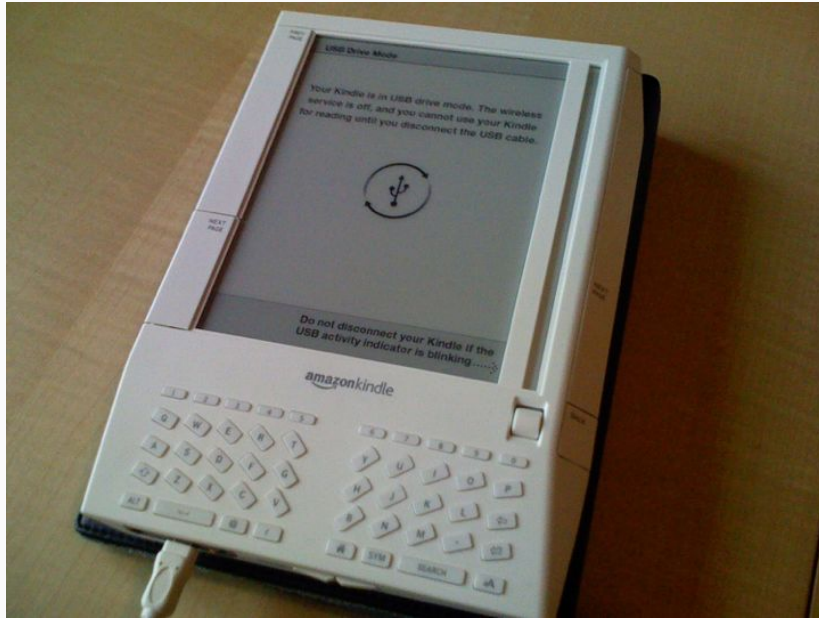


# Digital Fugitives: New Frontiers in 21st Century Art Publishing & Production

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# Art Digital Publishing



Kindle

contemporary  
culture  
index

infoweb

database

contemporary culture index  
infoweb database is an online, open-  
access digital archive database  
covering contemporary Spanish and  
international visual arts and  
architecture. It includes data on  
artists, architects, design, literature, music,  
photography, social sciences and  
photography.

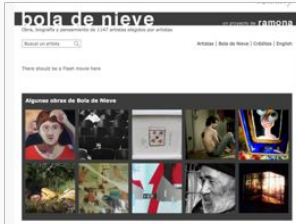
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POST-  
DIGITAL  
PUBLISHING  
ARCHIVE



QUEER CARTOONISTS DATABASE



COLECCION  
Y ARCHIVO  
DE  
FUNDACION  
TELEVISA

Digital arts publishing

个人资料

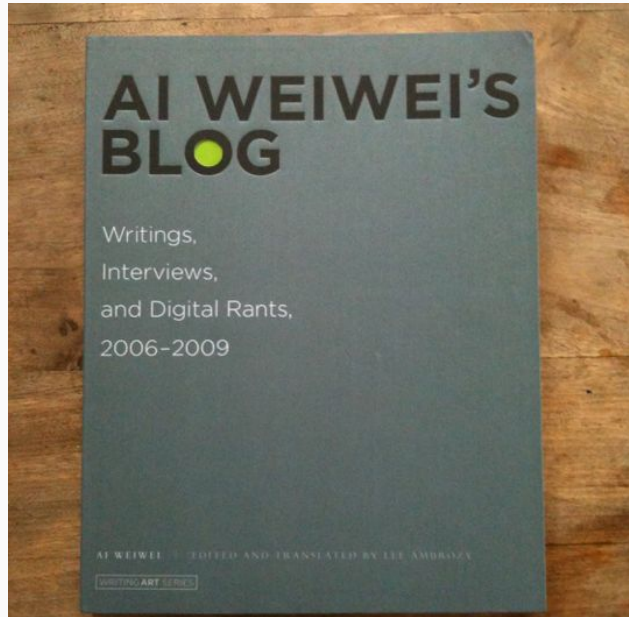


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Ai Weiwei's blog



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COLLECTOR SERVICES

## The Artists

40 UNDER 40 GLOBAL



**Njideka Akunyili Crosby**

Los Angeles, USA

7 SEP 2017

40 UNDER 40 GLOBAL



**Ibrahim Mahama**

Accra, Kumasi and Tamale, Ghana

7 SEP 2017

Apollo Magazine's 40 Under 40 Global series



INTERACTION OF COLOR  
App for iPad®

Record Comments

## Interaction of color.

Josef Albers

2013-

English Continually Updated Resource 1 iPad application  
Developed by Yale University Press,

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Publication: Developed by Yale University Press,

Year: 2013-

Description: 1 iPad application








Language: English

SUBJECT(S)

Descriptor: [Color -- Interactive multimedia](#),  
[Color -- Study and teaching](#),  
iPad (Computer) -- Art.

