

# Η πρόκληση της νέας μορφής αρχείων του ψηφιακού κόσμου για την ιστορία και τους ιστορικούς


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Ηλίας Στουραϊτης, Ιόνιο Παν/μιο


Διημερίδα Μνήμη, μαρτυρία και η ψηφιακή προσέγγιση της ιστορίας: το  
Αρχείο «Μνήμες από την Κατοχή στην Ελλάδα», ΕΚΠΑ, 11-12/10/2019



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Community Video




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American Libraries



























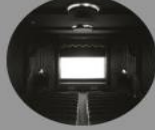
Community Data

 248,651

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# Internet Archive

 <p>Community Audio</p> <p> 2,051,294 ITEMS</p>	 <p>Community Video</p> <p> 840,207 ITEMS</p>	 <p>Community Texts</p> <p> 866,813 ITEMS</p>	 <p>American Libraries</p> <p> 3,031,482 ITEMS</p>	 <p>Community Data</p> <p> 248,651 ITEMS</p>
 <p>The LibriVox Free Audiobook Collection</p> <p> 13,297 ITEMS</p>	 <p>Electric Sheep</p> <p> 574 ITEMS</p>	 <p>Canadian Libraries</p> <p> 602,295 ITEMS</p>	 <p>Live Music Archive</p> <p> 202,117 ITEMS</p>	 <p>University of Toronto - Robarts Library</p> <p> 214,581 ITEMS</p>
	 <p>California Digital Library</p>	 <p>Netlabels</p>	 <p>Folksoundomy</p>	 <p>Feature Films</p>



```
4015 */
4016 static int do_sched_cfs_period_timer(struct cfs_bandwidth *cfs_b, int overrun)
4017 {
4018     u64 runtime, runtime_expires;
4019     int throttled;
4020
4021     /* no need to continue the timer with no bandwidth remaining */
4022     if (cfs_b->quota == RUNTIME_INF)
4023         goto out_deactivate;
4024
4025     throttled = !list_empty(&cfs_b->throttled_cfs_rq);
4026     cfs_b->nr_periods += overrun;
4027
4028     /*
4029      * idle depends on !throttled (for the case of a large backlog, and if
4030      * we're going inactive then everything else can be deferred)
4031      */
4032     if (cfs_b->idle && !throttled)
4033         goto out_deactivate;
4034
4035     __refill_cfs_bandwidth_runtime(cfs_b);
4036
4037     if (!throttled) {
4038         /* mark as potentially idle for the upcoming period */
4039         cfs_b->idle = 1;
4040         return 0;
4041     }
4042
4043     /* account preceding periods in which throttling occurred */
4044     cfs_b->nr_throttled += overrun;
4045
4046     runtime_expires = cfs_b->runtime_expires;
4047
4048     /*
4049      * This check is repeated as we are holding onto the run bandwidth limit.
4050      * we unthrottle. This can potentially even result in a scheduled task
4051      * trying to acquire new bandwidth from the same run. But we don't care.
```

Software [is our] Heritage





# Software Heritage

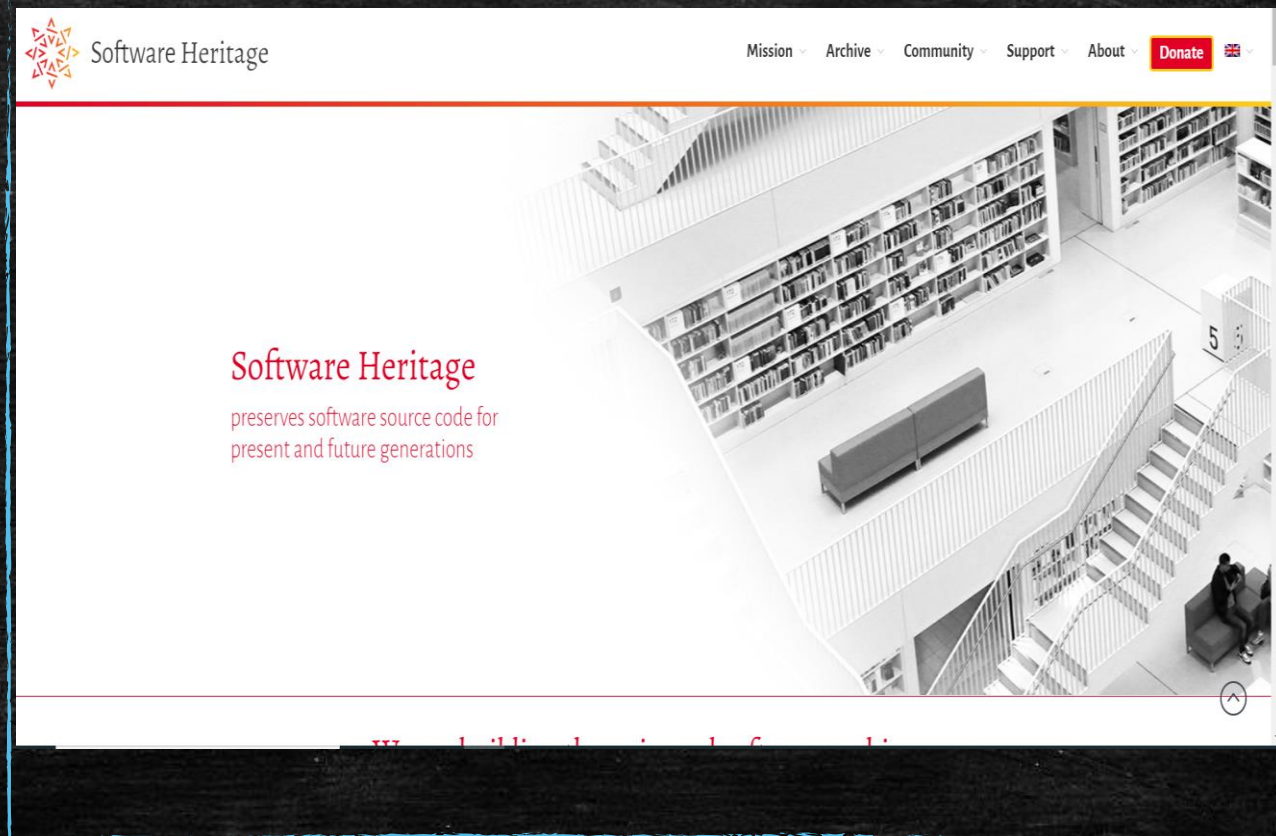
We **collect** and **preserve** software in source code form, because software embodies our technical and scientific knowledge and humanity cannot afford the risk of losing it.





