Preserving Virtual Worlds

...because a thing of beauty is a joy forever.
Preserving Virtual Worlds Case Set

You are in a maze of twisty little passages, all alike.

You are in the front yard of a large abandoned Victorian house. Stone steps lead up to a wide porch. Enter command.
Preserving Virtual Worlds
Preservation Obstacles

Platform Obsolescence

Third Party Hardware & Software Dependencies

Intellectual Property Law

Lack of Representation Information
Preserving Virtual Worlds
Preservation Strategies

Migration

Emulation

Re-enactment
Preserving Virtual Worlds Data Modeling

- **Adventure**
  - pvw:work
  - pvw:expression
  - pvw:manifestation
  - pvw:item

  - ore:aggregates
  - pvw:has_representation_information
  - ore:aggregates

- **ISO/IEC 10646**
  - pvw:has_representation_information

- **FORTRAN IV Specification**
  - pvw:has_representation_information

- **Dennis Jerz’ DHQ Article**

- **PDP-10 Emulator**

(Ontology diagram showing relationships between various entities related to preserving virtual worlds data modeling.)
Preserving Virtual Worlds
Research Team

Jerome McDonough, Robert Olendorf, Janet Eke, Patricia Hswe & Maeve Reilly
University of Illinois at Urbana-Champaign

Matthew Kirschenbaum, Kari Kraus, Doug Reside & Rachel Donahue
University of Maryland

Andrew Phelps & Chris Egerat
Rochester Institute of Technology

Henry Lowood & Susan Rojo
Stanford University

For more information:
https://www.ideals.illinois.edu/handle/2142/17097