

Introduction to DLTP

Digital Long Term Preservation (DLTP)



Where to begin?

Imagine you find a digital copy of a media file that you want to use...

Step by step

You want to use/open it:

- What is it stored on?
- What do you do?
- What do you expect?
- What do you think is necessary for that to be possible?

Components to deal with?

- Which carrier?
- Which format?
- Which properties?
- Which player/tools?
- Which storage?
- Which catalog/database?
- For whom?

Layers / Components

**"Onions have layers, Ogres
have layers. You get it?
We both have layers!"**



Layers / Components

- Physical carrier (+drive?)
- Hardware interface (controller, cables, schematics, ...)
- Software interface (driver, protocols, ...)
- Filesystem
- **The File**
- Container format
- Content format(s) (codecs, MD formats, etc)
- The actual content.

Speaker notes

These components / layers must be considered to access the content, and in the end they must all be dealt with somehow.

Don't feel intimidated. Everyone's just cooking with water in the end.

The other direction

You were looking for something specific in a collection...



Okay, Digital:



Layers / Components

- A Collection
- A tool to search & find
- Retrieve data from storage
- Access a copy
- **The File**

The Challenge Begins

