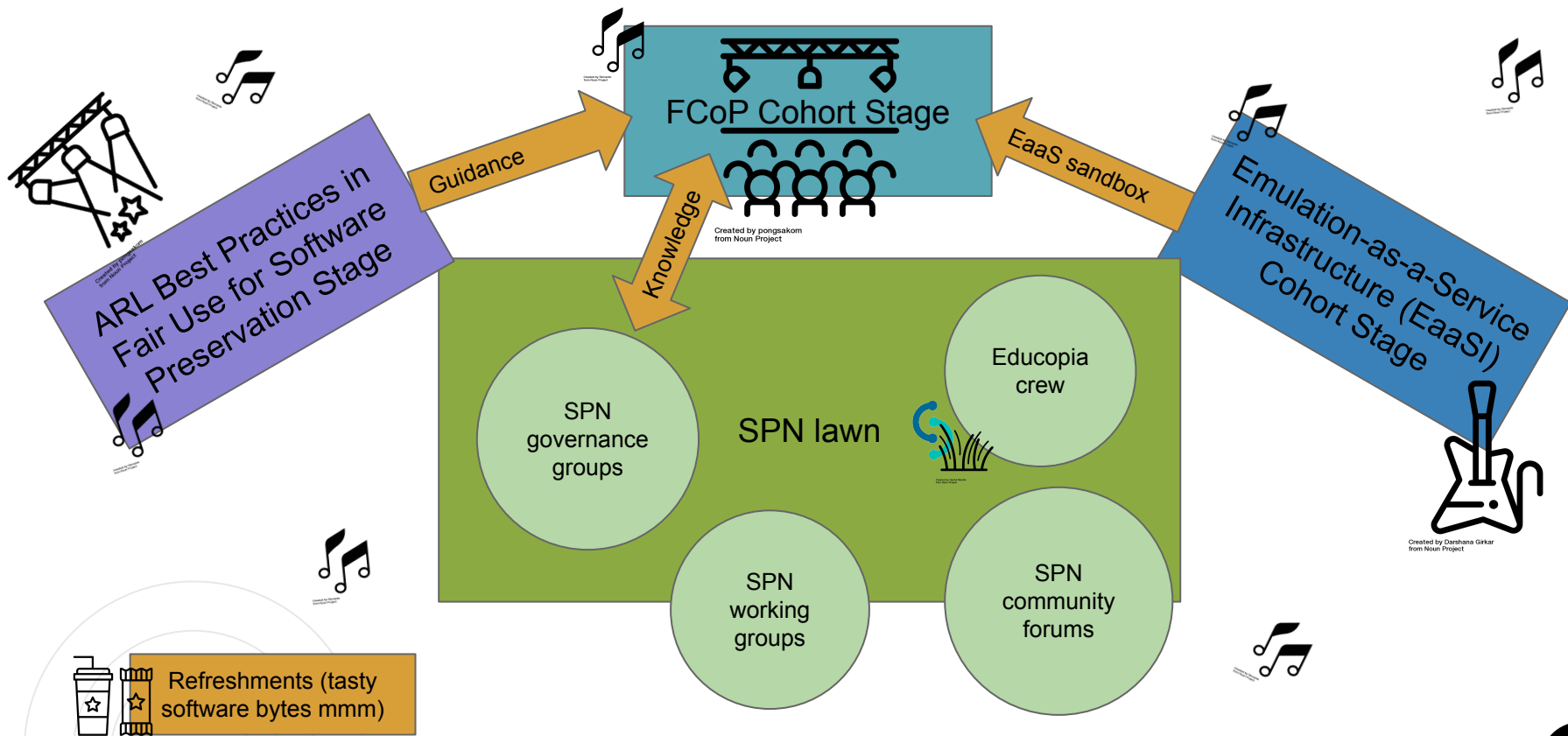
Cohort as band

<http://bit.ly/FCOPc4I>

FCoP Cohort Band on Stage

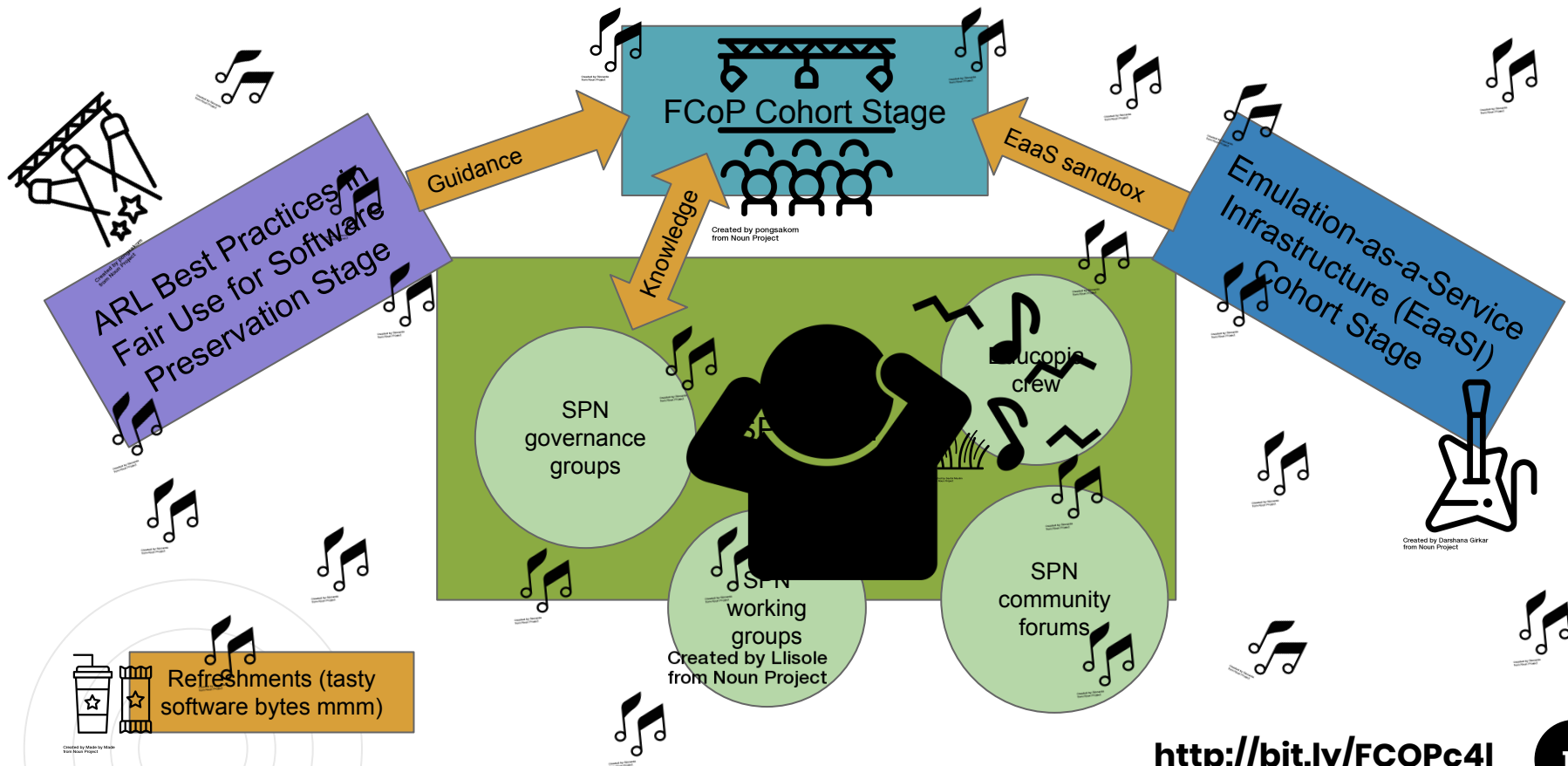


Cohort Bands at the Software Preservation Music Fest



<http://bit.ly/FCOPc4I>

Cohort Bands at the Software Preservation Music Fest





Cohort as bound

<http://bit.ly/FCOPc4I>

FCoP Project Music

Unison:

- 2018: in-person kickoff
- 2018-2020: monthly cohort calls, bimonthly pair calls, biweekly tech office hours
- 2019: UVA Workshop, SAA
- 2020: IDCC, code4lib, in-person reflection meeting

Harmonies:

- EaaSI sandbox use
- Site visits by FCoP Researcher
- Architecture use cases
- Vintage computing use cases
- Gaming use cases
- User testing exploration
- Academic libraries
- Museums

Solos:

- Project deliverables
- Intraorganizational team communication
- Music use case
- Artwork use case
- Reflection blog posts

Dissonance:

