

7.

Data Management Plan**Expected data**

Type of data	When shared?	Under what conditions?
Open Source computer code associated with ARIS, website interface, and jQuery Mobile geo-location scripts.	At the conclusion of the project.	Code will be freely available.
User-generated texts, electronic multi-media collections generated during the testing and prototype phase.	At the conclusion of the project.	These data will be made available at the discretion of the project directors. Copyrighted data will be excluded from files made available to the public.
Qualitative data including interviews, meeting minutes, survey with test players and evaluation report.	At the conclusion of the project.	Data will be made available through a work group wiki and will be accessible following IRB protocols.
Assessment data generated during the testing and prototyping phase.	Compiled pieces of data will be shared in the white paper and final report to NEH.	No biographical data will be shared that could identify individuals participating in the assessment.
Companion website prototype and design.	At the conclusion of the project.	Code and wireframes will be freely available.
Design document for Game Level 1	At the conclusion of the project.	Design document will be made freely available.
White paper.	At conclusion of the project.	The white paper will be freely available to the public via the Scholarly Commons repository.
A final report to NEH.	At conclusion of the project.	Dissemination of the final report will be the responsibility of NEH.

Period of data retention

All project data will be retained for 5 years beyond the completion of the start-up phase of the project. Formal reports will be made publically available within 1 year of project completion, on the Miami University institutional repository and on the Miami Humanities Center website. Additionally, all data will be backed up on remote storage provided through a partnership with Miami University IT Services.

Data formats and dissemination

Computer code (Java, PHP, jQuery Mobile and JavaScript) will be available as open source on three repositories: Miami's School of Engineering code repository (running Apache Subversion); a web-based and publicly accessible GitHub repository; and the Scholarly Commons repository (<http://sc.lib.muohio.edu>). The software will be distributed as source code under the terms of the Apache 2.0 and the documentation will be distributed under the terms of the Creative Commons Attribution 3.0 license. All metadata associated with project files will also be made available through the Scholarly Commons site. Reports and other publications will be made available in PDF and HTML formats and disseminated via the Miami University institutional repository and the Humanities Center website (<http://www.cas.miamioh.edu/humanities/>).

Data storage and preservation of access

For the duration of the project, all data will be stored, managed and backed up (24/7) on a server provided by the Miami University Information Technology Services. All computer code including test, prototypes, and final files will be stored in three places: a) Miami's Apache Subversion administered by the School of Engineering; b) a publicly accessible GitHub code repository; and c) in a dark archive where researchers and interested parties could access the files upon request. All other data, including final code, multimedia files, website code, white paper, and reports, will be stored in the Scholarly Commons, Miami University's institutional repository for faculty and researchers. The Scholarly Commons is a service of the Miami University Libraries that represents a way to organize, store, and preserve the intellectual output of the Miami community in digital form in a single unified location.

Roles and Responsibilities

Bob De Schutter (project co-PI) and Elias Tzoc (Center for Digital Scholarship) will capture all data related to the ARIS game, such as source code and information generated within the game. Ann Elizabeth Armstrong (Project Director) in consultation with Kathlyn Steedly (Evaluation) will capture qualitative data captured in audience needs assessment, game design and play testing phases. Humanities Center staff will capture meeting minutes. Armstrong will seek permission for using primary documents, and she and De Schutter will distribute the final white paper.