

“Digital Preservation 101, or, How to Keep Bits for Centuries: the condensed edition”
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Stories

The Invisible Photograph. Part 2: Trapped: Andy Warhol’s Amiga Experiments
<http://www.nowseethis.org/invisiblephoto/posts/108>

Salman Rushdie’s digital content at Emory University
<http://www.nytimes.com/2010/03/16/books/16archive.html>

Software

BitCurator
<http://www.bitcurator.net/>

Archivematica
<https://www.archivematica.org/>

COPTR – Community Owned digital Preservation Tool Registry
<http://coptr.digipres.org/>

EAS – Harvard Library Technology Services Electronic Archiving System
<http://hul.harvard.edu/ois/systems/eas/>

Standards

Consultative Committee for Space Data Systems (CCSDS) publications
<http://public.ccsds.org/publications/MOIMS.aspx>

Reference Model for an Open Archival information System (OAIS) (ISO14721:2012)
<http://public.ccsds.org/publications/archive/650x0m2.pdf>

Producer-Archive Interface Methodology Abstract Standard (PAIMAS)
<http://public.ccsds.org/publications/archive/651x0m1.pdf>

Producer-Archive Interface Specification (PAIS)
<http://public.ccsds.org/publications/archive/651x1b1.pdf>

Audit and Certification of Trustworthy Digital Repositories (ISO16363:2012)
<http://public.ccsds.org/publications/archive/652x0m1.pdf>

Requirements for Bodies Providing Audit and Certification of Candidate Trustworthy Digital repositories
<http://public.ccsds.org/publications/archive/652x1m2.pdf>

PREMIS metadata

<http://www.loc.gov/standards/premis/>

Formats

Digital Formats Sustainability from the National Digital Information Infrastructure and Preservation Program (NDIIPP)

<http://digitalpreservation.gov/formats/index.shtml>

Digital Forensics

FRED – Forensic Recovery of Evidence Device

<https://www.digitalintelligence.com/products/fred/>

Write-blockers

<http://www.digitalintelligence.com/forensicwriteblockers.php>

FC5025 USB 5.25” floppy controller

<http://www.deviceside.com/fc5025.html>

KryoFlux USB 5.25” floppy controller

<http://kryoflux.com/>

Emulation

Multi Emulator Super System (MESS)

<http://www.mess.org/>

JSMESS (JavaScript port of MESS)

<https://github.com/jsmess/jsmess>

Console Living Room – play classic video games

<https://archive.org/details/consolelivingroom>

Historical Software Collection

<https://archive.org/details/historicalsoftware>

Olive Executable Archive

<https://olivearchive.org/>

Repositories and Organizations

Dataverse

<http://dataverse.org/>

LOCKSS - Lots of Copies Keeps Stuff Safe

<http://www.lockss.org/>

National Digital Stewardship Alliance

<http://www.digitalpreservation.gov/ndsa/>

Open Preservation Foundation

<http://openpreservation.org/>

Digital Preservation Coalition

<http://www.dpconline.org/>

Digital Curation Centre

<http://www.dcc.ac.uk/>

Personal Digital Archiving

Library of Congress resources on personal archiving

<http://digitalpreservation.gov/personalarchiving/>

Retrocomputing/Vintage computing

Vintage computing

<http://www.vintagecomputing.com/>

Retro computing archive

<http://www.retroarchive.org/>

Bitsavers – software and PDF document archive

<http://bitsavers.trailing-edge.com/>

Daves Old Computers – disk/software image archive

<http://www.classiccmp.org/dunfield/img/index.htm>

For further reading

Curation Reference Manual

<http://www.dcc.ac.uk/resources/curation-reference-manual>

Digital Forensics and Born-Digital Content in Cultural Heritage Collections

<http://www.clir.org/pubs/reports/pub149>

Preserving.exe: Toward a National Strategy for Preserving Software

<http://blogs.loc.gov/digitalpreservation/2013/10/preserving-exe-report-toward-a-national-strategy-for-preserving-software/>

Preserving Virtual Worlds final report

<https://www.ideals.illinois.edu/handle/2142/17097>

Ten Basic Principles of Digital Preservation Repositories

<http://www.crl.edu/archiving-preservation/digital-archives/metrics-assessing-and-certifying/core-re>

The fun stuff

Archiveteam – “a loose collective of rogue archivists, programmers, writers and loudmouths dedicated to saving our digital heritage”

<http://www.archiveteam.org>

The Geeks who saved Prince of Persia’s source code from digital death

<http://www.wired.com/2012/04/prince-of-persia-source-code/>

Computer History Museum

<http://www.computerhistory.org/>

Online exhibits include the PDP-1 restoration project

<http://www.computerhistory.org/pdp-1/>

Exhibition of Nathan Myhrvold’s Babbage engine

<http://www.computerhistory.org/babbage/modernsequel/>