Welcome!
Logistics

● In chat, be mindful of who you have selected in the “To:” drop down
  ○ The default is only to “All presenters”
  ○ Change it to “All presenters and attendees” to reach everyone in the conference

● Send any questions for presenters to the chat box
No Such Thing as a Dumb Question

- Use the Q&A feature
- Add a question, up-vote questions that interest you, and respond to questions by commenting
No Such Thing as a Dumb Question

- Which of the digital assessment tools do you recommend?
- How should dissemination and training practitioners factor in the development of best practice projects?
- What adjustments might be necessary to develop best practices for underrepresented communities?
No Such Thing as a Dumb Question

- What are recommendations for learning command line to help with preservation workflows?
- What does a person need to consider when deciding on Migration vs Emulation in terms of best practices for maintenance and preservation of digital objects?
Round of applause for yesterday’s presenters.
Amy Rudersdorf

- Gave some guidance on how to conduct digital preservation assessments
- Advocated for assessment models that have a basis in the ISO 16363 standard for Trusted Digital Repositories
- Emphasized the importance of documentation
- Recommended the podcast episode: In Praise of Maintenance by Freakonomics (ep. 263 [2016, rebroadcast 2018])
Joshua Sternfeld

- Asked us to think about and respond to these four big questions:
  - Are there elements of a successful best practice R&D project that funders are overlooking?
  - What adjustments might be necessary to develop best practices for underrepresented communities?
  - What are preferred methods of demonstrating evaluation and sustainability?
  - How should dissemination and training practitioners factor in the development of best practice projects? Are public white papers a helpful dissemination tool?
Heather Barnes

- Provided insight into the world and workflows of documentary filmmakers
- Highlighted that filmmakers work in the present, practice some level of personal digital archiving, but do not always have clear plans for long-term preservation
- Argued that archives, libraries, and special collections can look to our models collecting data and research as a means of assisting filmmakers
Steven Kantner

- Showed how institutions can leverage YouTube’s automated captioning feature to create rough transcripts of audio recordings, thus increasing their searchability in a digital repository
  - Example output
  - Link to the Git repository [https://bit.ly/BPECAPTION](https://bit.ly/BPECAPTION) to download their scripts and try it yourself

- Attendees contributed links to Git repositories for AMIA’s [Graphical User Interface Applications using FFmpeg](https://bit.ly/BPECAPTION) and a [cheat sheet](https://bit.ly/BPECAPTION) for using FFmpeg command line
Heather Greer Klein

- Answered questions about the development of Hyku, the merger of LYRASIS and Duraspace, and their membership structure
- Shared that through the end of May, recorded classes in LYRASIS Learning are available at no charge
“What happens after innovation is largely left to us.”

Highlighted by the anecdote of the Atari video game burial in Alamogordo, New Mexico.

Drew attention to the work of the:
- Maintainers Community
- BitCurator Consortium
- Software Preservation Network

Proposed that sustaining practices need to be built on realistic infrastructures that support ethical labor practices, even if this means that we collect less.
Monique Lassere

- Referenced the articles:
  - “Balancing Privacy and Authenticity in Digital Collections: A radical empathy approach to working with disk images” in the forthcoming JCLIS special issue on Radical Empathy in Archival Practice
  - “Tell Us about Your Digital Archives Workstation”: A Survey and Case Study in the Journal of Contemporary Archival Studies: Vol. 5, Article 16
Monique Lassere

- Suggested resources for tracking time spent on digital preservation
  - University of Maryland’s “The Cost of Keeping It: Towards Effective Cost-Modeling for Digital Preservation at the University of Maryland” ([2018 article](https://www.cs.umd.edu/~danniel/papers/cost.md) and [coding workshop](https://www.cs.umd.edu/~danniel/coding-workshop))
  - A [cost modeling project](https://www.avp.net/cost-of-inaction-calculator) in the Netherlands
  - [Cost of Inaction Calculator](https://costofinaction.calculator/) from AVP
Monique Lassere

- Attendees suggested checking out:
  - The game Thimbleweed Park
  - Episode 34: The Legend of the Atari Burial from podcast Brought To You By
  - A BPE 2019 presentation on a developing network of virtual machines for legacy computing environments
  - Zaric Zhakaron’s video on Atari on YouTube
Meg Phillips, Leslie Johnston, Jana Leighton, and Christine Austin

- Outlined how NARA’s model of details and borrowing staff from other units to work on projects, helped create preservation action plans for their born digital content
- Linked to their digital preservation strategy and Git repository
- Asked attendees to think about and share their own methods for forming working groups to create digital preservation strategies and documentation
Corrine Guimont and Alex Kinnaman

- Showed how they are working with content creators to manage digital humanities projects of varying complexity
- Emphasized that each digital humanities project is its own ecosystem, often with many components
- Supported the necessity of documentation throughout the process
Kristen Merryman

- Shared the mantra: maintenance is forever
- Reviewed her institution’s migration to a new content management system
- Challenged attendees by stating metadata clean-up projects should not be a barrier to migration
Enjoy Day 2!