InterPARES 2 Project
International Research on Permanent Authentic Records in Electronic Systems

Characterization of Case Study
Validated

Case Study 01:
Arbo Cyber théâtre (?)

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Relevance of the Case Study to InterPARES 2

The purpose of this case study is to understand, in short, how a live multidisciplinary artistic performance can be described and transposed in an electronic environment; how historical perspectives can be expressed in such a transposition, and how specific aspects of the Arbo Cyber productions have been documented and described in the creation of the *Ludosynthèse.*” This case study is also concerned with the exploration of the issues related to the digitalization of analogical material as a preservation strategy. The relevance of the case study is therefore to enable InterPARES to meet its goals in relation to the study of government activities that are conducted using experiential, interactive and dynamic computer technology.

Information about the Creator

The creator is a theatre group that was formed in Québec City, Québec, Canada, in 1985 by four partners. The group was incorporated in November 1986, and subsequently sought and received charitable status. The group’s activities are governed by the relevant laws of Québec and Canada, such as the *Income Tax Act* and the *Copyright Act*. In the early years, the group shared space with other theatre groups and was subject to theatre union norms. Funding for productions and workshops was realized through grants and ticket sales. In 2001, productions and workshops ceased. The remaining activities of the group are conducted out of the home of the two remaining partners. In 2004, the group lost its charitable status.

The mandate of the creator is to “combine the multidisciplinary theatre styles, research and art, while allowing the audience to fully interact with the performance.” The underlying philosophy is “that any performance must allow the audience to fully participate. Audience members should be given the ability to make choices within the performance. Through this interaction, the performance will transform both the performers and the audience.” Therefore, the mission of the creator is,

- “To gather persons interested in researching all aspects of theatre production through a multi-disciplinary perspective
- To produce and present resulting performances to the public

- To offer workshops towards this aim
- To publish all documents that bear witness to these artistic creations, and any associated critical or theoretical works."[1]

Functions of the creator include administration, research, performance, and publication. Governance of the group before receiving charitable status was by the original four partners. After receiving charitable status, the creator's activities were governed by an administrative council consisting of five members. Productions, research, or workshops could involve any number of individuals. Since public activities ceased, the two remaining partners have made all governance decisions related to the group.

Information about the Administration / Management Function

Administration is not considered by the creator to be a core function; it is considered to be a "necessary evil." For the creator, administration relates to engaging funding, reporting to government, managing productions, and managing personnel. Since 2001, the creator's only activity has been the *Ludosynthèse*. No formal records management or archival program exists. The remaining group members' first step in the creation of the *Ludosynthèse* was to organize the group's fonds. The records that are selected by the creator are digitized and uploaded to the creator's Web site. Legal requirements and constraints, and norms, are similar for the administrative function as for the entire work of the creator. Technological requirements and constraints are not applicable as related to the administrative function.

Information about the Digital Entity Being Studied

The digital entity for the purpose of the study is a Web site, the *Ludosynthèse*. It has four modules: basic, chronological, systemic and ludic. The purpose of the site is to maintain the memory of the group, while allowing for audience interaction to continue. The Web site is a repository for some of the creator's records (those the creator has appraised, digitized and uploaded). It is therefore related to the administrative function, and to the performance function. The Web site also allows for the submission of audience-created performances by those who have interacted with the site. Copyright law applies to the Web site, but the creator allows and encourages the downloading of material by site visitors.

In terms of preservation, no processes are used to routinely capture the *Ludosynthèse*. The use of "up-to-date" technology may have led the creators to think that they do not have to worry about preserving the Web site, but rather, only to worry about their older analogical records. In the development of the Web site, two computers (operating system: MAC OS 9.1) are used; one exclusively for digitization, and one for all other aspects of creation. Strict nomenclature is used to identify files. Organization of the site is operationalized through the nomenclature. Ten technological pieces are involved in the site: Databases: made in Filemaker (Apple) (not incorporated); Text: doc (Word), pdf; Numerical Photographs: Adobe Photoshop; Sound files; Video: Final Cut (Apple); Plans: Adobe Illustrator, Macromedia Fireworks; Games: Macromedia Director; Program Files: Macromedia Flash and Shockwave; html pages: Macromedia Dreamweaver; Tables: Excel (not incorporated). The site is hosted by the University of Laval.

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[1] Case Study 01 Final Report, p. 11.