PRESERVATION METADATA DICTIONARY

PREMIS implementation in practice

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Abstract – This poster tells the story of designing the PMD in a way that is fully conformant with PREMIS, the leading standard on preservation metadata. It will give insight in the main structure of the PMD and it will illustrate its practical use with some examples.

Keywords – Preservation Metadata, PREMIS, OAIS information model

Conference Topics – Designing and Delivering Sustainable Digital Preservation.

I. INTRODUCTION

This Preservation Metadata Dictionary (PMD) of the Netherlands Institute for Sound and Vision, combines multiple object levels and perspectives including technical metadata on the file and bitstream level, event metadata, and rights metadata. The dictionary plays an important role in operational decision making, for instance on designing a new workflow on digitization or on implementing a new ingest workflow.

II. PREMIS CONFORMANT

International standards on metadata in general offer a generic and conceptual framework: a set of ideas and rules, flexible and broadly applicable. Each standard does so for its own perspective or domain.

The OAIS Information Package [1] is composed of several information objects. The PREMIS data model [2] consists of four core entities. Both standards offer a view on the metadata that must be gathered to ensure the longevity of digital assets. The poster will show how these relate to each other.

Implementing standards like these requires translating its set of ideas and rules to an organisation's own practices [3]. This means refining, itemizing and omitting where applicable. It also implies constantly making choices along the way, taking into account the principles of conformance and the principles of use [4]. This journey will be illustrated for the implementation of the PREMIS standard at Sound and Vision.

III. PRACTICAL USE

A. DPX Case

The case of the DPX files as they exist in an archive in the context of preservation illustrates the practical issues that may arise, in implementing a PMD. Given the requirements for DPX preservation metadata, a gap analysis has been performed to compare the requirements and the actual available metadata about the DPX files of our digitized film collection.

B. Games Case

The case of Games will show how several objects must be described in their mutual interaction. The game and the video that shows how it is played. The disk image and the environment that is needed to render this disk. This is demonstrated using the different levels of the object.

REFERENCES

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