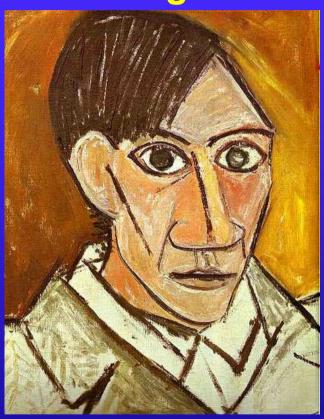
INFORMATIONAL **MODEL OF AUDIOVISUAL ARTIFACTS AND PRESERVATION PROBLEMS**

Kurmo Konsa, PhD Tartu University

Why should A/V archivists be interested in informational modelling?



"Art is the lie that helps us see the truth"
the same can be said for modelling

CONTENTS

1. Terms "preservation" "information"

2. Informational models of artifacts (only two³)

3. Conclusions

PRESERVATION

 inseparable component of any information transmission process

informational activity

information artefact

PRESERVATION

retain informational integrity and availability

 informational integrity consists of those <u>features of artefact</u> that distinguish it as a whole and singular object

INFORMATION

- PROCESS
- KNOWLEDGE
- ARTEFACT

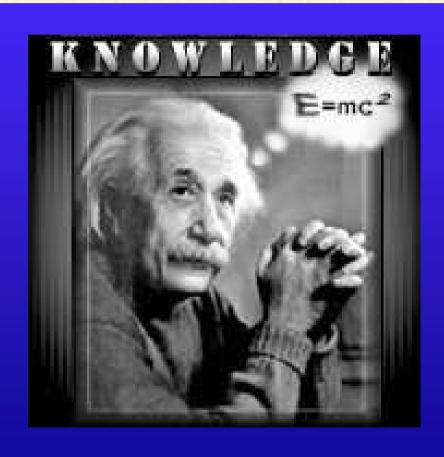
Michael Buckland



PROCESS



KNOWLEDGE



ARTEFACT





"anything which exhibits any physical attributes that can be assumed to be the results of human activity"

ARTEFACTS

Artefacts

Communicative artefacts

"The objects have inscribed in themselves the genetic code of either nature, or of civilization and culture. Every object is like the contains the character of whole."

