**Archive Data Acquisition, Development and Research:**

**Creating a Scholarly Resource for Future Generations**

**Spring 2020: Rachel Sykes, Deanna Granata, Willow Socha, & Rachel Immel**

**Fall 2019 Dietrick Wiles (and above students)**

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| **Abstract** | **INTRODUCTION*** Digital media art is a relatively new field, evolving from the work of Evan Sutherland in the 1960s (computer graphics research).
* Because of its status as situated outside of the mainstream fine arts world, seminal works that inspired the evolution of the field are not well documented; information is difficult to access.
* 1980s: Two new organizations begin exhibiting and documenting digital media art: ACM SIGGRAPH and ISEA.
* Our team is developing new and innovative infrastructures using cutting-edge programming and the PODs Frameworks (Custom Content Management for WordPress).
* Our content managers are digitizing, formatting and adding over 20,000 assets to the archives including images, video, audio and text.
* We are focusing on developing the archive for the International Symposium on Electronic Art in Fall 2019 and Spring 2020
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| **Significance of the Research or Scholarly Project** | **Beginning of INTRODUCTION*** Digital media art is a relatively new field, evolving from the work of Evan Sutherland in the 1960s (computer graphics research).
* Because of its status as situated outside of the mainstream fine arts world, seminal works that inspired the evolution of the field are not well documented; information is difficult to access.
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| **Research/Scholarly Questions** | **GOALS*** To develop an innovative online archives consisting of thousands of documents, images, videos, audio and text.
* Learn the coding necessary to develop custom fields, templates and taxonomies to create an innovative online archive.
* Learn about data visualization and how to create dynamic visualizations.
* Research and find missing information, and work with primary sources.
* Create a system to manage the massive amount of data, organize tasks, work efficiently in a team, and ensure data accuracy.
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| **Research/Scholarly Methods** | **ISEA SYMPOSIUM ARCHIVE*** Add new fields, templates & PODS custom code.
* Improvements of interface & functionality, including adding new categories, new menus, different relationships between data.
* Working on innovative ways to visualize the data.
* Add over 10,000 new artifacts. Move text from the old archive but need to find and add more images, and text.
* Contact primary sources to obtain missing information.
* Research and development methods:
	+ 1) Functionality and Usability - computer programming and testing
	+ 2) Content Management - research, obtain, format, and input
	+ 3) Beta testing and information accuracy
	+ 4) Data Visualization, Collection Management
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| **Conclusions** | **RESULTS AND ANALYSIS*** **ISEA2020 (South Korea):** Our faculty mentor, Bonnie Mitchell and co-Director, Jan Searleman (Clarkson University) will be presenting our progress on the ISEA archives.
* **Content Research, Acquisition, Manipulation and Proofing:**
	+ Proofed and corrected over 20 years of data
	+ Added over 10 new exhibitions, hundreds of new images, hundreds of artist statements, lots of audio
	+ Added metadata to hundreds of images, scanned and added 2 catalogs worth of data
	+ We entered:
		- 4,314 people
		- 213 venues
		- 2,302 presentations
		- 120 workshops
		- 1,768 art events
		- 967 images
* **Back-end Programming and Development:**
	+ Added lots of ways to access the data
	+ Fixed lots of bugs and added additional functionality
	+ Built the ISEA Archives from the ground up
	+ Added new fields to enable us to enter the data
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