Software Preservation Network

The Access Breakdown and System Level Change

ADE Summit, Library of Congress
November 16, 2017

PART I:
Software is Infrastructure

http://archiveofaffinities.tumblr.com/post/107510138416/giorgio-de-chirico-the-great-automaton-1925#notes

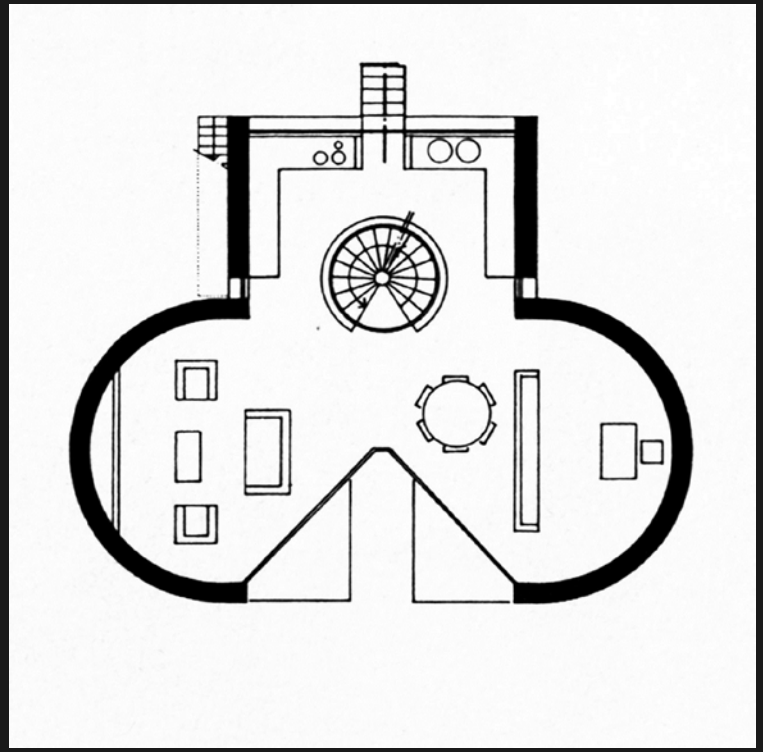
Software is EMBEDDED

http://archiveofaffinities.tumblr.com/post/92050230977/haus-rucker-co-piece-of-nature-1977

Software is TRANSPARENT

http://archiveofaffinities.tumblr.com/post/163723750400/advertisements-for-architecture-0185

Software has REACH AND SCOPE



http://archiveofaffinities.tumblr.com/post/146705291528/mario-botta-private-house-plan-comano#notes

Software is LEARNED AS PART OF A MEMBERSHIP

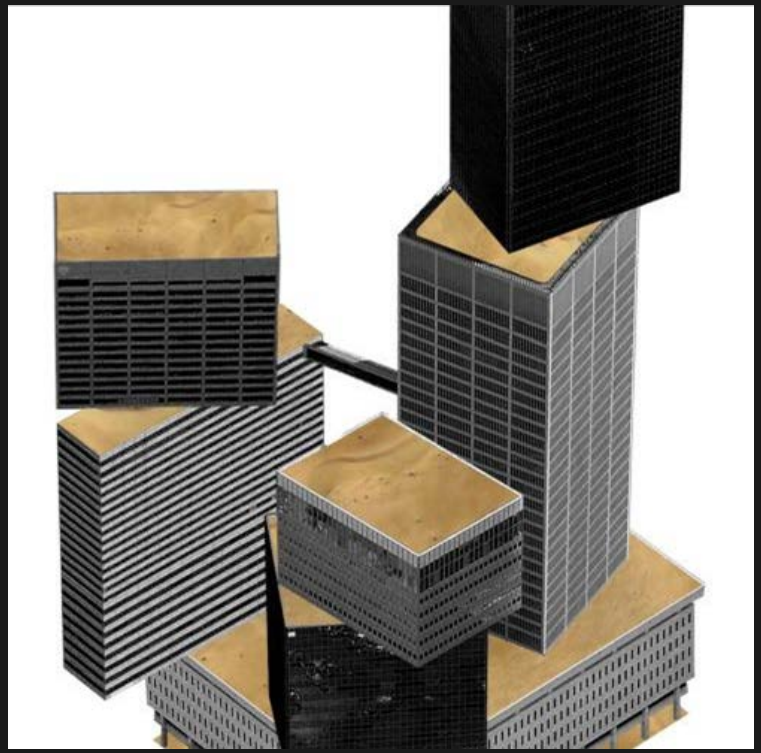
http://archiveofaffinities.tumblr.com/post/205980631156/roy-lichtenstein-pyramids-iii-1969#notes