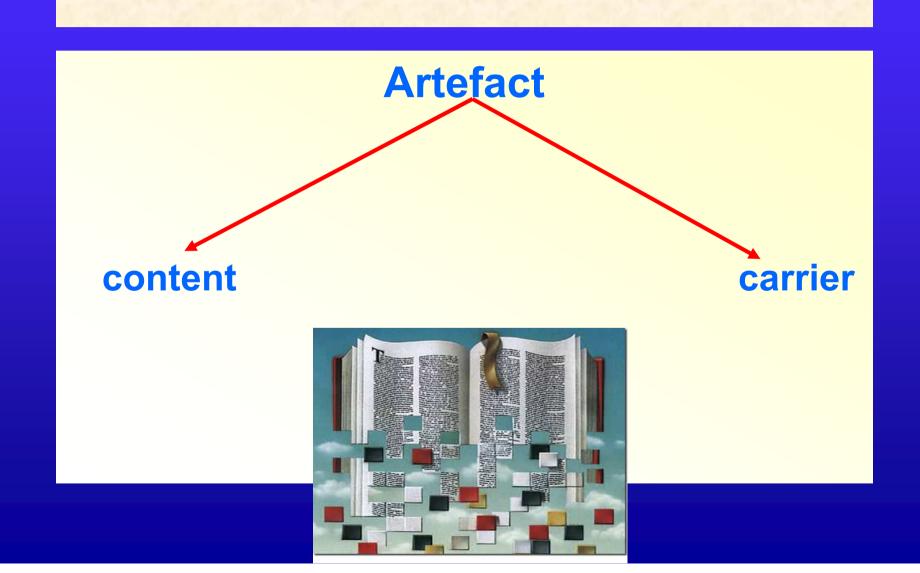
Tomislav Sola



MODELS OF ARTEFACTS

- 1. Dichotomous model
- 2. Three-dimensional model

DICHOTOMOUS MODEL



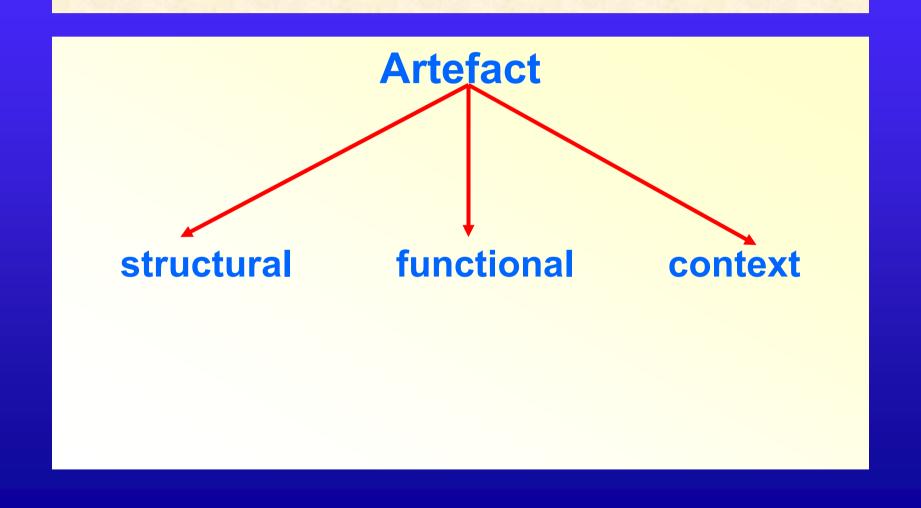
ANALOG

DIGITAL





Three level model



STRUCTURAL INFORMATION

- Material
- Construction
- Form
- Design
- Deterioration
- Indirect or non-intentional information



Structural information

MATERIALS

- plastics
- metals
- pigments
- •



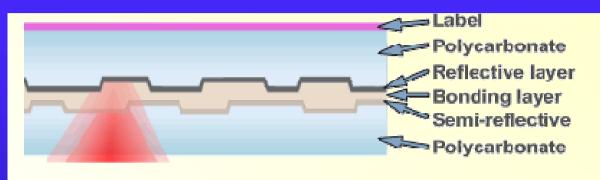
Structural information

CONSTRUCTION

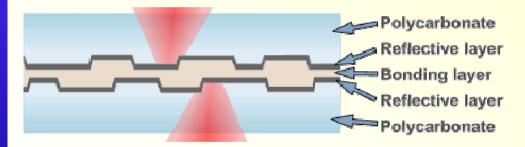
way in which the object has been made and the parts of which it consists.

- materials
- technologies
- user requirements
- commercial situation

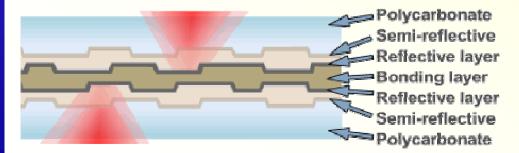
DVD constructions



DVD-9 single sided, double layer 8,5 Gb



DVD-10, double sided, single layer on both sides 9,4 Gb



DVD-18, double sided, double layer on both sides 17,1 Gb

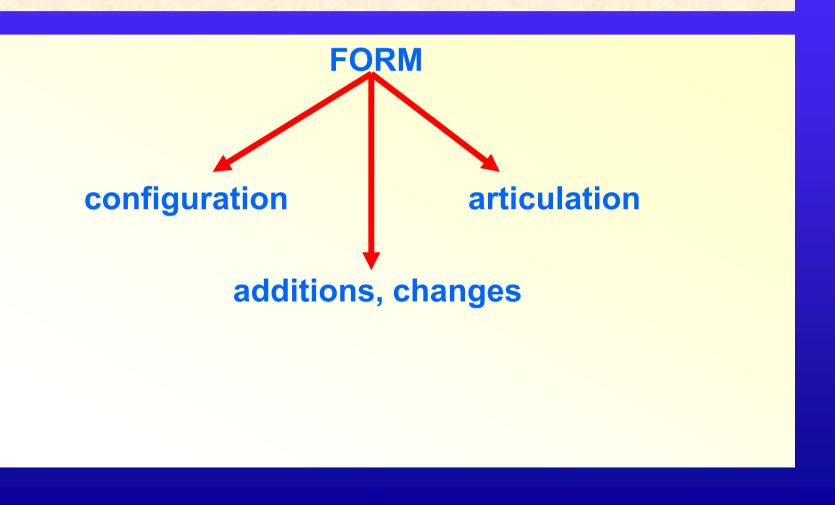
Structural information

FORM

different ways information is presented and structured.

Structural information

FORM



CONTENT CONFIGURATION

九二見龍在田利見大, 九二見龍在田利見大, 九二見龍在田利見大, 九二見龍在田利見大, 九五飛龍在田利見大,

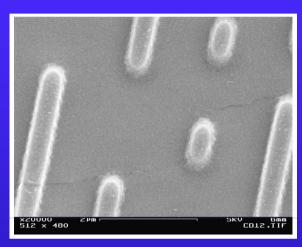
Fig.1

The original transmission of 1679 pulses in binary code.

