Version 1.0

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Short title	SWHAP
Full title	Software Heritage Acquisition Process
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Abstract

The presentation of acquired source code of landmark legacy software is particularly important. This document presents the first version of the integration of WikiMedia and ScinceStories.io presentation into SWHAP, the Software Heritage Acquisition Process: a protocol for the collection and preservation of software of historical and scientific relevance. SWHAP results from a fruitful collaboration of the University of Pisa with Software Heritage in this area of research, under the auspices of UNESCO, and has been validated on a selection of software source code produced in the Pisa area over the past 50 years.

Acknowledments TBD

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1) Introduction

2) The presentation process, abstract view

Present in SWH-stories This way of presenting the recovered source code is inspired by the https://sciencestories.io website.

TDB: decide between an *embedded* or an *external* approach. In the embedded case we insert here a description as abstract as possible of the process to create a SWH-story, and see how to put other information in the rest of the document. In the external case, we refer to a new document, based on Morane and Kat's report, completed with a section related to the support in the adjourned template of SWHAPPE.

2.1) Roles in the process

- SWHAP Repository
- Wikidata
- Wikimedia Commons
- Software Heritage
- Publisher Workspace (?)

2.2) SWHAP Repository structure

Story Inventory

Wikidata Entities in this section we annotate the entities to be created ### Presentation Moments

People Moments as a software story is also a story about people . . . #### People Media Gallery contains all immages related to people

People Library contains all documents related to people

Software Moments

Media Gallery Moment

Libray Moment

Media Gallery Moment

2.3) Roles in the process

- Curator
- Visitor ### Collector

3) A walkthrough on a running example