

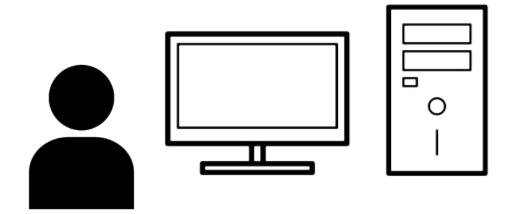
# **Emulation Environments**

EaaSI Training Module #1 Released 10/14/2020

# **During This Module**

- Why does the EaaSI team refer to emulation and computing "environments"?
- What is an EaaSI "Environment" resource?
- What sort of details do we need to describe and maintain environments?





But first...what computer are you using right now to view this slideshow?

Try to describe it in as much detail as possible.

### Did you mention...

• The manufacturer?



• The model?



• Desktop, laptop, tablet?



• The operating system?



The color, the look, the feel?



The size of your monitor?

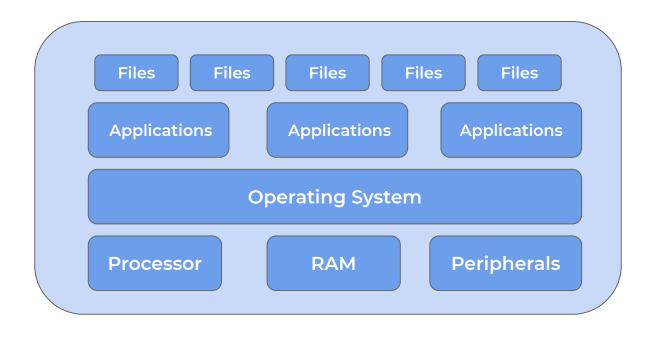


 Your peripheral devices? (a mouse, a keyboard, headphones)

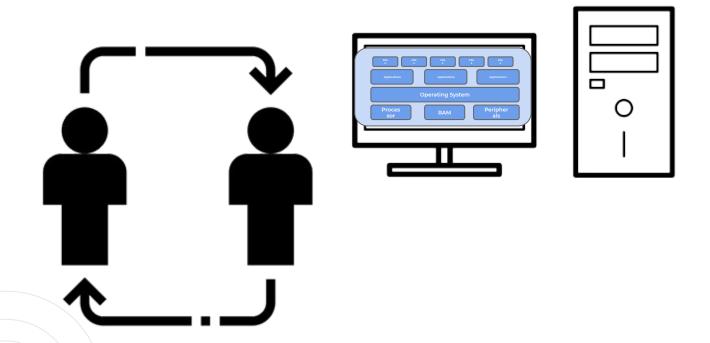


Something else?

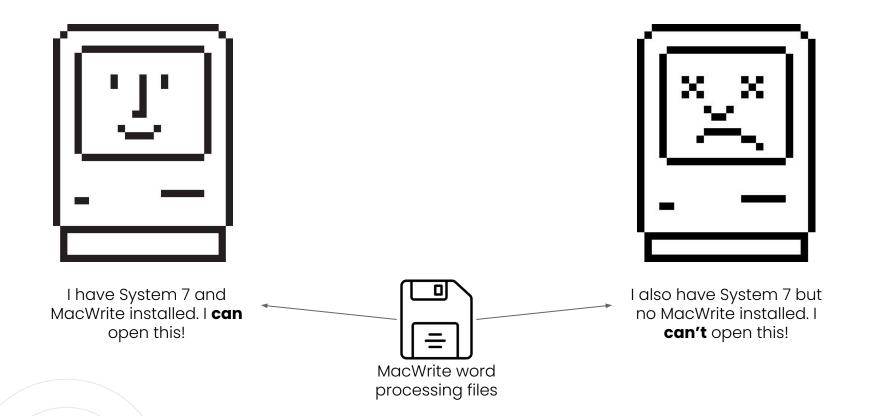




Computers are a complex stack of hardware, software, and the digital content we create with them