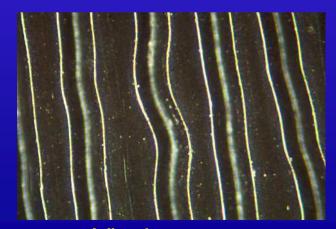




CONTENT ARTICULATION example - sound



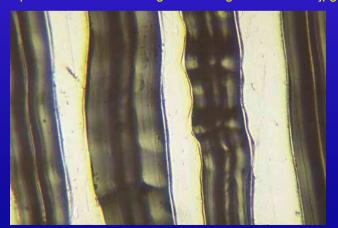
CD- pits
http://www.optics.rochester.edu/workgroups/cml/opt307/spr05/chris/mCD_1.jpg



Vinyl, mono
http://www.micrographia.com/projec/projapps/viny/viny0100/vinylr00.jpg



shellak disc, 78 http://www.videointerchange.com/images/78Grooves.jpg



Vinyl, stereo

http://www.micrographia.com/projec/projapps/viny/viny0100/vinylr02.jpg

Structural information

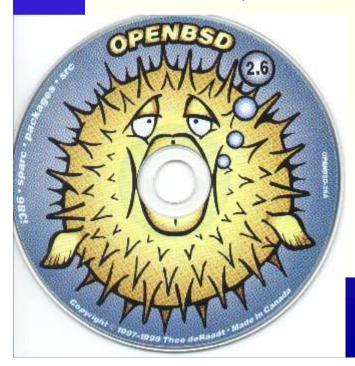
ADDITIONS, CHANGES

- Films may be shortened or altered
- Films may be altered or lenghtened (directors cut)
- Films may be re-released in a different manifestation (coloured version)

Structural information

DESIGN

characteristics of the external appearance of the record, such as format, colors, decorations etc



FUNCTIONAL INFORMATION

- Communicative
 - entertainment
 - education
 - documentary
 - commemorative (home movies)
 - research
- Esthetical
- Value





CONTEXT

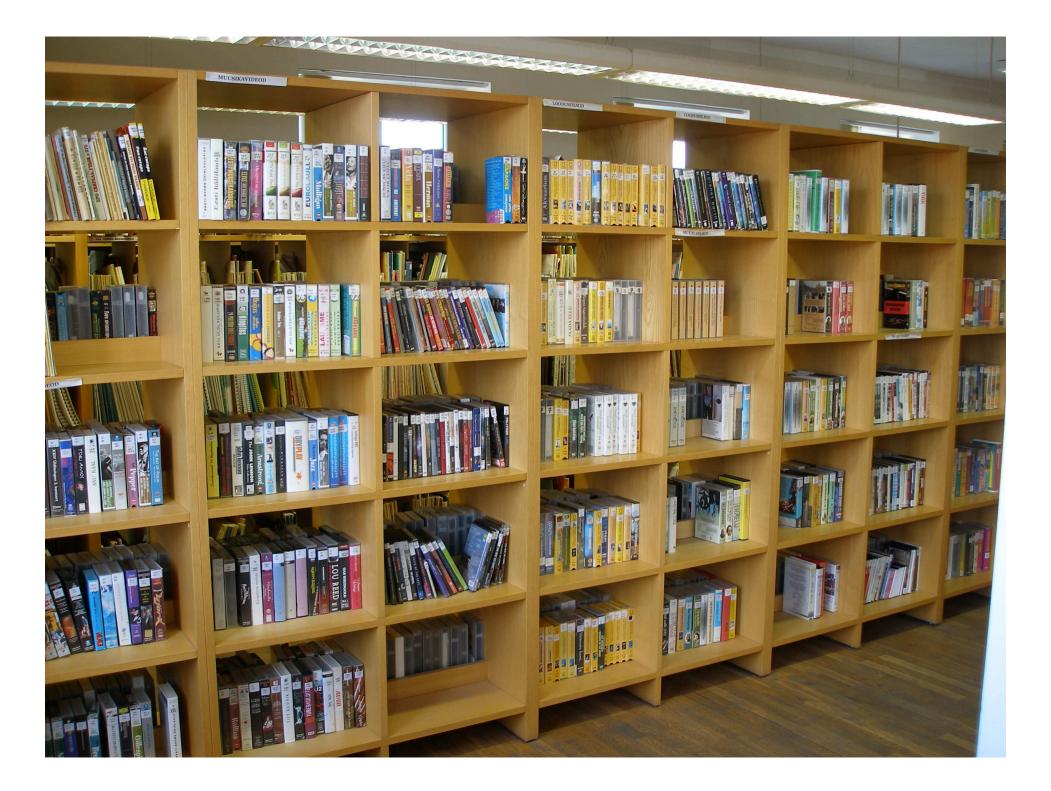
relations between the object and its environment

- material
- conceptual

MATERIAL CONTEXT

Playback machinery

- 78s
- 45s
- LPs
- reel tape
- cassettes
- **CD**
- downloadable music files
- MPGs



CONCEPTUAL CONTEXT

cultural and social environment to which the object is related.



Associated materials



CONCLUSIONS

- informational structure of artifacts are complicated
- preservation influence the informational structure
- models are frameworks for describing, analyzing and studing artefacts
- quantifying the informational content

Thank you for you attention and happy modelling!

