

(http://pericles-project.eu)

Promoting and Enhancing Reuse of Information throughout the Content Lifecycle taking account of Evolving Semantics

Communities of Practice



The Communities of Practice (CoPs) within this project are explicitly cultivated by drawing together experts into a specific group and asked to focus on a specific issue. This framing of the CoP engaged in focused dialogue on relevant research issues will ensure more useful and valuable outcomes, are reached with the CoPs acting as a sounding board and inspiration both for the project and the peers alike. Each CoP is composed of invited expert practitioners who are ideally placed to engage dynamically and actively on topics fundamental to issues and challenges in digital preservation. The principle behind these Communities of Practice is that they function as coordination points for promoting the findings of the project, for seeking input and feedback, and for extending collaborations to other communities.

Each CoP will take part in a series of online discussions to reflect on a specific challenge which is relevant to their field of practice or research. They might also be engaged in a range of activities such as workshops and liaison with external organisations, of relevance to the area it addresses.

The outcomes of these CoP groups will be multifaceted:

- A concise report highlighting the conclusions of the discussions.
- At least one co-authored publication which may take the form of a website article, position paper, or submitted journal paper.
- A blog.
- Participation in a webinar or another open discussion.

Overview of established or anticipated(*) CoP:

(*) e-Infrastructure:

This CoP will join the infrastructural debates currently taking place in public forums, such as the Research Data Alliance (RDA), bringing together a group of experts keen to further explore the existing limitations to data sharing and domain specific infrastructural requirements

Lives of digital things: (http://pericles-project.eu/page/communities_of_practice#lives_of_digital_things)

This CoP discussions will bring together different practitioners from science, art, archive and records management to compare high level conceptual framework in which the 'life' of objects are conceived within these different contexts.

(*) CoP related to digital video art challenges

CoP related to software-based art conservation challenges (http://pericles-project.eu/page/communities_of_practice#software_based_art)

This CoP unites an international network of researchers, time-based media and software conservators, digital repository managers and a curator. The group has regular discussions to test, share and evaluate knowledge regarding the management of technical change in software-based art.

(*) CoP related to space science challenges

(*) CoP related to evolving semantics

CoP related to software-based art conservation challenges

The thinking for this group came out of the realisation that managing technical change in SBA is a common concern to practitioners working in the field and that it is useful to learn from each other.

The focus of this group is the overarching topic:

> How to manage the performance of an artwork in a changing environment? <

This discussion will strive to move beyond specific approaches (emulation, virtualisation etc.) or case studies. To achieve this, the discussion will be organised around the following sub-topics:

- 1. How do we analyse software-based artworks and identify risks for preservation and display? What are the tools available for that? Can we develop general basic guidelines for this assessment? What does it need to include?
- 2. Quality control: once an approach is chosen and executed how can the 'new' result be compared and assessed to the 'original' work?
- 3. Documentation/report: how to capture and report, describe or model changes, relations and behaviour into (existing) management systems?
- 4. Other fields: what can be learned from closely related fields, for example digital forensics or gaming?

The output of this group is planned as a position paper highlighting the conclusions of the discussions.

List of CoP group participants:

Agathe Jarczyk (Hochschule der Künste Bern)

Annet Dekker (Tate)

Arnaud Obermann (Staatsgalerie Stuttgart)

Ben Fino-Radin (MoMA)

Deena Engel (NYU)

Dragan Espenschied (Rhizome)

Joanna Phillips (Guggenheim)

Katarina Haage (Tate)

Kate Lewis (MoMA)

Klaus Rechert (bwFLA)

Mark Hellar (Hellar Studios LLC / SFMOMA)

Martina Haidvogl (SFMOMA)

Morgane Stricot (ZKM)

Patricia Falcao (Tate)

Image source: SSI



(http://pericles-

project.eu)

PERICLES is a four-year project that aims to address the challenges of ensuring that digital content remains accessible in an environment that is subject to continual change.



This project has received funding from the European Union's Seventh Framework Programme for research, technological development and demonstration under grant agreement no 6 01138.

Disclaimer

Home Project (http://pericles-(http://periclesproject.eu/main) About (http://pericles-

Problem

Results **Partners** (http://pericles-(http://periclesproject.eu/page/propjecgte)ct.eu/partnersproject.eu/results)

project.eu/page/about)

description (http://periclesproject.eu/page/problem_description)

Aims and objectives (http://pericles-

project.eu/page/aims_and_objectives)

Approach and methodology (http://periclesproject.eu/page/approach)

Work Packages (http://periclesproject.eu/page/work

plan DoW work packages)

of Practice

Deliverables (http://periclesproject.eu/deliverables)

Project Publications (http://periclesproject.eu/publications)

Publications of Interest (http://pericles-

project.eu/publications_of_interest)

(http://periclesproject.eu/bresources)

Public WiKi (http://periclesproject.eu/page/wiki)

Communities **Events**

(http://pericles-

(http://periclesproject.eu/page/communities_of_practice)
Blog
(http://periclesproject.eu/blog)

Videos Contact

(http://periclesproject.eu/videos) project.eu/contact)