# Endangered Data Week

#### THE DIGITAL DARK AGE

Librarians and archivists face great challenges when trying to preserve data in the digital age. A book might last over 1,000 years when treated properly, but much of the electronic data produced over the past 40 years is in danger of disappearing forever. Why? In order to preserve digital data, you must preserve three things:

- 1. The original **file**
- 2. The **software** to view the file
- 3. The **hardware** to run the file

Even a game like **DUCK HUNT** is now impossible to play as designed since it requires a Cathode Ray Tube (CRT) television. The Digital Millennium **Copyright** Act (DMCA) makes it illegal for parties to "copy" software from one media to another. How can we save obsolete software if we cannot copy it to more stable systems?

Have you lost any digital data in your life? Photos? Old school assignments?



#### **UVic Libraries** is

currently building a Media Archaeology Lab so that you will be able to access your digital heritage for many years to come. One example of the type of work we're saving is from the local artist



Many video games are now being preserved in a sub section of **Internet Archive** called "the Internet Arcade." The legality of preserving video games in emulated environments is not clear. Unless librarians and archivists are given the right to "break" software in order to preserve it, we might continue to lose many digital cultural heritage objects. https://archive.org/details/internetarcade

## **IS YOUR DATA SAFE?** FIND OUT MORE HERE...

### **MEDIA ARCHAEOLOGY**

**University Systems at UVic** has created a series of tutorials to help you protect your data today at <a href="https://www.uvic.ca/systems/support/">https://www.uvic.ca/systems/support/</a>.



Glenn Howarth and Toronto artist Geoffrey Shea who used the Canadian Telidon videotext/teletext system to create 2D colour graphics before the advent of the

> personal computer era. Their work was almost lost to history, but through the work of UVic archivists and librarians, some of their work is saved in **emulated** environments.

hello.

#### **INTERNET ARCADE**

- lacksquare
- Storage
- $\bullet$ generations

For more information, contact your **Digital Scholarship Librarian, Matt Huculak** huculak@uvic.ca



#### WHAT YOU CAN DO

Things you can do today to help protect your data:

**Back up** your hard drive

**Encrypt** your drives, including your USB sticks (but don't lose your password) Learn how here!

**Use** UVic's VPN when browsing the internet

**Store** your work on UVic's Personal Home File

**Use** Antivirus and network protection software

**Support** legislation to help archivists and librarians preserve software for future

Libraries