FCoP Collections and Software Inventory Worksheet - University of Arizona
August - September 2018

What was the scope or focus of your inventory?
(Did you limit your spot inventory to one kind of software, or to a certain type of software dependent material? How did you determine how many records might provide a healthy spot check - and help to identify gaps and other patterns?)

We did not limit the spot check to a type of software. We wanted to get a wide representation and idea of the types of software in LGIRA's (cataloged) holdings. I tried to look for software with full metadata records as well as images.

List all of the data sources you referenced or searched to complete your inventory?

- https://download.cnet.com/Microsoft-Sidewinder-Game-Controller-Software/3000-18493_4-10045405.html via Google search
- https://www.pcreview.co.uk/threads/axispad-problem.509371/ via Google search
- https://en.wikipedia.org/wiki/Software#Types
- https://www.atari2600homebrew.com/ai-project-gdg.html via Google search
- http://viziontradingpost.com/product/commodore-amiga-vision-authoring-system-interactive-multimedia-software-4-disc/ via Google Image search
- https://www.raspberrypi.org/forums/viewtopic.php?t=24729 via Google Search for Atari dependencies
- https://web.archive.org/web/20101104165512/http://linuxdevcenter.com/pub/a/linux/2004/05/20/atari_2600_homebrew.html via Wikipedia article for Atari 2600 Homebrew
- http://amiga-news.de/en/news/AN-2015-02-00027-EN.html via Wikipedia article for AmigaOS

Did you encounter difficulties locating software that you knew was stored in your collections?
The public Omeka catalog presented a very minor difficulty in finding the software, but once we knew what field to search for (Format) and became familiar with the metadata, it was easy to find.

Did you encounter anything unexpected in your collections and software inventory that would be useful in the context of emulation, sharing, etc.
Some of the software has already been imaged and is publically accessible in the LGIRA catalog. This makes it easy to run some test games through the EaaS sandbox.

Was it difficult to determine the use and access restrictions associated with the software that you identified in your inventory?
Yes. For some software, it was apparent that it was freely accessible (Archive of BIN (ROM) Files for Games Released by Gray Games) but the actual license governing this object was harder to discover with 100% certainty. Others required some searching. Wikipedia provided a fruitful lead for one example.

In regards to physical access (request), it is very difficult to discern how a user is supposed to request an item from the LGIRA website. There is no mechanism on the site to request or any information/FAQ regarding requests. The user has to get into contact via email or phone to request an item because the archive is distributed and Omeka has no circulation info/functionality.

Was it difficult to determine the dependencies associated with collections and software objects that you identified in your inventory?
Anything beyond the overall hardware and the general class of operating system required was impossible to obtain from the available information

Did this process raise any questions internally regarding policies, requirements and local user constituencies?
Yes:
- How do users make requests for games?
- What are the criteria for imaging a game and making it digitally available?
- What is the loan policy? How long is the loan period?
- Is there a collection development policy?
- What is the criteria of a "game researcher"?
- What is the criteria to accept someone as a user on the LGIRA website?
- If a user requests the Amiga 4000/040 as well as a game to use it with, will LGIRA provide any additional items (like the instructional manual)?