

Data Curation Plan

The data that will be produced as a result of this project will include:

1. The open source code for the prototype lighting design emulator

The code for the prototype lighting design emulator (likely written for the free-to-use Unity development platform) and the data conversion tools will be published on a public GitHub and made freely available to anyone who wants to use it for as long as GitHub, Inc. continues to host it under their current terms of service. The code will be public throughout the development process as we will be working entirely in public.

2. The initial specification from the first meeting

The list of properties of a design specified by the lighting designers and theater historians as significant and important to reproduce in an emulation will be recorded and published on NYPL's blog within one month of the first meeting.

3. Work produced at the final hackathon

At the public hackathon, interested members of the public will work with the code and the findings of the team to extend the work of the project over two days of coding and brainstorming. We will strongly encourage all of the groups to commit their code to a public repository (GitHub, Dropbox, etc.), and we will index all of these repositories in the final report.

4. The final report

As required by the NEH, we will write a report describing all of our findings which will be published on the NEH servers. We will also promote the report using NYPL blogs and social media.

Preservation

As long-term digital preservation is very expensive, and resources are scarce, libraries and archives must be judicious in their choices of what is accessioned for long-term preservation. We may find that the results of this feasibility study merit such long-term preservation, but we will dedicate our immediate efforts towards ensuring that the content is known and available to as many people as possible over the years immediately following the conclusion of the project.