Software EMBODIES STANDARDS

http://archiveofaffinities.tumblr.com/post/168201649 40/massimo-scolari-tower-of-babel-1980-1982#notes

Software is

BUILT ON AN INSTALLED BASE



http://archiveofaffinities.tumblr.com/post/39544969856/proposal-for-a-generic-building-001

Software is

FIXED IN MODULAR INCREMENTS

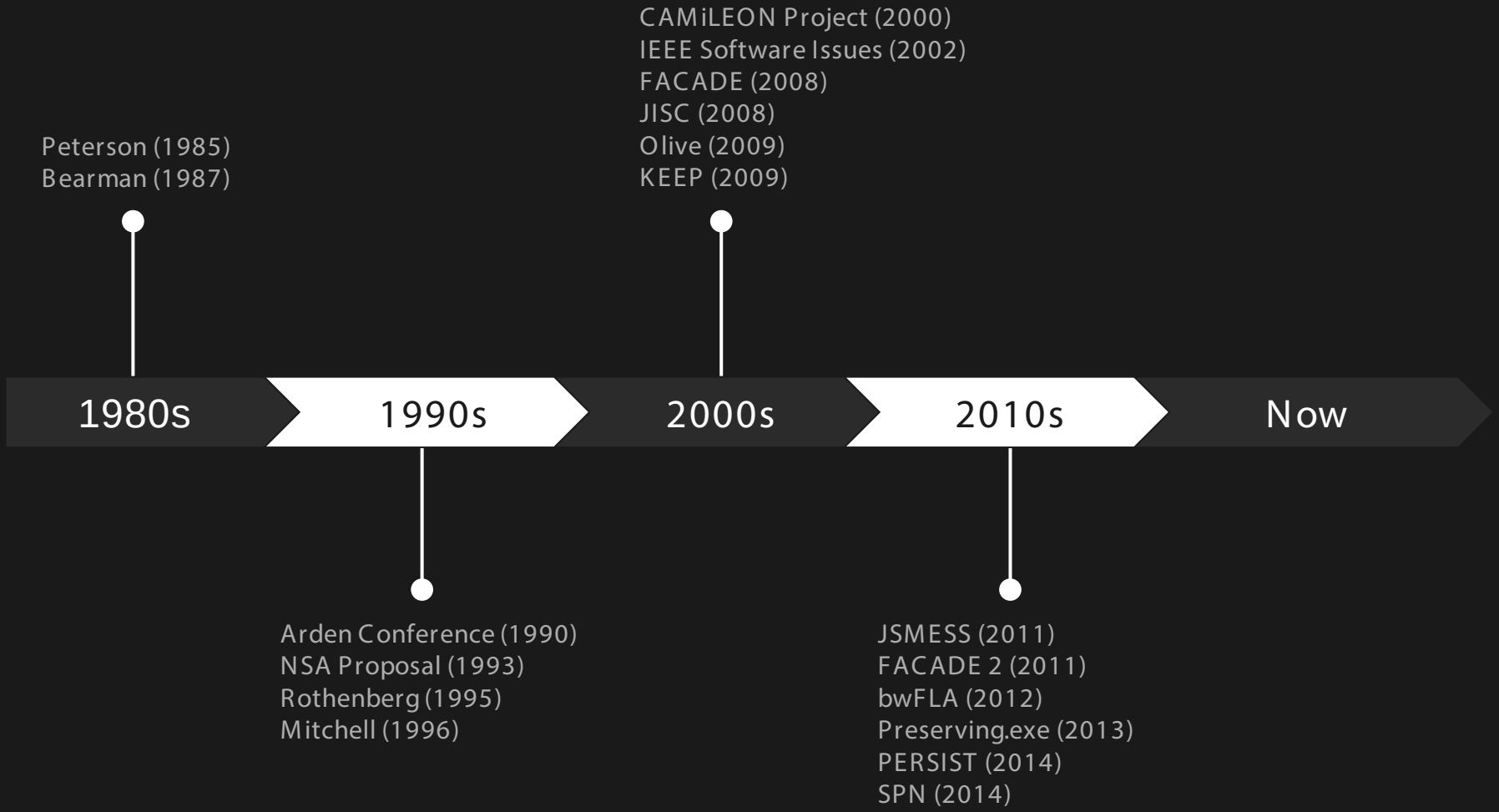
http://archiveofaffinities.tumblr.com/post/163532588084/advertisements-for-architecture-0180