Interaction of Color by Josef Albers



4.  **Hermitage Museum.**  
Corp Author: Gosudarstvennyi Ermitazh (Russia) Publication: Developed by the State Hermitage Museum, 2011-  
Document: English : Continually Updated Resource  
  
More Like This: [Advanced options...](#)  
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5.  **Rodin : the Cantor Foundation gift to the North Carolina Museum of Art.**  
Corp Author: North Carolina Museum of Art. Publication: Developed by Juan A. Pons, 2011-  
Document: English : Continually Updated Resource  
  
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6.  **Paper Moon.**  
Corp Author: Kennesaw State University Research and Service Foundation. Publication: Developed by Kennesaw State University, 2011-  
Document: English : Continually Updated Resource  
  
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7.  **Gagosian.**  
Corp Author: Gagosian Gallery. Publication: Developed by Gagosian Gallery, 2011-  
Document: English : Continually Updated Resource  
  
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8.  **82nd & Fifth.**  
Corp Author: Metropolitan Museum of Art (New York, N.Y.) Publication: Developed by the Metropolitan Museum of Art, 2012-  
Document: English : Continually Updated Resource  
  
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9.  **The J. Paul Getty Museum : highlights of the collections.**  
Corp Author: J. Paul Getty Trust. Publication: Developed by the J. Paul Getty Trust, 2012-  
Document: English : Continually Updated Resource  
  
More Like This: [Advanced options...](#)  
[See more details for locating this item](#)
10.  **The Life of Art.**  
Corp Author: J. Paul Getty Trust. Publication: Developed by J. Paul Getty Trust, 2012-  
Document: English : Continually Updated Resource

## Challenges

- No established best practices.
- What does access and discovery look like?
  - Is it helpful to catalog apps and blogs?
  - Where would we host this content?
- App vendors do not have a subscription model for large academic libraries:
  - Restrictive licensing agreements.
  - How do we provide access to the entire Penn community?
- How do we preserve this content?
  - Is it our responsibility?
  - Would creators give us the source code?
- How to handle content that's fleeting?
  - What's the point of cataloging a YouTube video that might disappear?
- Conflicting attitudes.
  - Shouldn't this content be in a libguide?


## Current Strategies

- Blogs/websites gaining acceptance as legitimate content worth indexing.
- Existing structure for acquiring web content with paywalls
- Acquire source files (ex: mp4s of online videos)
- Browser-based apps
  - Provide access via catalog
  - Users log in with institution's credentials
- Podcasts
  - podDB: Database of podcast metadata
  - PodcastRE: Podcast archive
  - METRO's Preserve This Podcast
- Web archiving
  - Internet Archive
  - Rhizome
  - Workflows developed by NYARC and Ivy Plus CAUSEWAY

Voices from the field


## Interviewees

### Apps

Art Swipe 

Daily Art Pro 


### Podcast

textsound 

### Databases

Ubu web 

Queer Cartoonist Database 


Cartoonist of Color Database 

### Hybrids

GIPHY Arts/Electric Objects 

Art21 

### Web publications

Creativz 

Gauss 

\*Haute Food 

*\*Has a print component*

## Interview Questions: Themes

- **Intent**
  - How did this effort originate?
  - Where do you think your work has an impact, where does it resonate?
  - Could you describe the process and technology used in developing [content]?
- **Access/Discovery**
  - Why did you choose to publish through this platform?
  - How do users find your content?
  - Would you consider licensing [this content] via a publisher like Proquest, Adam Matthew, or Ebsco?
- **Preservation**
  - What are your plans for longevity?
  - What does it mean to archive [this content]?
  - Although it is difficult to predict the future, how do you think [this content] will be accessed in 25, 50, maybe 100 years?

## Interesting Findings

- **Values: access, education, collaboration.**
  - “This work isn’t academic canon... reflects a different type of knowledge.”
  - Beyond gateways of subscriptions databases.
  - 2 out of 10 interviewees consider their work anti-establishment.
- **Discovery is left to luck, word of mouth, social media, or covered in larger outlet.**
  - In the ~2010s, tumblr was seen as a website platform within a larger social network.
  - For Art21, YouTube is seen as a big distribution platform/access point
  - 5 out of the 10 interviewees are interested in licensing content to bigger databases to enable discovery.
- **A lot of the creators are not developers**
  - Rely on others, especially when it comes to apps.
- **Intent is important, especially when it comes to digital artwork**
  - “When its gone its gone. If you love something, download it. The web is ephemeral.”
- **No plans for preservation**
  - “What is archiving a site? Is it just code? What about the navigation?”

## Interesting Findings: Apps

- 3 types: Native, Web, Hybrid.
- In the early 2010s “everyone was creating apps... reach people in their pockets.”
- 8 years later:
  - “I liked the idea of creating an app... but have realized how limiting that is because Apple has so many rules. In many ways it is not the ideal place for such a project. My experience has been frustrating. While I feel I infiltrated the platform, the reach is limited.”
- Barriers of entries to apps.
  - At the mercy of app store.
  - Algorithms change a lot.
  - Apple iOS and Android are different
  - Need to work with developers to update apps.
- App interviewees would do hybrid or web-based apps if they could go back in time.



Way forward

## Thoughts to consider

- Discovery does not equal preservation.
  - What should be cataloged and what should be preserved?
- How can we acquire something that is free?
- How can we acquire content that appropriates and remixes existing material without permission?
- Draw inspiration from web archiving programs.
- Engage app creators.
  - Existing cataloging workflow.
  - Hybrid/browser-based apps easier to reserve via web archiving tools.
- Engage existing structures.
- New horizon, content creators are interested in engaging us.
  - Libraries are seen as friends.

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Thank you!