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








Legenda:		General concept
		An entity in the Capturing Unstable Media Conceptual Model (CMCM)
		Metadata for a CMCM entity
		Documentation genre
		Authorship-related concept
		Interaction-related concept

<b>analog</b>		An analog signal is any continuously variable signal; it differs from a digital signal in that small fluctuations in the signal are meaningful.
<b>application</b>		Level: Occurrence An application is an occurrence-level entity (an OccurredProduct) referring to a well-defined software product, often of a rather complex nature. An application usually contains one or more software components. See also: occurred product, software, application software
		An application (short: app) is a computer program, or collection of programs, designed to provide some functionality to the end user. Typical commercial examples of such programs are word processors, spreadsheets, accounting programs and media players. Multiple applications bundled together are sometimes referred to as an application suite. The category of applications should be distinguished from the category of system software, which is software concerned with managing or utilizing aspects of the computer system itself such as operating systems, device drivers, and compilers. See also: system software
<b>application software</b>		Level: Component A well-defined software component with specific functionalities not related to the computer system itself; should be distinguished from system software. Includes: plug-in, database software, browser See also: system software, software, application
<b>artistic research and development (aRt&amp;D)</b>		Research and development that involves interdisciplinary and multidisciplinary collaboration and the merging of artistic concepts and technology, involving artists as "creative researchers".
<b>authenticity</b>		A term with various meanings, depending on the field where it is used (philosophy/ethics, computer security, information science). In the context of preservation or capturing, authenticity refers to the truthfulness of a work's origins and attributions.
<b>authorship</b>		The act of (co-)creating and/or initiating a work (may be a written work, but also an idea, theory or any visual or artistic product).

<b>bandwidth</b>		Capacity to carry information. It can apply to telephone or network wiring as well as system buses, radio frequency signals and monitors. Bandwidth is most accurately measured in cycles per second or hertz (Hz), also as bits or bytes per second.
<b>block diagram</b>		A diagram showing the operation, interrelationships and interdependencies of the components of a system (often an electronic system, but also people, groups or other physical or abstract entities). Boxes, blocks or other geometrical elements represent the components; connecting lines between the blocks represent interfaces. Less structured than a flow chart.
<b>browser</b>		Level: Component Application software used to locate and display Web pages. The most widely used browser display Web pages in a graphical manner and support various forms of multimedia, sometimes with the help of plug-ins. See also: application software, plug-in
<b>capturing</b>		In the context of Capturing Unstable Media: the process of registering and safeguarding the record of essential aspects of an activity.
<b>central processing unit (CPU)</b>		Level: Component The part of a computer that interprets and executes instructions contained in the software and controls all the other parts of the computer. A family of CPU designs is often referred to as CPU architecture. Well-known CPU architectures include Intel's x86 architecture, Motorola's 68000 architecture, Sun Microsystems's SPARC architecture, the AIM Alliance's PowerPC architecture. Today, most desktop computers have 32-bit processors; 64-bit processors are being phased in. Smaller devices (mobile phones, PDAs, video game devices) may have 16-bit or 8-bit processors. See also: computing device
<b>choreography</b>	  	Level: Component Choreography is the design, often visualized in a script or score, for a performance, usually involving dancers. A choreography is also the result of this design, i.e. the score itself or the detailed description of the performance. Various notation mechanisms – textual or visual – exist for this purpose. Choreography is also the act of creating this script or score.
<b>circuit</b>		A circuit (electrical or electronical) is a closed path which can be followed by an electric current or a configuration of electrically or electromagnetically connected components or devices. See also: circuit diagram, circuit scheme
<b>circuit diagram</b>		A diagram showing the interconnections in a circuit. See also: circuit
<b>circuit scheme</b>		A structural diagram showing a configuration of electrically or electromagnetically connected components or devices See also: circuit
<b>class</b>		(Ontology terminology) An abstract representation of a concept in a domain as a collection of related classes. For example, a medical model might have protocol, guidelines, and patient data as classes.

