

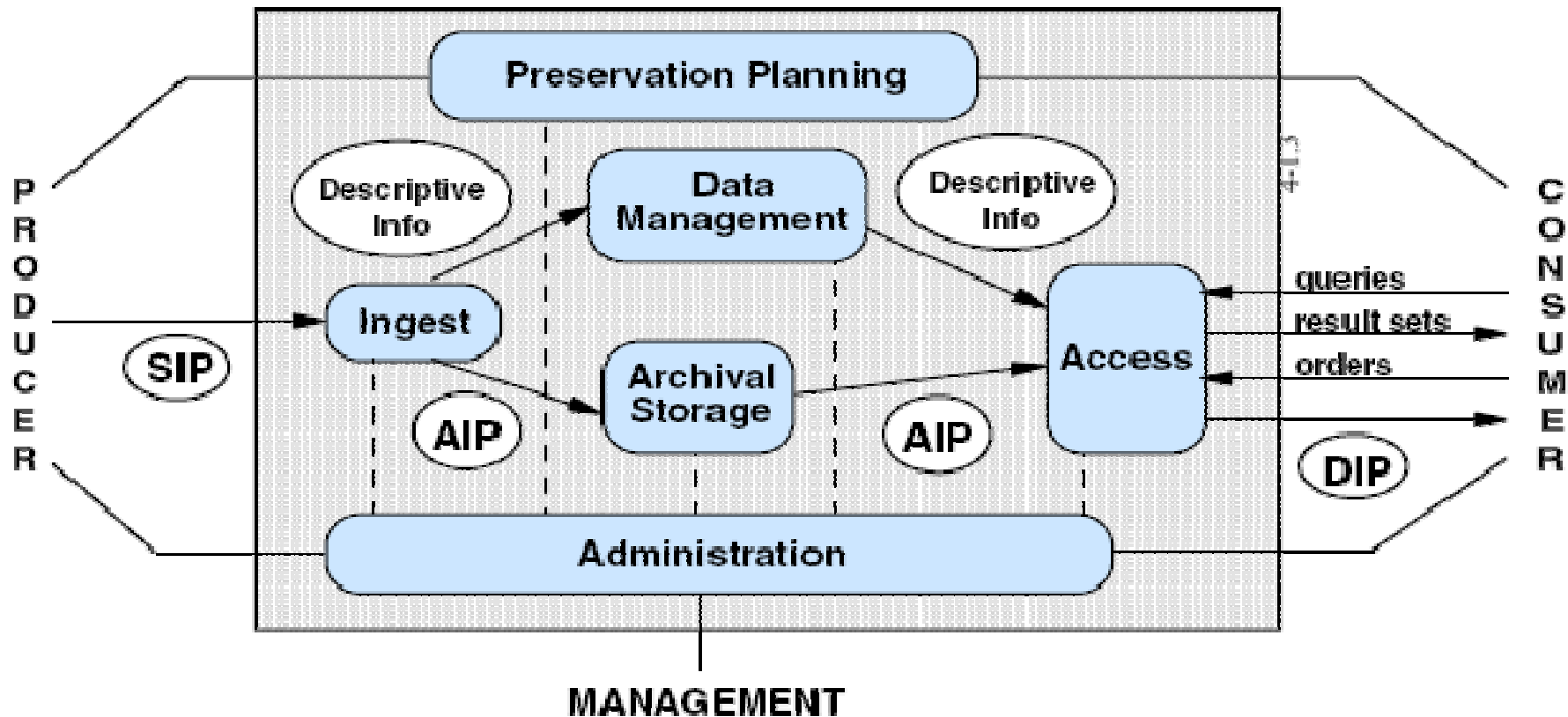


## **The KEEP Business Case**

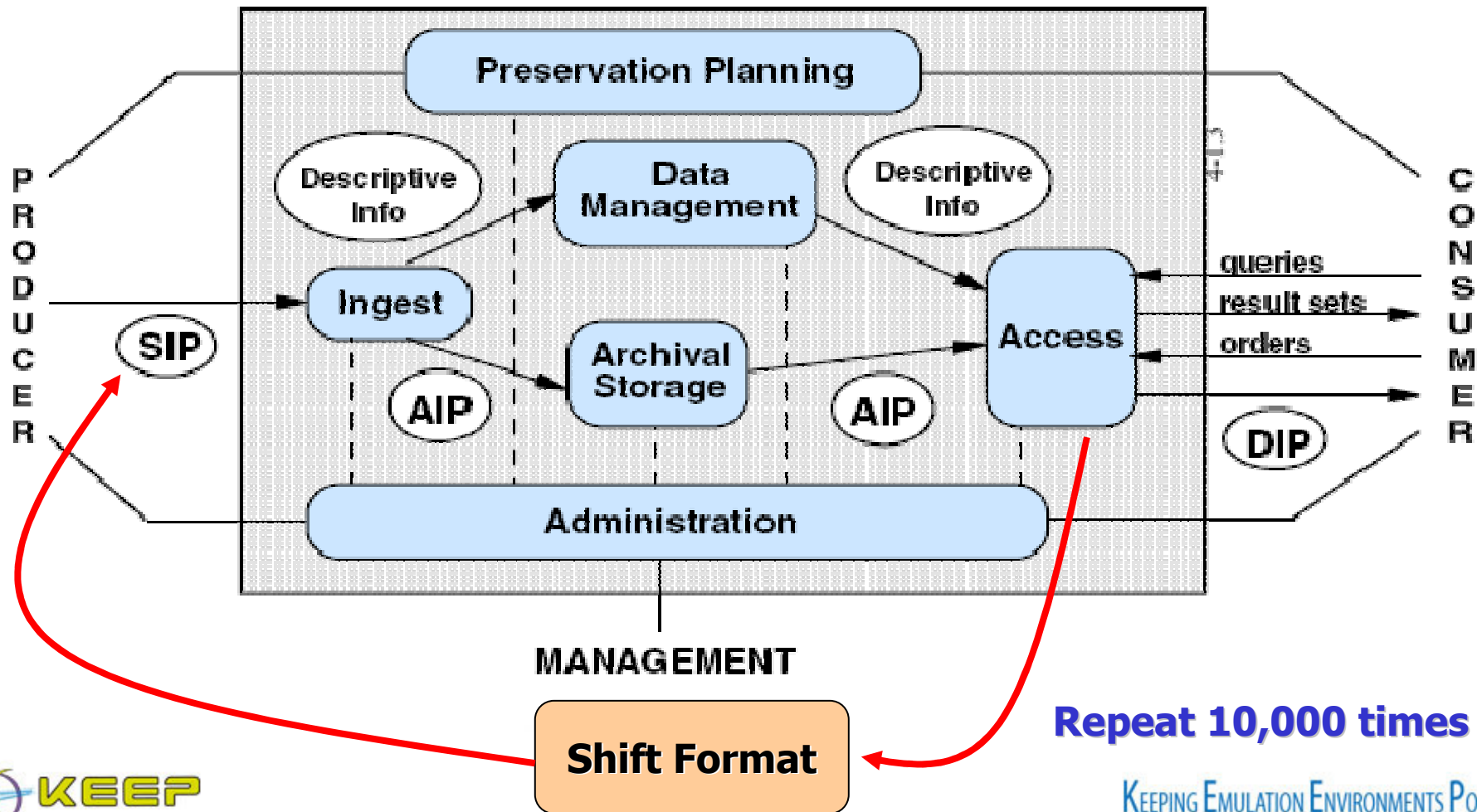
***How KEEP demonstrates a highly persuasive case for the use of emulation in Digital Preservation***

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# The OAIS Model (ISO 14721:2003)



