

## Data management plan

*Typology data:* We plan to use PHP/MySQL configuration for document process and archiving. The documents will be maintained on the Center for Digital Initiatives server at Arkansas State University.

*Symposium & Publications data:* We will archive presentations delivered at the final colloquium in formats appropriate to those presenters. The data may vary, but these may be digital presentations (PowerPoint, KeyNote, etc.), digital video of presentations, and any additional reference matter the visitors might be willing to provide, including the text of their presentations. This set of data will require specific and signed permission statements to be gathered from the presenters. Data to be uploaded to the site will include digital essays to be produced, in HTML format, and including or referencing text, image, sound, video, or plug-in materials also archived on the site.

Types of Data: The data produced by this project will consist of:

- Survey data
- Session data (how long users stayed within a certain environment)
- Metadata for avatars
- Metadata for the created Unity environments including archival data

Types of Models and Environments:

- Complete Unity projects, delivered via the web through the Unity Web Player browser plugin
- Standalone 3D models, available for viewing through the Unity Web Player, or downloadable as open source format files (Blender "blend" or COLLADA, etc.)
- Code for all Unity application scripts, stored in a public repository (Github)
- Documentation files including instructions, project specifications, and metadata

Data Standards and Capture: The source code for avatars produced during this project will be open and freely-available. Documentation will be available in plain text and PDF.

Metadata: The use of Github to manage the source code related to development for this project will also provide fine-grained file metadata documenting the evolution of the source code and the contributions of various project participants and programmers.

Legal Policy: Project researchers and programmers will release datasets and software under open-source general public use licenses. 3D models, avatars, and environments will be licensed through Creative Commons.

Data Storage, Security, and Backup:

External storage (such as Dropbox or Google Drive), to preserve and manage all documents, art and game assets, and scripts in a central, cloud-based storage system accessible to all team members.

Public Github repository, to maintain and version-control all project scripts and code in an industry-standard preservation system, from which all project participants can check out and update the project's programming assets. Any files that team members wish to distribute to the public can be made available through this same repository. Since Github is a protocol for distributed version control, copies of the data,

file metadata and documentation will also be held locally. At least one copy of the project data will be physically stored on a password-protected server maintained by Arkansas State University.

Unity Team License add-ons [\$500/seat] for all members of the game design team, to centrally store all game design files and game assets in a version-controlled editor environment, synchronizing the workflow and assets of all design team members. (Options between Perforce, the industry-standard game versioning repository software, or Unity's built-in Asset Server technology, both supported by the Unity Team License.)

The *Dangerous Embodiments* website, to be built in Wordpress, allowing the team members to publish and showcase their work, and letting interested users follow updates via project RSS syndication or posts to social media (such as Twitter or Facebook). The website will be hosted on the CDI server.

Access, Sharing & Re-use: All data from this project will be available for download and re-use through Github as well through the *Dangerous Embodiments* website. Source code and documentation will be made immediately available over the entire course of the project.

Long-Term Preservation: Within one year from the end of the grant period, data will be permanently archived with Arkansas State University and redundant back-up copies will be available at Hamilton College. Data will remain publicly available through Github and through CDI's digital collections.