

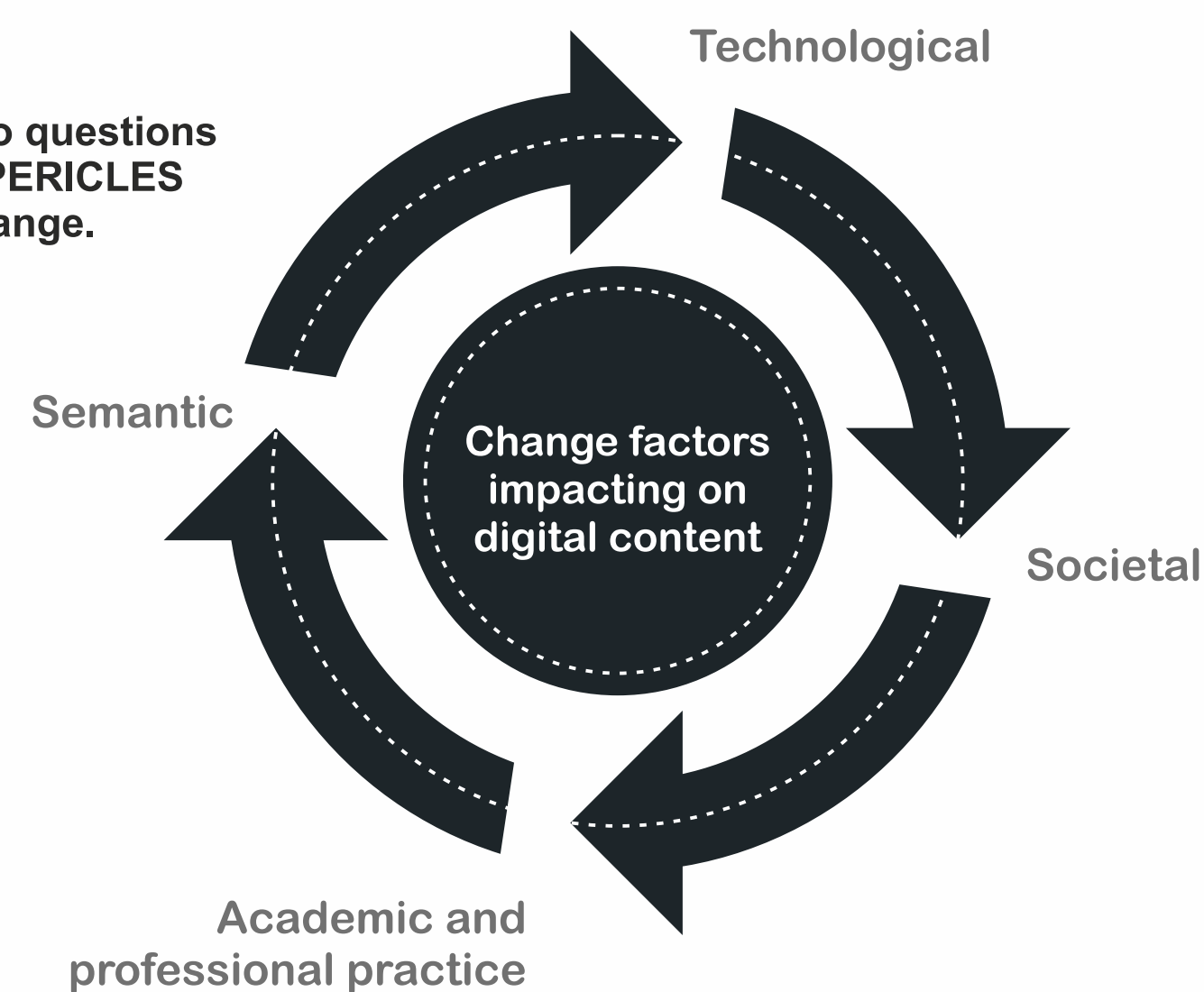
Promoting and Enhancing Reuse of Information throughout
the Content Lifecycle taking account of Evolving Semantics

CHALLENGE

Change has become a paradigm of our age. Its acceleration, its non-linearity, its unpredictability give ever more importance to questions of preservation of information in a way that it can be understood, retrieved and re-used throughout changing environments. PERICLES addresses the challenge of ensuring that digital content remains accessible in an environment that is subject to continual change.

OBJECTIVES

- 1** Enable trusted access to digital content that is complex, heterogeneous, highly-interconnected, and subject to change, and to facilitate continued understanding and reuse of those objects across all phases of the lifecycle.
- 2** Evaluate our approaches, processes and tools against requirements and user communities in different application domains, including science and media case studies
- 3** Facilitate sustainability and exploitation of project outputs by building communities of practice, engaging in standardisation activities and with the commercial sector



RESEARCH GOALS



APPROACH

PERICLES will take a **preservation by design** approach



Involves modelling, capturing and maintaining detailed and complex information about digital content, the environment in which it exists, and the processes and policies to which it is subject.

PROJECT STRUCTURE

PROJECT MANAGEMENT



WP1 Management

RESEARCH AND PROTOTYPE DEVELOPMENT



WP2 Case studies: user requirements and evaluation

WP3
Modelling resource dependencies in evolving ecosystems

WP4
Capturing content semantics and environment

WP5
Managing evolving preservation ecosystems

WP6 Architecture and design practices

WP7 Integration and testbeds

ENGAGEMENT AND IMPACT



WP8 Training

WP9 Dissemination

WP10 Exploitation

MEDIA USE CASE

Focus on digital artworks and other digital media from Tate's collections. For example:

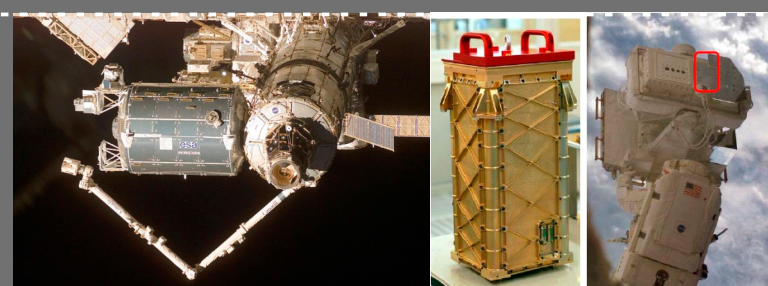
- Interactive software-based installations.
- Digital video, audio and animation.
- Born-digital material from artists' estates and from institutional records.



SCIENCE USE CASE

Focus on space science data originating from the European Space Agency and International Space Station. This includes:

- Engineering documentation.
- Operational data including telemetry and telecommands.
- Scientific data: accepted as raw data, and then processed to include the information from the instrument calibration.



PARTNERS

- King's College London (UK) - Coordinator
- University of Borås (Sweden)
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- The University of Edinburgh (UK)
- TATE (UK)
- Belgian User Support and Operations Centre (Belgium)

COMMUNITIES OF PRACTICE

In addition to the in-depth case studies, Communities of Practice will provide coordination points for seeking input from external groups, for promoting the findings of the project, and for extending collaborations to new communities.

APPLICATION DOMAIN-BASED COMMUNITIES

- Science and engineering
- Media and art
- Archives and other memory institutions

ENABLER-BASED COMMUNITIES

- Facilities and operations centres
- Data infrastructure technology R&D
- Policies and standards
- Business and sustainability

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