



## KEEPING EMULATION ENVIRONMENTS PORTABLE

KEEP Workshops in Paris, Bibliothèque nationale de France  
22<sup>nd</sup>, 23<sup>rd</sup> September 2011

<http://keep-paris.eventbrite.com>

### KEEP Project Presentation

KEEP (Keeping Emulation Environments Portable) will develop emulation services (KEEP Emulation Services) to enable accurate rendering of both static and dynamic digital objects: text, sound, and image files; multimedia documents, websites, databases, videogames etc.

The overall aim of the project is to facilitate universal access to our cultural heritage by developing flexible tools for accessing and storing a wide range of digital objects. KEEP will also consider legal issues concerning the implementation of emulation-based systems and propose solutions which comply with European and national copyright laws.

The very success of computing technology, where machines are rapidly superseded, has created a serious and growing challenge of how to preserve access to digital material produced on obsolete machines. Cultural heritage organisations are particularly sensitive to the threat of major data loss resulting from technical obsolescence. KEEP will develop the KEEP Emulation Services to enable the accurate rendering of these objects, designed for a wide variety of computer systems, so that they can be securely accessed in the long term.

KEEP addresses the problems of transferring digital objects stored on outdated computer media such as floppy discs onto current storage devices. This involves the specification of file formats and the production of transfer tools, and taking into account possible legal and technical issues. KEEP addresses all aspects ranging from safeguarding the original bits from the carrier to offering services to end-users via a highly portable emulation framework running on any possible device. In addition to producing a software package, the project will deliver knowledge about how to integrate emulation-based solutions with an operational electronic deposit system. Existing metadata models will be researched and guidelines will be developed for mapping digital objects to emulated manifestations. KEEP will seek ways to integrate its work with the outputs of other digital preservation projects and software (for example Planets and Pronom). Overall, KEEP will contribute to the next generation of permanent access strategies based on emulation.

Although primarily aimed at those involved in Cultural Heritage, such as memory institutions and games museums, the KEEP Emulation Services can also serve the needs of a wide range of organisations and individuals because of its universal approach.

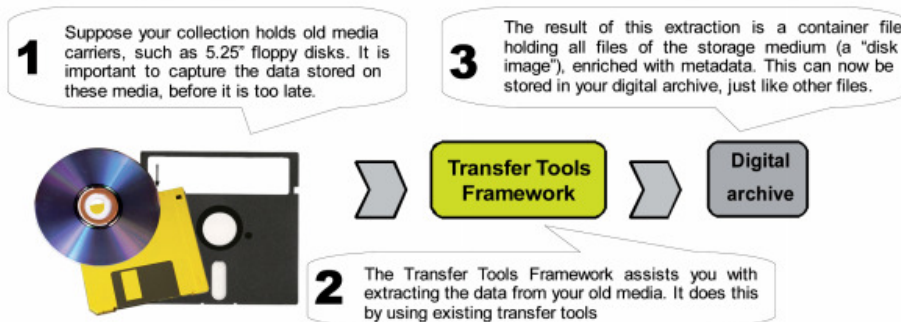


KEEP has received funding from the European Community's Seventh Framework Programme (FP7/2007-2013) under grant agreement n° ICT-231954

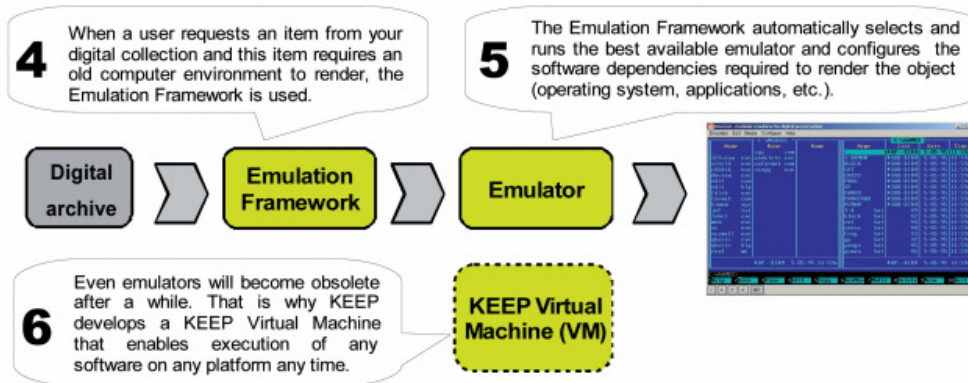


## Overview of the KEEP workflow as applicable to content holders

### At archive time...



### At access time...



## 22<sup>nd</sup> and 23<sup>rd</sup> September 2011 Workshops at BnF, Paris

This free-to-attend workshop will present the context of the KEEP project, the technical and legal stakes linked to preservation. It will present KEEP's outcomes, as well as the main issues linked to transfer tools and emulation.

The Paris workshop will also include demonstrations and invite participants to test the functionalities of the different tools developed within the project.

Thus, during these two days, the consortium will expose the scope of issues linked to emulation, and will focus in detail on the following topics:

- The justification for including emulation within a preservation strategy
- Legal issues when using emulation tools
- Media transfer : presentation, discussion and demonstration
- KEEP Emulation Framework : presentation (architecture, tools and services), discussion, demonstration and testing
- Metadata in an emulation environment : presentation, discussion, demonstration and testing
- The KEEP Virtual Machine : architecture, portability and functionalities
- Innovative services within emulation, computer science and video game communities : interaction and discussion
- Users and participant requirements and feedback



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European Games Developer Federation



**Please note that a part of this event will be conducted in French**

**Who would benefit from attending this workshop?**

- Anyone with responsibility for the preservation of collections of digital material where emulation might become part of their preservation strategy
- IT specialists with responsibility for supporting digital preservation activities
- Anyone with a professional, commercial or academic interest in the use of emulation tools and services

**Venue:**

Bibliothèque nationale de France  
Quai François-Mauriac  
75706 Paris Cedex 13  
Paris, France

See maps at: <http://keep-paris.eventbrite.com>  
(where maps and advice on hotel bookings are also shown)

The detailed schedule of the event will be published at: <http://keep-paris.eventbrite.com> and also on the project's workshop website <http://bit.ly/keep-paris>

**Event timetable:**

22<sup>nd</sup> September : 10.00 am to 5.30 pm. (Registration from 09.30)

23<sup>rd</sup> September : 9.30 am. to 3.30 pm.

**Contact:**

[elisabeth.freyre@bnf.fr](mailto:elisabeth.freyre@bnf.fr)

or

[guillaume.badou-barthelemy@bnf.fr](mailto:guillaume.badou-barthelemy@bnf.fr)



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