Each one has unique potential depending on who is using it, and how



Change one piece of the stack, and the entire thing may behave differently

### "Environments"

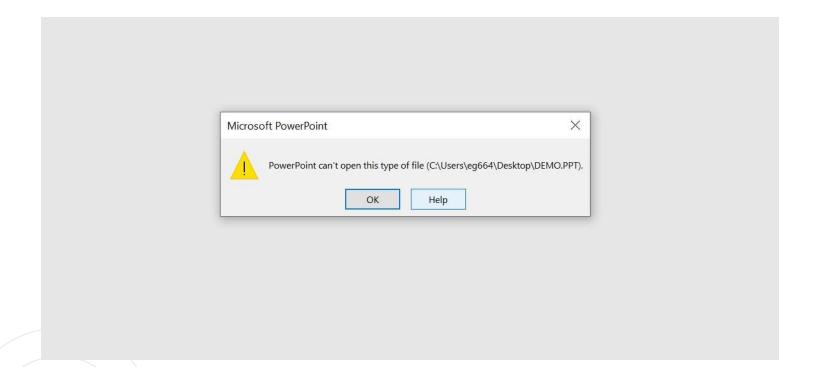


This is why we think about computing in terms of "environments"

Digital objects are *surrounded* by a certain set of conditions

The EaaSI project maintains that preserving the object may not be enough to provide meaningful access

You must also preserve and present its computing environment





#### "App" needs to be updated.

The developer of this app needs to update it to work with this version of macOS. Contact the developer for more information.

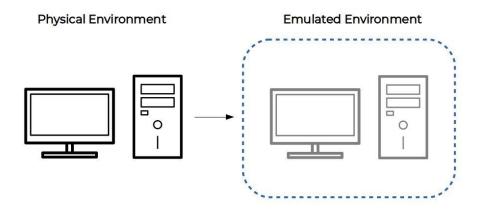
Learn More...

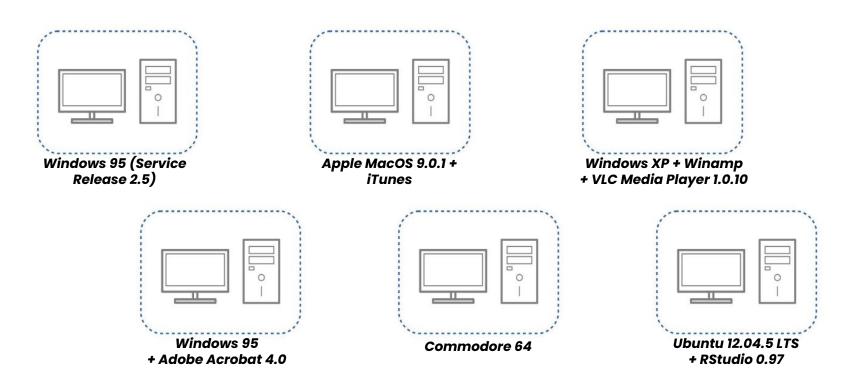
OK

### **Emulation**

Emulation helps us do that by recreating hardware

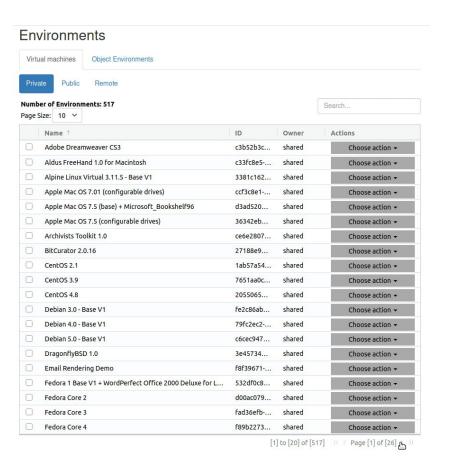
In an emulation environment, we replace physical devices with virtual equivalents





