

9. Data management plan

During the period of the Phase I Digital Humanities Advancement Grant, V-ESPACE data will consist primarily of 1) historical and literary documentation (including visual resources); 2) conference papers from the public presentations at the second meeting; and 3) the final white paper, outlining research outcomes and future work plans. While some code for the virtual rendering of architectural space and the behavioral modeling of avatars may be generated during this grant period, this is not a primary objective at this time. The data generated during this grant period will serve as the historical basis for game-design decisions around the interaction between space, performance, and audience, as well as serving as a primary content source for research-intensive modes of game-play.

Type of Data	Available When	Accessibility
Bibliographies (text files)	Prior to first meeting and, as progressively modified, throughout the duration of the project	Available to the public on LSU's Digital Commons
Literary, journalistic, and archival materials relative to fair theater (text and image files)	At the conclusion of the first meeting	Available to the public on LSU's Digital Commons
Eighteenth-century iconography and architectural plans (image files)	At the conclusion of the first meeting	Available to the public on LSU's Digital Commons, subject to copyright restrictions of image owners
Progress reports (text files)	At the conclusion of the first meeting	Available to the public on LSU's Digital Commons and emailed directly to all participants
Conference papers (text and image files)	At the conclusion of the second meeting	Available to the public on LSU's Digital Commons
White paper (text and image file)	After the conclusion of the second meeting	Available to the public on LSU's Digital Commons, and emailed directly to all participants
Computer code relative to modeling space and avatar behaviors	After the conclusion of the second meeting	Available to the public on GitHub

Data Management will be coordinated by Dr. Leichman for all data other than computer code; Dr. Kooima will assume primary responsibility for the management of computer code and associated data.

Working in concert with the LSU Libraries system Technology Initiative, V-ESPACE will benefit from a dedicated space in the LSU Digital Commons, which provides permanent and publicly searchable data storage. LSU is currently developing institutional best practices in Data Management, and the V-ESPACE project will actively further these goals. To that end, we are collaborating with Associate Dean for Technology Initiatives Gina Costello, as well as with the LSU Digital Scholarship Lab, directed by Associate Professor of English Lauren Coats.

We also intend to use these meetings to initiate discussion about the far more significant data management needs that will accompany the implementation of this project, with particular attention to standards of accessibility, responsibilities for storage, and intellectual property concerns. Bearing in mind the potential for differing cultural and legal expectations to impede international collaborative efforts, we

are committed to a robust exploration of these issues in order to position ourselves for a successful continuation of the V-ESPACE project beyond the term of this grant.