<b>client</b>	⇓	<p>Metadata for entity: configuration</p> <p>A client is a system that accesses a (remote) service on another computer by some kind of network. The term originated from devices that were not capable of running their own stand-alone programs, but could interact with remote computers via some network. These dumb terminals were clients of the time-sharing mainframe computer. The client-server is still used today on the Internet, where a user may connect to a service operating on a remote system.</p>
<b>client-server</b>	⇓	<p>See also: server, client-server, configuration</p> <p>Metadata for entity: configuration</p> <p>A client-server computer network application is one in which a client, thin client or fat client, which instantiates the user interface of the application, connects with an application server or database system.</p> <p>When a client connects directly to a database system, or to a monolithic application server, the architecture of the application is a 2-tier architecture.</p> <p>In recent years, it is more common for a thin client which does not incorporate business logic, but only user interface elements to connect to an application server that implements the business logic, and which transitively (i.e. in turn) communicates with a database server, which stores the raw data used by the application.</p> <p>Such an architecture is called a 3-tier architecture, which is a special case of n-tier architecture.</p> <p>In general, n-tier architectures may employ a number of distinct services, including transitive relations between application servers implementing different functions of business logic, each of which may or may not employ a distinct or shared database system.</p>
<b>collaboration diagram component</b>	📄 ⇒	<p>See also: client, server, configuration</p> <p>A diagram that describes how components in a system will interact with each other.</p> <p>Level: top-level entity</p> <p>A component is a well-defined, distinct and strategic part or aspect of an occurrence but is not considered an autonomous work or activity in itself. It is usually restricted in time and space.</p> <p>Includes: digital component, physical component, conceptual component, content component, technical component.</p>
<b>computer</b>	⇒	<p>Level: Component</p> <p>A computer is a programmable electronic machine or device used to perform high-speed mathematical or logical operations and to process information according to a well-defined procedure.</p>
<b>computer hardware</b>	⇒	<p>See also: computer hardware</p> <p>Level: Component</p> <p>Computer hardware is hardware with electronic parts, used for computing purposes.</p> <p>Includes: computer, computing device, peripheral</p> <p>See also: hardware</p>
<b>computer-mediated communication</b>	✦	<p>The activity of communicating with other individuals or groups, using digitized information transmitted through telephone and other telecommunication links, such as cable, and satellite.</p>

<b>computing device</b>	⇒	Level: Component Any machine or component that attaches to, or can be integrated in, a computer in a functional way. See also: computer hardware Includes: CPU, storage device, input/output device, handheld device
<b>conceptual model</b>	✦	A model that defines the types of entities or objects that are of interest in a system or domain, and the relationships between them.
<b>configuration</b>	⇒	Level: Component A specific grouping of components – mainly hardware and software set up for a specific goal. A configuration usually includes a specific systems design, operating system, network setup and has a client and/or server function, and is designed to accommodate an application (occurrence). Can be a part of a systems design. See also: application, hardware, network, user interface, systems design See also: configuration instructions
<b>configuration instructions</b>	📄	Instructions for setting up a specific configuration. Or: installation manual that describes the procedure to start up a specific software application. See also: configuration
<b>conservation</b>	✦	The treatment, preventive care, and research directed toward the long-term safekeeping of cultural and natural heritage.
<b>CPU</b>	⇒	See: central processing unit
<b>database</b>	✦	A database is an information set with a regular structure that allows automated searches and updates.
<b>database design</b>	⇒	Level: Component The conceptual structure and system layout of a database. ✎ Also used for the act of developing and creating the structure and layout of a database.
<b>database software</b>	⇒	Level: Component Application software that enables the creation and maintenance of databases. Examples include MySQL, Oracle, Microsoft Access, FileMaker Pro. See also: database, data collection, application software
<b>data collection</b>	⇒	Level: Component A distinct collection of information; considered as a separate entity from the database and database software in which this information can be stored.
<b>demonstrator</b>	⇓	Used for describing the level of development of an occurrence, usually an application. A demonstrator (or demo version) is an early stage of a product, where it is only partially developed for showcasing and testing purposes. A prototype is a more advanced stage of development. See also: prototype, occurrence 📄 Also used as a genre of document which illustrates the "look and feel" of a product, often a software application.
<b>deployment diagram</b>	📄	Illustrates the physical deployment of the system into a production (or test) environment. It shows where components will be located, on what servers, machines or hardware. It may illustrate network links, LAN bandwidth & etc.
<b>design</b>	⇒	Level: Component

		A plan-under-development for an artistic or engineered object, an activity which requires research, modeling, iterative adjustment, and re-design.
		Also used for the act of originating and developing such a plan.
<b>development</b>		Making use of the knowledge and understanding gained from research, directed toward the production of useful materials, devices, systems, or methods, including design and development of prototypes, and processes. It excludes quality control, routine product testing, and production. See also: research, research and development
<b>diagram</b>		A plan, sketch, drawing, or outline designed to demonstrate or explain how something works or to clarify the relationship between the parts of a whole.
<b>dissemination</b>		Metadata for entity: Occurrence Refers to the process of publishing or revealing the results of a research and development process to a wider audience.
<b>document</b>		Level: top-level entity A well-defined piece of information about an object or activity, mostly existing in physical or/and digital form.
<b>documentation</b>		Material that clarifies, gives instructions or provides evidence of an activity, object or actor. Also refers to the creation or acquisition of such material.
<b>Dublin Core</b>		A 15-element metadata element set, intended to facilitate discovery of electronic resources, designed for simplicity and extensibility. See also: Open Archives Initiative
<b>electrical appliance</b>		Level: Component An electrical appliance is a piece of hardware which is powered, but has no electronic parts and/or is not used for computing purposes. See also: hardware
		Appliances are electrical/mechanical tools that accomplish some function.
<b>emulation</b>		Proposes a layer of software that emulates a given hardware platform, and serves as the foundation on which to run the original software, the application used to create it and its operating system, thus giving a working solution for highest fidelity in reproducing the original state of unstable media art.
<b>facet</b>		(Thesaurus terminology) One of the major divisions of a thesaurus.
<b>floor plan</b>		A scale diagram of a room or building drawn as if seen from above, includes dimensions
<b>flow chart</b>		A schematic representation of a sequence of operations, as in a manufacturing process or computer program. Also called flow diagram, flow sheet.
<b>graphical user interface (GUI)</b>		A graphical user interface is a method of interacting with a computer through a metaphor of direct manipulation of graphical images and "widgets" in addition to text.
<b>GUI</b>		See: graphical user interface
<b>guide term</b>		(Thesaurus terminology) Refers to a term that serves as a place saver, to create a level in the hierarchy under which related concepts can be collocated. Guide terms are not used for indexing or cataloging. They are enclosed in brackets (V2_Thesaurus, ASIS