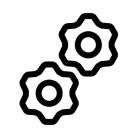
Environments are the core Resource type in the EaaSI platform

That means each Environment is a distinct unit that can be uniquely saved, edited, described, exchanged and interacted with



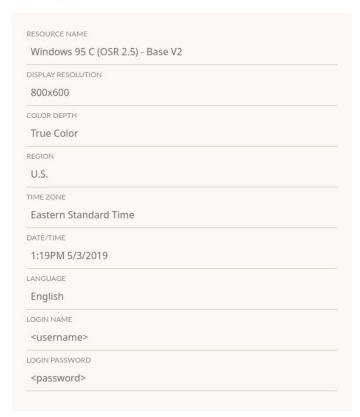
We have a lot of them, from across the history of computing

# **Environment Components**



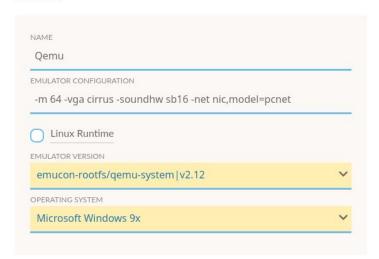
- Emulator: Software recreating hardware
- Software:
  Legacy and contemporary applications
- Content:
  Digital objects files, data sets, code, artwork, etc.
- Metadata:
  Settings and description necessary to tie these pieces together

#### Operating System



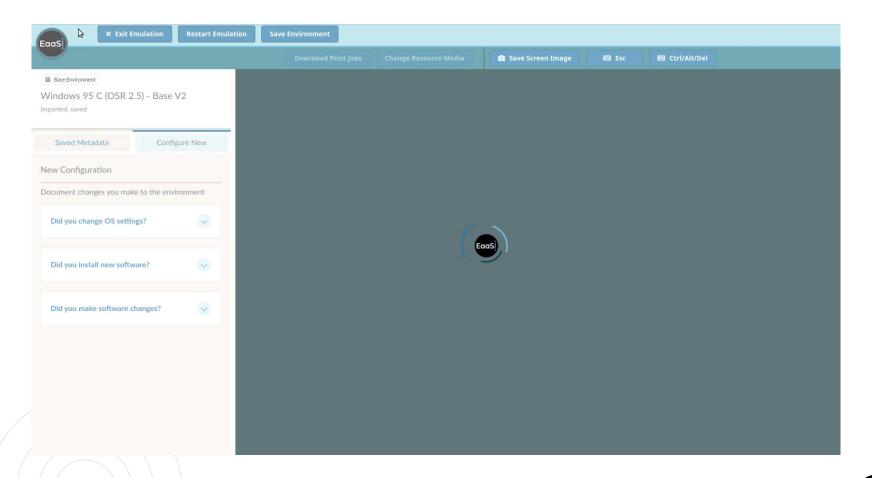
#### Example EaaSI Metadata

#### Emulator



#### Configured Drives





When we put all those pieces together, we can render and interact in emulation

### What can I do with an Environment?

Anything you can do with a computer, you can do with an emulation environment

 Open those files with your embarrassing high school poetry



• Host web content



 Manipulate, convert, and analyze data sets



Provide access to born-digital records

Study digital aesthetics and design



• Play Minesweeper



 Watch or exhibit multimedia art



 Assess and migrate obsolete file formats



## **Everything is Environments**



All the work the EaaSI platform does revolves around the creation and presentation of Environments

Got software? Make an Environment and install it.

Got digital content? Make an Environment and access it.

### **Credits**

- Training Module written and designed by Ethan Gates, Software Preservation Analyst, Yale University Library
- All photos, screenshots, and videos recorded by Ethan Gates
- Icons sourced from <u>The Noun Project</u>
  - Exception: "Happy Mac" and "Sad Mac" icons by Susan Kare (Slide 7)
- EaaSI program of work sponsored by the Alfred
  P. Sloan Foundation and the Andrew W. Mellon
  Foundation, hosted by Yale University Library





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