Dev Report #9

*Readings:*

“Managing 100 Digital Humanities Scholarships…”

-“It is clear, however, that sustainable management of digital outputs that have survived beyond their initial funding has become a major problem”

-“It also needs to allow for the fact that digital tools and infrastructure do not allow for perfect process, perfect archiving, or perfect security: at some point it is always necessary to retreat to principles of risk management and cost-benefit analysis.”

-KDL doing a good job acknowledging where sources and management come from (connection to Risam)(check if they cite her)

-“sizeable estate” ??? Weird thinking about digital projects as estate, does this mean digital spaces are viewed as landscapes with certain qualities, makes a nice metaphor for the management of it

-“The spirit of 1990s cyber-utopianism - which assumed electronic media would be cheap and technically straightforward to maintain, and that libraries would develop subscription models able to support bespoke non-commercial projects - held back proactive funding of archiving and sustainability initiatives [Turner 2008].” – was it also scared away by Y2K?

-Refer back to software development section, hard to get

-“Assuming that future technologies will make it easier or cheaper to solve problems associated with digital entropy is no longer adequate. Sustainable funding strategies need to be based on transparent costing that includes infrastructure and maintenance costs and made simpler and more reliable by established best practice. For this to be effective, realistic costing methods need to be developed and shared between product partners, and embedded within funding policy.”

-Really like the term digital entropy, reminds of this article about what happens to online accounts after you die

-Note: do not cite Risam

“Internet Archive Software Collection”

-Had no idea Internet Archive stored games in this way. I’ve honestly mostly used it to explore old no-longer in existence fan websites from the 90s, but wow, this is great.

-Prince of Persia: I used to play this game on the computers at the local libraries (we didn’t have a computer at home) and I always remember being horrible at it but using all 2 hours of my allotted computer time to play it. Turns out I’m still just as bad at it and can still waste at many hours at it.

-THERE’S JUST SO MANY

-Used the search option to search “QWOP,” which is perhaps both the worst and the best game that anyone on the internet has ever created (well, maybe Getting Over It, by the same creator). Really sad to see that QWOP is not in the internet archive, but that’s because it’s still existing and fully running. Glad to know it may have a life afterward if it does get erased. Anyway, if you want to be angry for no reason, go play QWOP.

-I’m honestly just having so many visceral memories of childhood come back that I totally forgot existed.

*Video(s):*

 “The Future of Your Data”

-Intro: “points of failure,” what does this mean for accessibility of projects? Accessible projects are sustainable projects

-Why Nothing Lasts Forever: physical limitations, (back up, back up, back up) / checksums (historic newspapers, I use the NYT digital archives a lot)/ software mitigations – this could be an accessibility issue? Who can’t afford the latest software? (Thinking about archives a lot with this. Digital archives feels like a natural continuation of physical archives, a way to make them live longer after materials degrade, get lost, etc…but also, proves that even digital archives can’t last forever – choosing sustainable software with digital archives, honestly how many scanned materials meant to be archived are now lost on floppy disks)

-Planning Your Digital Project’s Life: start with bare bones / identify collaborators (who contributes to the project now, who will contribute to it later) / what documentation needs / choose tech carefully / (Thinking about the dichotomy of how young people are so often taught ‘the internet is forever’ but it’s not, not really. Everything turns to dust, as Ms. Dussault says. But, honestly, I wish my files from old accounts would just go away, like why does is my Myspace page, that I can no longer access and haven’t touched since I was 15, still one of the first things that pops up if I Google myself])

*Tutorials:*

*Voyant*

-A text-analysis tool for sites, that provides a different way of reading it, like word clouds, and similarities, and spatial relations.

-“How does this fit if you were planning the longevity of your process and this is one of the tools you were using?” (Did a quick text-analysis of the homepage of my site: most liked that the corpus revealed relative frequencies and document segments of my project, words like “critical,” “dh,” “making,” and “publication” appeared again and again. A different way of visualizing my words, but unsure how it contributes to the longevity of the projects, ideas that language changes over time)

*GitHub*

-Use GitHub to collaborate, use MD language, refer to MD cheat sheet

-MD can create headers and links and check lists and

-Can be used online and in desktop mode, if you download the desktop version

-Online and desktop version look and work quite differently

-Need additional text editor to do work?