Software and Content

EaaSI Training Module #2
But first...what is “software?”
During This Module

- What is the difference between “Software” and “Content” resources?
- How (and why) does the EaaSI platform treat them differently?
**software** (noun, soft·ware | ˈsōft-ˌwer)

- A collection of data and/or instructions that tell a computer how to work
- Something used or associated with and usually contrasted with hardware
- The difference between a pile of plastic, glass, metal, and silicon, and a computer, okay?

1. Wikipedia
2. Merriam-Webster
3. Urban Dictionary
Emulators recreate hardware - but an Environment isn’t much use without programs and data
EaaSI sorts programs and data into multiple resource types - including Software and Content
- Individual file
- Multiple files
- Complex data set
- Program or application
- Script
- Disk Image

Software and Content resources are both arbitrary, user-defined digital objects
In EaaSI they are similarly uploaded, mounted, and saved into Environments.
So what’s the diff?

Software is a tool - Content is the target

Software

Content

Creates
Renders
Runs
Converts
Software

- Installation media and/or executable programs
- Used to create new Environments with different capabilities
- Address dependencies in Content
- Publishable in the EaaSI platform - access and re-use guided by Fair Use principles
### Example EaaSI Software resource: Aldus PageMaker 3.0 for Macintosh

<table>
<thead>
<tr>
<th>Software details</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>OBJECT ID:</strong></td>
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<tr>
<td>4176f9c0-4b76-4f7b-b379-c34644718c8</td>
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<table>
<thead>
<tr>
<th>Rendering Environments</th>
</tr>
</thead>
<tbody>
<tr>
<td>No Environments Selected</td>
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</table>

<table>
<thead>
<tr>
<th>Attached Files</th>
</tr>
</thead>
<tbody>
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<td><strong>FILE (ZIP)</strong></td>
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<tr>
<td>FID:561f1466-5067-494a-9166-bad8e2ab2b30a</td>
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</table>

This is an Operating System
Content

- User data and/or objects in a digital collection

- Require an appropriate Environment (Emulator + Software) to render, run, or display as needed

- **Not** publishable in the EaaS1 platform - access and re-use guided by local permissions and systems
Context is Key

A Content resource may also contain Software

*Example*: a government-issued CD-ROM of economic data that also contains and installs the Borland Database Engine
Context is Key

Content may be installable or executable

*Example*: an educational simulation, game, or other application written by university faculty

*See [EaaS1 Case Study #1](bit.ly/eaasi-case-study-1)*
Context is Key

Software objects may contain multiple Software resources

Example: an Adobe Creative Suite installer that contains installation media for Acrobat, Dreamweaver, Photoshop, Illustrator, InDesign, and more
Publishing (Software) is Caring

EaaS users can share Software collections with other users and organizations by publishing resources to the EaaS Network.

You can also search, save and re-use other users’ public resources to address your Content.

Content is varied but Software dependencies tend to be redundant.
Fair use applies to institutions making software available on a cooperative basis to broaden research opportunities, including off-premises access using technology such as Emulation as a Service...

– ARL Code of Best Practices in Fair Use for Software Preservation
Context is Still Key

Content can still be *accessed* by patrons or the public even if they cannot be *Published*.

“Publish” is a specific administrative feature within the EaaSI platform.*

Advances in EaaSI user management and advanced permissions will allow EaaSI to behave as an access system and/or send resources to existing ones.

* Future Training Modules will address Publishing in more detail.
EaaSI provides the framework - you decide what goes where
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 The Noun Project
- EaaS! program of work sponsored by the Alfred P. Sloan Foundation and the Andrew W. Mellon Foundation, hosted by Yale University Library