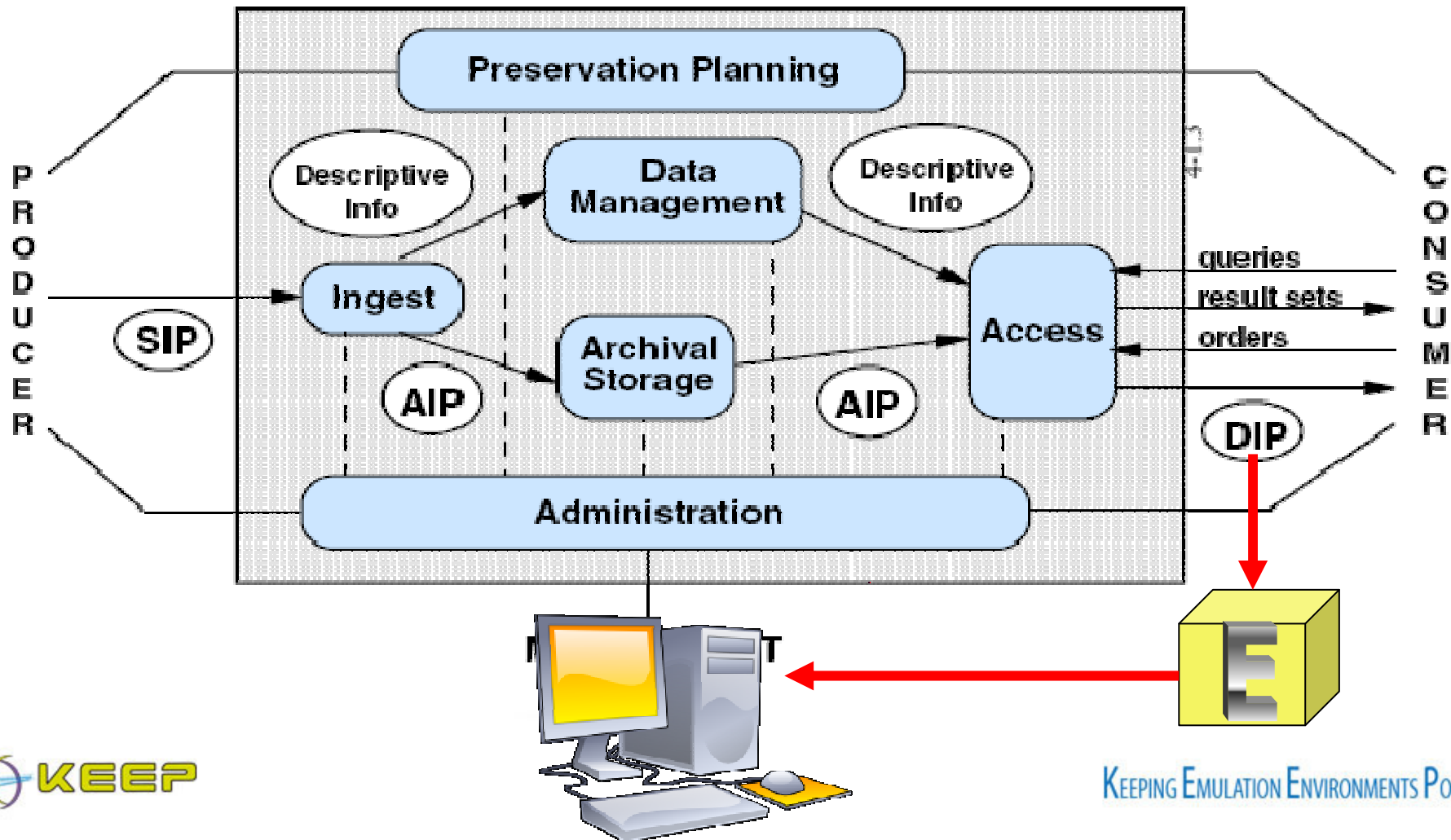
# A Migration-Based Approach



# Migration in OAIS

- Move from 1 AIP to n+1 AIP's unless discard earlier versions
- Migration process must be connected to Archive management system
- Disk storage costs increase with each migration
- Ability to recover original AIP reduces over time
- Investment in Quality Control required

# An Emulation-Based Approach



# Emulation in OAIS

- Original AIP is never altered
- Objects are manipulated only when required
- DIP is discarded after use
- No growth in disk storage space
- No need to invest in large-scale migration services
- Modern emulators permit extraction of data for re-use
- User experiences object in original environment
- Simplifies Quality Control





# KEEP

KEEPING EMULATION ENVIRONMENTS PORTABLE



European Games Developer Federation

## Thank you for listening!



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