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

## Characterization of Case Study
## Validated

## Case Study 15:
## *Waking Dream*

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**Relevance of the Case Study to InterPARES 2**

The purpose of this case study is to identify the digital and non-digital entities related to the performance of *Waking Dream*, a multimedia theatrical performance that involves two main performers in addition to audience participation. The study seeks to examine all the complex elements of the performance, including the different technologies and the interactive involvement of both performers and the audience. In addition it seeks to articulate the challenges to their preservation and access. The relevance of the case study is therefore to enable InterPARES to meet its goals in relation to the study of artistic activities that are conducted using experiential, interactive and dynamic computer technology.

**Information about the Creator**

The creator in this case is a team of three individuals conducting research on behalf of the University of British Columbia's Human Communications Technology Laboratory (HCT). The HCT is a laboratory of the Department of Electrical and Computer Engineering, and is directed and staffed by researchers in this field. The HCT is funded by university, government and industry.

The mandate of the creator is to, "to realize effective communication of human experience using information technology." The underlying philosophy is, "to 'put people back in the loop' and allow us to communicate experiences to computer systems and each other more effectively." Therefore, the mission of the creator is to, "combine developments in psychology sociology, and art with faster processing machines, bigger data capacity, new algorithms, multimedia, and multi-modal systems to enhance the communication abilities between people and machines."

Functions of the creator include administration and research. In terms of governance, the laboratory has one director who is responsible to the department and the university. Teams of researchers are assembled to work on various projects. The *Waking Dream* research project, for example, involved one faculty member from the HCT, in addition to two artists. Two technicians assisted, in addition to many Engineering students. Engineering students may work

without pay on research projects as part of coursework. The creator is subject to the legislation of British Columbia and Canada, in particular the *University Act* and *Copyright Act*. In addition, the creator is subject to normative constraints related to Electrical and Computer Engineering.

**Information about the Administration / Management Function**

The laboratory must conduct administrative activities related to the administration of research projects, and to operation within the hierarchy of a university. Some records are retained by the HCT, while others are retained by team members. No formal records management or archives program exists. The records that are retained by the creator may be uploaded to the laboratory's restricted Web site, which is used as a repository for some of the fonds. 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 *Waking Dream.* This is a multimedia performance art piece involving dance/movement, soundtrack, and live and pre-recorded video, as well as remote controlled interactions between performers and various digital and analog technologies. Waking Dream is designed for two people to perform, exploring the moment of coexistence between two illusory states, awake and dream. *Waking Dream* is related to the creator's research function. Copyright applies to *Waking Dream*, in addition to ethical considerations.

Documents produced as a result of the digital entity include grant and funding applications, notebooks containing performance notes, program code, sound samples, soundtrack, and video. The former are kept by the laboratory, while the latter three are kept by one of the artists involved in the research project. In terms of preservation, only the program code has been considered. Backup copies are frequently made of the code, and attempts have been made to re-code to avoid technological obsolescence. No preservation of the other records has been realized.

*Waking Dream* was created on a variety of computers using a variety of software. Digital entities consist of: program code (Visual Basic Project Manager; Windows 98), one video (.avi) file, two types of audio file, and a PowerPoint file. The program code changes with each new projector. The video is pre-recorded and edited footage (one source) is viewed alternately with two live and video sources. The first of the two audio files is a soundtrack, which is a component of the performance and can be modified using ProTools. The second type contains the original sound samples from which the soundtrack was composed. The purpose of the PowerPoint is to allow switching of video source, changing what audience sees. Some of the records are kept on a Web site that is hosted by the HCT, which is in turn hosted by the Department of Electrical and Computer Engineering, and the University of British Columbia.