



# KEEP

KEEPING EMULATION ENVIRONMENTS PORTABLE

## The KEEP Virtual Machine: long-term accessibility to complex digital objects

November 2011 Workshop

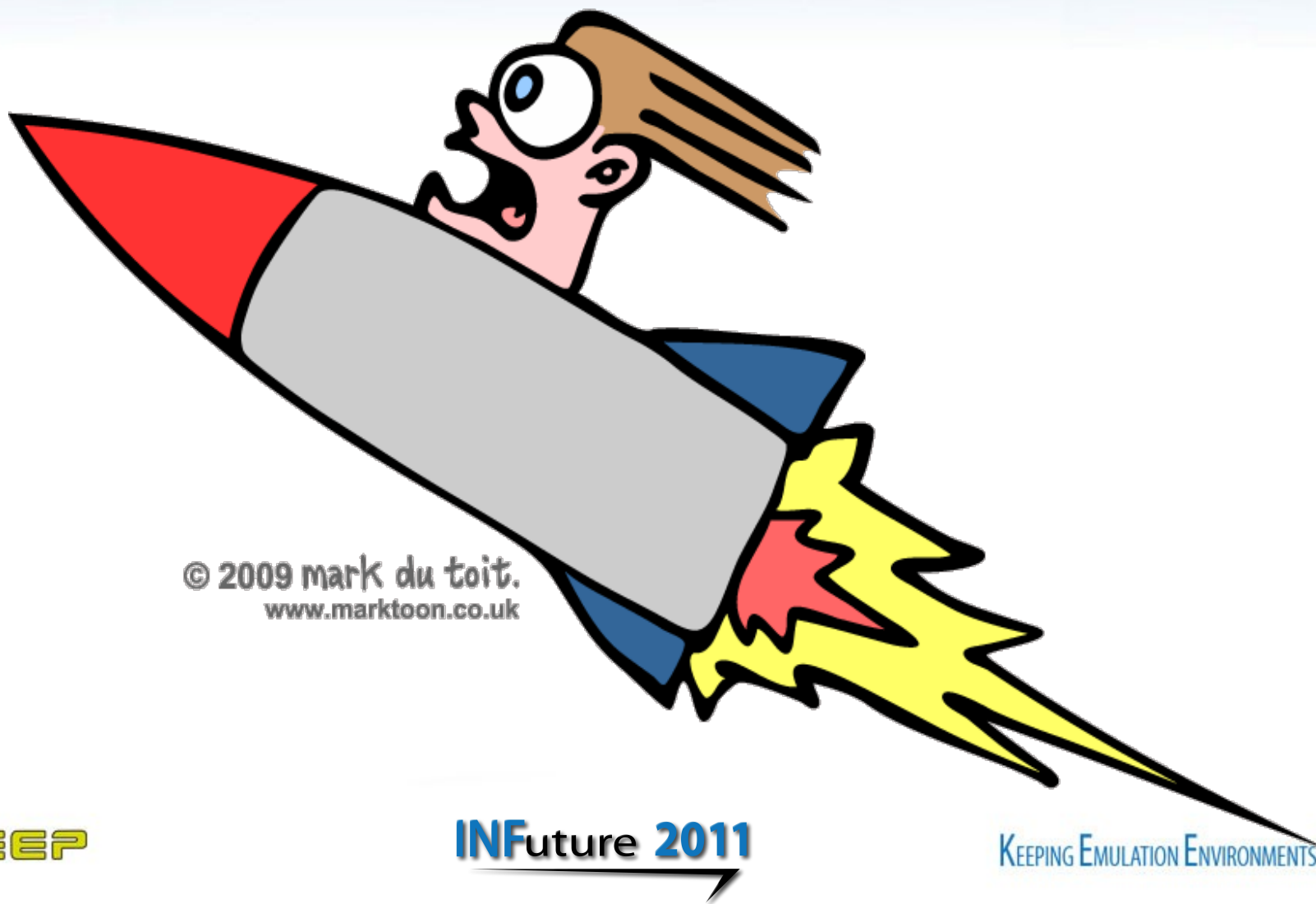
**INF**Future **2011** Zagreb, Croatia

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JOGUIN



# IT industry moves fast



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# IT industry moves fast

- Performance doubles every 18 months
- Better, faster, more capable products
- New markets, new products