# Software Heritage

Software is a precious part of our cultural heritage. We curate and make accessible all the software we collect, because only by **sharing** it we can guarantee its preservation in the very long term.





# Library of Congress

- [Manuscript/Mixed Material](#)133
- [Photo, Print, Drawing](#)121
- [Audio Recording](#)51
- [Notated Music](#)40
- [Book/Printed Material](#)38
- [Archived Web Site](#)37
- [Film, Video](#)26
- [Map](#)17
- [Newspaper](#)6

The screenshot shows the Library of Congress website's search results for the term 'platforms'. The page features a search bar at the top with the text 'platforms' and a search icon. Below the search bar, there are filters for 'Available Online' (1,341 results) and 'Original Format: Web Page' (1,341 results). The results are displayed in a list view, sorted by Relevance. The first three results are blog posts:

- Platforms for Digital Stewardship**  
Platforms for Digital Stewardship. A blog post at "The Signal" on 2013-09-11.  
Contributor: Lazorchak, Butch  
Date: 2013-09-11
- Construction of the Inaugural Platform Continues - Pic of the Week**  
Construction of the Inauguration platform continues  
Contributor: Brammer, Robert  
Date: 2013-01-18
- Full Open Source Release of Recollection Platform**  
Full Open Source Release of Recollection Platform. A blog post at "The Signal" on 2011-08-22.  
Contributor: Ashenfelter, Mike  
Date: 2011-08-22

The left sidebar shows the 'Refine your results' section with various filters:

- Original Format**
  - Web Page: 1,341
  - Book/Printed Material: 15
  - Audio Recording: 1
- Online Format**
  - Web Page: 1,317
  - Image: 491
  - Online Text: 387
  - PDF: 14
- Date**
  - 2000 to 2099: 732
  - 1900 to 1999: 41
  - 1800 to 1899: 33
  - 1700 to 1799: 12
  - 1600 to 1699: 8
  - 1500 to 1599: 6
  - 1400 to 1499: 1
- Location**
  - Archived Sites: 144

## Select Date

October 11, 2019



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## Browse by Event Category

- Concerts & Performances
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- Exhibits & Tours
- Film & Video Screenings
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## EVENT | LECTURES AND SYMPOSIA

# Processing and Preserving Video Games

**Saturday, April 6, 2019**

11:00 am - 12:00 pm EDT

[Add to calendar](#)

**Thomas Jefferson Building - Whittall Pavilion (LJG45E)**

10 1st Street SE, Washington, DC 20540

[View Floorplan](#) | [Get Directions](#)

*Part of Concerts*

*Request ADA accommodations five business days in advance at (202) 707-6362 or [ADA@loc.gov](mailto:ADA@loc.gov).*

**David Gibson**, Motion Picture, Broadcast and Recorded Sound Division; **Amanda May**, Preservation Reformatting Division

Amanda May and David Gibson from the Library of Congress will discuss the steps that the Library takes to collect, catalog and preserve video game content, focusing on the employment of Resource Description and Access (RDA) to describe video games in the catalog and the use of specialized hardware and software to forensically recover data from fragile digital media.

**Contact: 202.707.5502.**

## Presenters





# Memorials in digital world

The games I am talking about are massively multiplayer online role-playing games, or MMOs. In these games, the player takes on the role of a player-created character (PCs) and enters a world with tens, hundreds, and sometimes thousands of other PCs. The gaming world is a persistent place, populated with diverse environments, buildings, homes, and so on.

