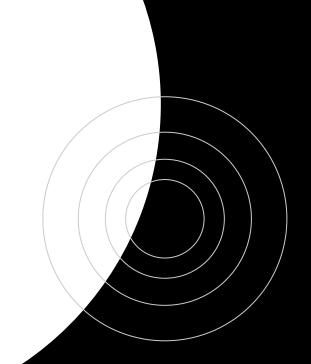
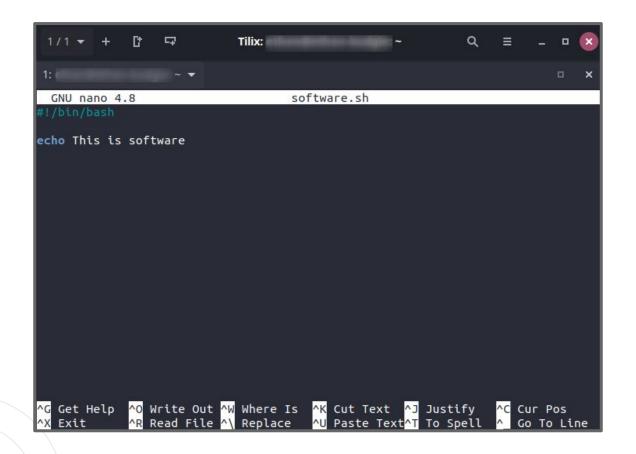


Software and Content

EaaSI Training Module #2





During This Module

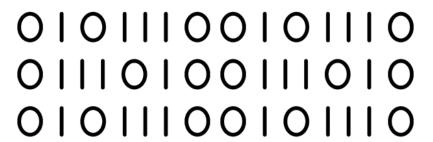
- What is the difference between "Software" and "Content" resources?
- How (and why) does the EaaSI platform treat them differently?

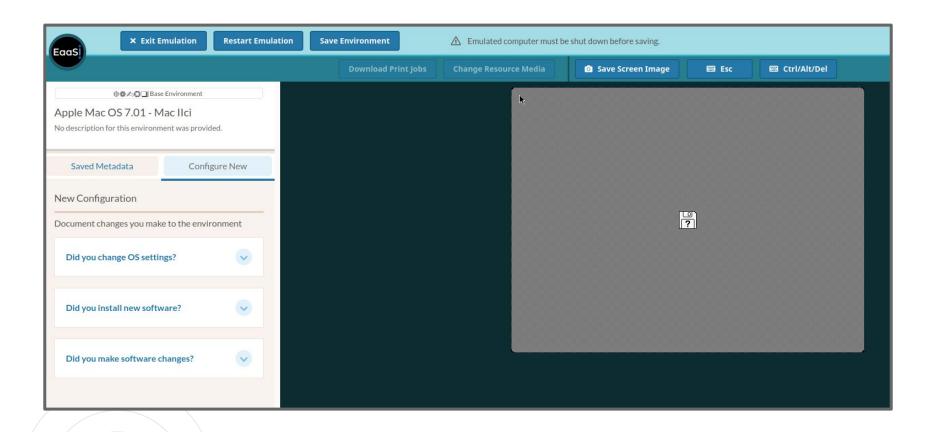


SOftWare (noun, soft-ware | soft-wer)

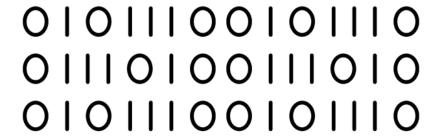
- A collection of data and/or instructions that tell a computer how to work¹
- Something used or associated with and usually contrasted with hardware²
- The difference between a pile of plastic, glass, metal, and silicon, and a computer, okay?³

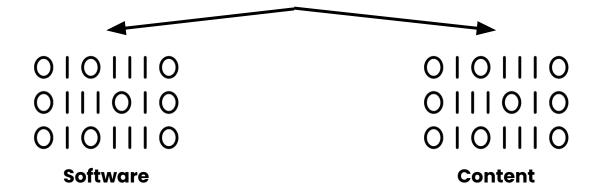
- 1. Wikipedia
- 2. <u>Merriam-Webster</u>
- 3. <u>Urban Dictionary</u>





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



Program or application



Multiple files



Script



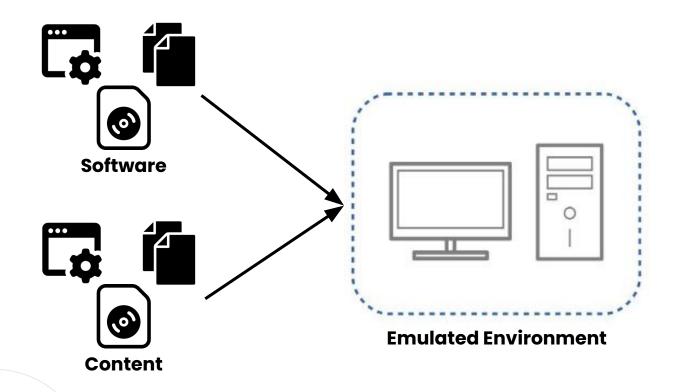
Complex data set



Disk Image



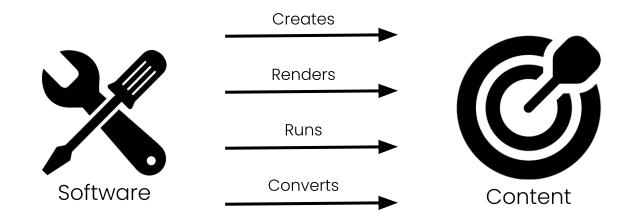
Software and Content resources are both arbitrary, user-defined digital objects



