Functional Access to Electronic Media Collections using Emulation-as-a-Service

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User-Layer

CD-ROM Collection Ingest Workflow
- Evaluate and prioritize data carrier migration
- License evaluation and rights clearance
- Creation of media images (e.g. ISO)

Workflow-Layer

Creation of tech. metadata
- Select and retrieve CD-ROM image
- Select an EaaS base image
- Install additional software (optional)
- Configure environment (optional)
- Evaluate object rendering
- Create and save a usable environment
- Output of technical metadata

Technical-Layer

Emulation-as-a-Service Base Environments

Cloud Computing

Emulation-as-a-Service Emulator Nodes

Local Computing Resources

Service Management Resource Allocation

Access User

Curator

Ingest

Tailored Rendering Environment

Access

Object rendering
- Load technical metadata
- Allocate computing resources
- Prepare emulator node
- Load and deploy environment
- Inject object (CD-ROM ISO)
- Re-enact environment
- Provide interactive access to users

Workflow-Layer Diagram:

- Ingest
- Tailored Rendering Environment
- Access

User Environment

Image Archive

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Emulation-as-a-Service Emulator Nodes

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