

# Case Study Proposal Horizon Zero/Zero Horizon Online Magazine and Media Database Focus 1 - Arts

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# **Description of Creator**

We would like to propose the online magazine Horizon Zero/Zero Horizon as a suitable and interesting case study within Focus 1. The magazine will focus on digital art in Canada and its first issue will appear in June 2002. The magazine is published at The Banff Centre, though the entire publication, including computer programming code, graphic design, artist commissions, editorial scripts and underlying database architecture remains the joint property of The Banff Centre and The Department of Canadian Heritage (funders of the magazine). All Horizon Zero digital media assets are being created and stored as unique objects in a database system. This database system will grow over the lifespan of the publication and will also serve as a searchable content repository. It is expected that some of the assets will be repurposed assuming intellectual property issues can be negotiated. As it stands, the individual artist/contributors to the magazine retain intellectual ownership of their artwork and writing, with the Banff Centre having rights in perpetuity for reproduction in print and digital format. We intend to study the records generated in the production of this magazine as a whole.

### Rationale

The records generated by this creator clearly fall within the scope of InterPARES 2: the activity is an artistic one, and we imagine that many of the records studied will fit our definition of interactive, dynamic and/or experiential. An interesting issue here is the distinction between electronic records and publications; whether this is a practical distinction for the archival preservation of the project remains to be seen. Thanks to the participation of The Banff Centre in InterPARES 2, we also have here a cooperative and interested case study subject. We expect that this case study will help to answer most of the research questions in Domains 1 and 2, and may provide some insight into Domain 3 issues as well.

## Methodologies

We propose using several of the methodologies indicated in the Call for Case Study Proposals, specifically a questionnaire and a collaboratively developed model of the creative/business process based on a functional analysis. We would also like to explore the usefulness of the other methodologies after further discussion with Team members.

### Case study team

The case study will be led by either Susan or Brent, and we would like to see at least one more researcher (preferably an archivist) involved. The interview and model development could be done by research assistants, ideally one from UBC and one from The Banff Centre. The leader will report on the progress of the case study at InterPARES Workshops and prepare a final report once the case study is completed.

### **Timeline**

- June 2002: submit proposal to International Team.
- Summer 2002: do the groundwork for the case study, including scheduling with the study subject, investigating human subjects approval.
- September 2002: develop questionnaire and choose a modelling method.
- Fall 2002: train research assistants involved.
- Fall 2002: conduct interview and modelling exercise; we imagine that the UBC assistant will travel to Banff for a few days to observe and meet with the necessary personnel. (Travel costs of about \$300, accommodation \$120)
- Before February 2003: draft a summary of the interview and clean up the model, send the report and model to the creator for verification
- February 2003: report on the case study at Workshop in Vancouver, discuss further possibilities for analysis (diplomatic? walkthrough of InterPARES 1 models?)
- Before June 2003: prepare the final report on the case study with recommendations (unless further analysis extends the study).