In EaaSI they are similarly uploaded, mounted, and saved into Environments

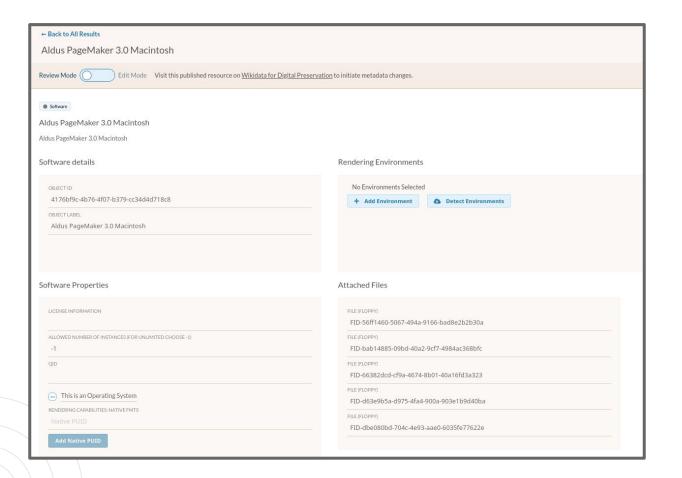
So what's the diff?

Software is a tool - Content is the target



Software **X**

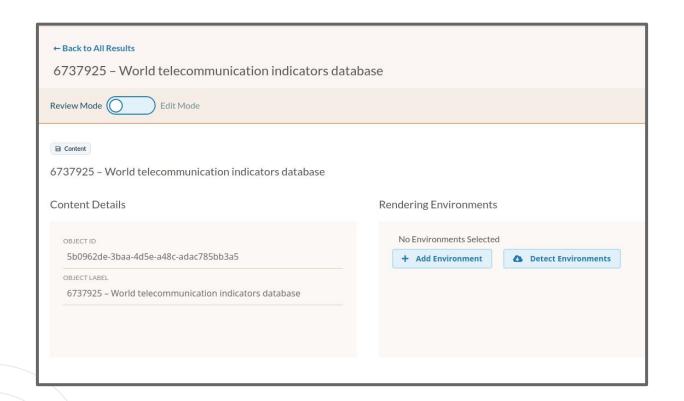
- Installation media and/or executable programs
- Used to create new Environments with different capabilities
- Address dependencies in Content
- Publishable in the EaaSI platform access and re-use guided by Fair Use principles



Example EaaSI Software resource: Aldus PageMaker 3.0 for Macintosh

Content ©

- User data and/or objects in a digital collection
- Require an appropriate Environment (Emulator + Software) to render, run, or display as needed
- <u>Not</u> publishable in the EaaSI platform access and re-use guided by local permissions and systems



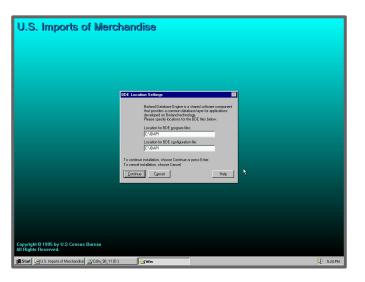
Example EaaSI Content resource: <u>World Telecommunication Indicators</u> <u>Database</u> (CD-ROM, International Telecommunication Union, 2004)

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



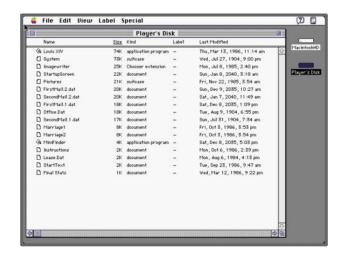
Context is Key



Content may be installable or executable

Example: an educational simulation, game, or other application written

by university faculty



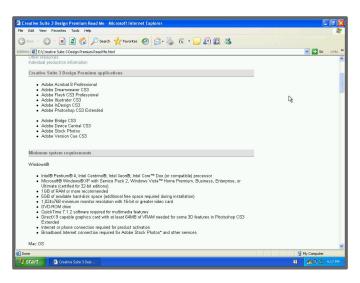
^{*} See <u>EaaSI Case Study #1</u>: bit.ly/eaasi-case-study-1

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

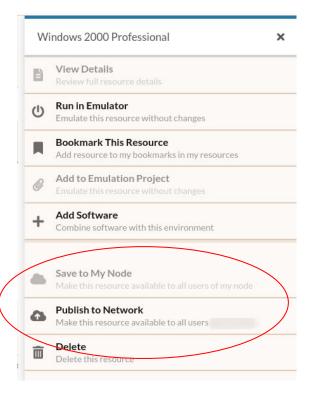


Publishing (Software) is Caring

EaaSI users can share Software collections with other users and organizations by publishing resources to the EaaSI 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 P P P



Content can still be *accessed* by patrons or the public even if they can not 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







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>
- EaaSI program of work sponsored by the Alfred
 P. Sloan Foundation and the Andrew W. Mellon
 Foundation, hosted by Yale University Library







Sponsor

