HIDVL Event Videotape Recording Case 1:

Events recorded on one Tape

In this example, three “Events” (performances, lectures, etc.) are recorded onto a single videotape as three “Episodes” and are numbered as “TapeNumber_EpisodeNumber, part x of y”

The blue rectangle represents a videotape.
HIDVL Event Videotape Recording Case 2:

Events recorded on Multiple Tapes

In this example, three “Events” (performances, lectures, etc.) are recorded onto two videotapes as four “Episodes” and are numbered as “TapeNumber_EventNumber, part x of y”

Each blue rectangle represents a separate videotape.

Please read next slide for details.
Explanation of Case 2 Event B Numbering:

The most complicated HIDVL numbering occurs when one Event is recorded across multiple tapes.

Recall that an Event is a performance, lecture, etc. and an Episode is simply a section of videotape that stores all or part of the recording of an Event. If an Event is recorded across multiple tapes then there are multiple parts to the Event and each part is stored as an Episode. We assign “part x of y” information to each Episode so that a viewer can play the Episodes in the proper sequence to see the Event as recorded. For example, if 4 Episodes were required to record an Event, then the first Episode would be part 1 of 4, the next Episode would be part 2 of 4, then part 3 of 4, and finally part 4 of 4. The viewer would then watch the Episodes in that sequence.

On the previous slide, Event B is recorded across 2 separate tapes, and therefore has 2 parts: the first part of the Event was recorded as the second Episode on tape HI2006.033, and the second part of the Event was recorded as the first Episode on tape HI2006.034.

To communicate this relationship we use the following numbering:

Event B, HI2006.033_02 part 1 of 2
Event B, HI2006.034_01 part 2 of 2

This numbering may seem counter-intuitive at first but all we’re doing is indicating which Episodes store the recording of Event and how those Episodes should be arranged to replay that recording. To see Event B as it was recorded, the viewer should watch the second Episode on tape 033 (part 1 of 2) followed by the first Episode on tape 34 (part 2 of 2).

Please refer to the document entitled “HIDVL_Workflow_Webform.doc” for more information.
HIDVL Event Videotape Recording Case 3:

*Source Tape Runtime Exceeds DigiBeta Master Runtime*

Event A:
117 minutes

Source tape accession number: HI2006.033
(*in this example the source tape capacity is 120 minutes*)

Event A
HI2006.033A
part 1 of 2

Episode 1:
94 minutes

Episode 1:
23 minutes

Master Tape Number: HI2006.033A

Tape accessions number: HI2006.033B

Event A
HI2006.033B_01
part 2 of 2

In this example, one “Event” (performance, lecture, etc.) is recorded onto one videotape. The videotape capacity *exceeds* a single Master tape capacity.

The blue rectangle represents the source videotape.
Each purple rectangle represents a separate *master* videotape.
Handle-to-Call-Number Mapping, Ingest, Indexing Strategy:

Case 1:
Resolver stores handle to call number mapping
DSpace indexes first episode on tape (first DMD bitstream)
Additional handles are allocated for each Episode that has its own DMD (i.e., each piece of distinct intellectual content)
During ingest, all bitstreams (all DMD, etc.) are packaged and stored with the item.
During ingest, separate “shadow” items are created that just contain the DMD bitstreams.
[need to watch out for consistency issues should the DMD ever be updated]
The reason for creating a shadow item is to support discovery (OAI-PMH, etc.)
The first DMD bitstream in each file will be indexed. (Can this be selected within DSpace?)
(just index mets file and DMD)

Need to be able to resolve handles to call numbers, and then find those call numbers within DSpace.