Software is
VISIBLE ON
BREAKDOWN

PART II: The Access Breakdown

http://archiveofaffinities.tumblr.com/post/107510138416/giorgio-de-chirico-the-great-automaton-1925#notes

Our cultural record is increasingly made up of complex digital objects.


Peterson (1985)
Bearman (1987)
CAMiLEON Project (2000)
IEEE Software Issues (2002)
FACADE (2008)
JISC (2008)
Olive (2009)
KEEP (2009)
1980s
1990s
2000s
2010s
Now
Arden Conference (1990)
NSA Proposal (1993)
Rothenberg (1995)
Mitchell (1996)
JSMESS (2011)
FACADE 2 (2011)
bwFLA (2012)
Preserving.exe (2013)
PERSIST (2014)
SPN (2014)

The Access Breakdown necessitates system level change that acknowledges that software is infrastructure.

PART III: System Level Change

http://archiveofaffinities.tumblr.com/post/15795293615 0/advertisements-for-architecture-0033#notes

System level change means working outside the conventions of your community of practice.

Collective Impact is a model
for understanding system level change.

Collective Impact:

A common agenda
Shared measurement/data
Mutually reinforcing activities
Constant communication
Lightweight backbone

The Software Preservation Network is a backbone organization that supports a Collective Impact approach to software preservation.

community engagement
infrastructure support
knowledge generation

Software Preservation Network

consultation mapping toolkit

Research Working Group

webinars
podcasts
curriculum
roundtables

Training & Education Working Group

frameworks
standards
ontologies
vocabularies

Metadata & Standards Working Group

case law research
copyright advocacy
educational resources

Legal & Policy Working Group

specification
roadmapping
documentation
interoperation
testing

Technological Working Group

stories
branding
messaging
press kit
website

Communication Working Group

partnerships
procedures
funding
roles

Governance

Working Group

broadening participation
fair use best practices
scaling access

Affiliated Grant Projects

Association of Research Libraries	Council on Library and Information Resources	Library of Congress	New York University	University of North Carolina at Chapel Hill	University of North Dakota
Cal Poly State University	Educopia Institute	Living Computer Museum + Labs	Software Heritage	UNESCO PERSIST	University of Toronto
Canadian Centre for Architecture	Georgia Institute of Technology	Massachusetts Institute of Technology	Sasaki Associates	University of Arizona	University of Virginia
Carnegie Mellon University	Guggenheim Museum	National Library of Israel	Stanford University	University of California, Berkeley	University of Wisconsin
Computer History Museum	Harvard University	New York Public Library	Studio Gang Architects	University of California, San Diego	Yale University

Partner with the Software Preservation Network.
Let's Save Software Together.

Thank you.
Questions welcome.