# Brings rapid obsolescence

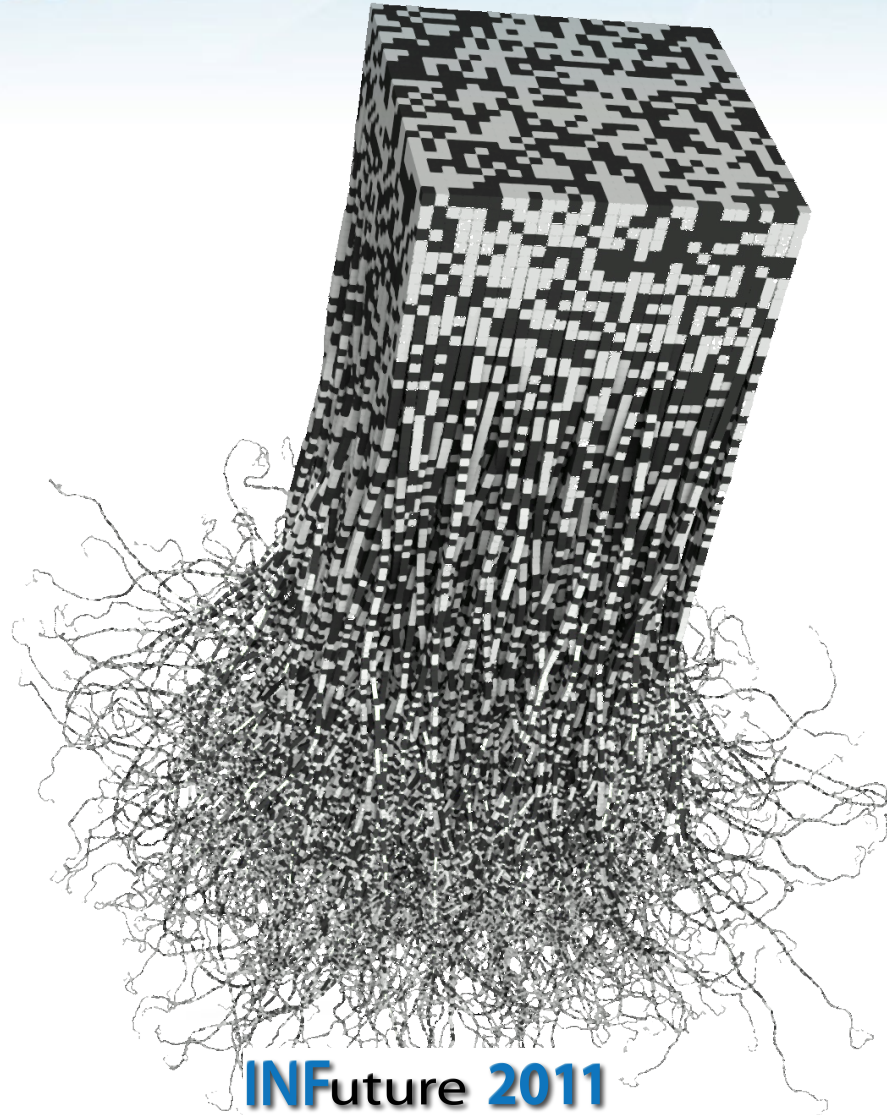


# Brings rapid obsolescence

- Media become unreadable
- OS and languages become unusable
- Programs become un-runnable



# Digital Object Preservation



# Preserving Digital Objects

- Gather ALL components
- Build hardware emulator
- Install software components
- Test and confirm authenticity



# Systems built on quicksand





# Systems built on quicksand

- PC OS releases: about 3 years
- Game consoles: every 5-7 years
- Languages specs: every 5-10 years
- Java: every 2 years

# The KEEP Virtual Machine, a bedrock foundation



# The KEEP Virtual Machine, a bedrock foundation

- Upper levels
  - Stable emulation system
  - Evolve only when technology changes
- Lower levels
  - Ease of portability
  - Designed not to change
- Guarantees perennity of archives



# KEEP

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KB



European Games Developer Federation

Thank you for your  
attention!  
Questions?

INFuture 2011



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