- Confusion when dependent on other project roadmaps
- Losing cohort members
- MS Outlook not updating meeting invites





Cohort as boundaries

<http://bit.ly/FCOPc4I>

Working in a cohort

Benefits	Costs
Build local momentum for software preservation work within our organizations	Local momentum-building activities compete for time with community momentum-building activities
Create community momentum for software preservation work through presentations, workshops, blogs	Time invested in community momentum takes time away from building local momentum
Explore a greater diversity of use cases together than we can alone and bridge cultural heritage silos (archives/museums/libraries)	Differences among our goals and silos can mean we encounter dissonance, move more slowly, or sacrifice local requirements for needs of group
Share resources: knowledge, questions, measurement	Additional meetings and assignments create expensive overhead in terms of time and effort
Nurture relationships, trust, community vision	Cohorts are exclusionary and can reinforce status quo inequities
Support each other through local organizational change	Precarity and change in project teams doesn't just disrupt local progress; they also disrupt cohort work and relationship-building
Make formal commitment to project goals and community-building	Risk inherent in making formal commitment that depends on other cohorts' timelines and uncontrollable external variables

How can we build **better** cohorts?

- Explicitly define the **purpose and goal(s)** of the cohort.
- Be transparent about how the **boundaries** of the cohort are drawn and why. Let the purpose of the cohort guide those boundaries.
- Articulate the **costs and benefits** to organizations and individuals of working in the cohort. Budget for dissonance. Build in buffers and backup plans. Emphasize ongoing reflection and forgiveness.
- **Honor** the cohort's boundaries and limitations. Monitor for disruptions across the interdependent cohort landscape.
- Be **awake** to the power dynamics at play and the extent to which groups created with equity in mind can actually reinforce the status quo.

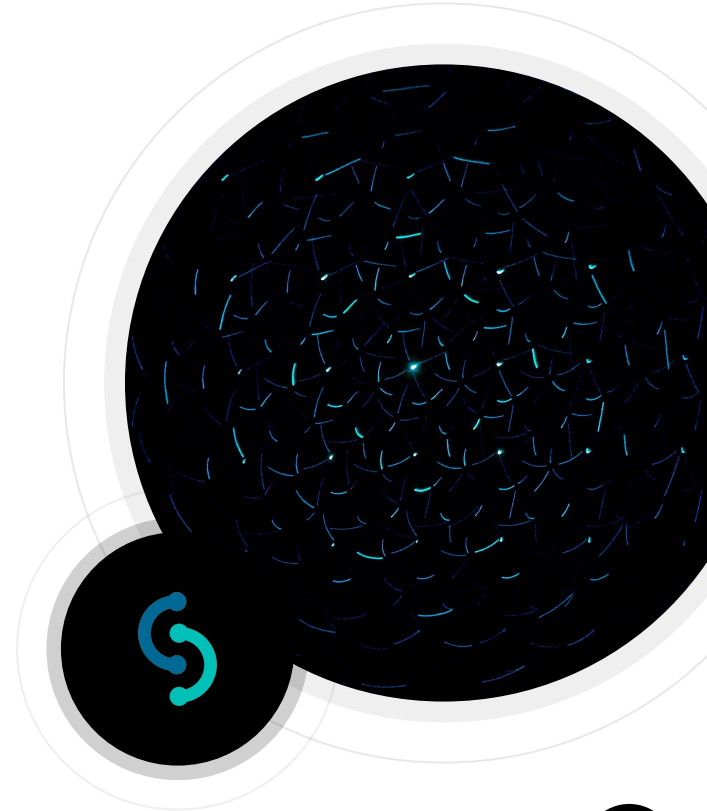
Where is our cohort headed?

- Collaborating on FCoP project outcomes:
 - A **story** of change in capacity over time
 - **Tools and templates** for immediate use by individual practitioners and cultural heritage organizations
 - A forward-looking **action agenda** highlighting areas where the field needs to focus additional attention
- Incorporating FCoP project outcomes into our **ongoing local work**
- **The Grammys?**



Kudos:

- Institute of Museum and Library Services
- The Noun Project:
 - concert by pongsakorn
 - stage light by pongsakorn
 - music festival by Darshana Girkar
 - grass by Saeful Muslim
 - Food by Made by Made
 - notes by Riccardo
 - loud music by Llisole
- “Unbreakable,” Anti-Flag





Thank you!

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