**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 |
| **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. |
| **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. |
| **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 |
| **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 |