		Thesaurus of Information Science) or angled brackets (Art and Architecture Thesaurus).
<b>handheld device</b>	⇒	Level: Component A device compact enough to be used or operated while being held in the hand or hands.
<b>haptics</b>	⚡⚡	Haptics research is concerned with allowing humans to interact with machines in general, but computers in particular with the sense of touch and kinesthesia
<b>hardware</b>	⇒	Level: Component Hardware refers to any appliance or device which is powered electrically and/or has electronic parts (as opposed to the Installation component, which refers to non-powered physical components).
	✦	Includes: electrical appliance, computer hardware, network Refers to objects that you can actually touch, like disks, disk drives, display screens, keyboards, printers, boards and chips. In contrast, software is untouchable. Software exists as ideas, concepts, and symbols, but it has no substance.
<b>hardware instructions hierarchy name</b>	📄	Describes how hardware modules function in a network environment.
	✦	(Thesaurus terminology) Refers to the top of a hierarchy. The hierarchy name is usually not used for indexing or cataloguing.
<b>implementation</b>	⇓	Metadata for entity: Occurrence The actual (often physical) realization of something that was researched and developed. See also: research, development, dissemination
<b>information</b>	✦	Organized data with the capacity to inform.
<b>input device</b>	⇒	Level: Component Any machine that feeds data into a computer. A peripheral to transfer data from the outside world into a computer system. Some input devices are operated directly by the user, e.g. keyboard, mouse, touchscreen etc; others are sensors or transducers which convert external signals into data, e.g. using an analog to digital converter (this would also be true of a microphone). Other kinds of inputs are really one half of a bidirectional link with another computer or storage device
<b>input/output</b>	✦	Input/output, or I/O, refers to the interfaces that different functional units of a system use to communicate among each other, or to the signals sent through those interfaces. Inputs are the signals received by the unit, and outputs are the signals sent from it. The most common use of the term is for computer I/O devices that are used by a person (or other system) to communicate with a computer. For instance, keyboards and mice are considered input devices and monitors and printers are considered output devices. Notice however that all the previous devices have both input and output, but the perspective is from the computer. Mice and keyboards take physical movement as input and convert it into signals that a computer can understand, whereas printers and monitors take signals that a computer can output and convert them into representations that humans can see or read.
<b>input/output device</b>	⇒	Level: Component A device which is used for both input and output of data;

		combination of input and output device. Includes: input device, output device See also: input/output
<b>installation</b>	⇒	Level: Component A physical component of an occurrence that is not powered. Can be an object, a set of objects or an environment and may be integrated with powered, eventually electronic components.
	✦	The whole of a system of machines, apparatus, and accessories, when set up and arranged for practical working or aesthetic experiences in a specific environment (interior or exterior of a building or public plaza).
<b>installation design</b>	⇒	Level: Component The act of originating and developing a plan for creating an installation (in the CMCM meaning). See also: installation, design
<b>installation diagram</b>	📄	A diagram showing the interconnections between the components of an installation (often 2D).
<b>installation environment</b>	⇒	Level: Component An installation environment refers to the physical space in which an occurrence takes place. See also: installation
<b>installation instructions</b>	📄	A usually textual document that describes how hardware and installation objects are set up in an installation environment. See also: installation, instructions
<b>installation object</b>	⇒	Level: Component An installation object refers to a physical item that is not powered.
<b>instance</b>	✦	(Ontology terminology) A concrete object belonging to a specific class; for example, DataCloud 2.0 is an instance of the class 'project'. See also: class
<b>instructions</b>	📄	Detailed directions or guidelines on a procedure.
<b>interaction</b>	👤 👤	The act of communication between two entities or positions (a computer interface, persons, or surrounding location (or objects in that surrounding location)).
<b>interaction design</b>	⇒	Level: Component Design that focuses on the way users or audience interact with something; design of the methods of interaction itself.
<b>interaction location</b>	👤 👤	One of the parameters in the interaction model, indicating whether the interaction happens or happened at a specific physical location
<b>interaction synchronicity</b>	👤 👤	One of the parameters in the interaction model. This parameter indicates whether the interaction needs or needed to take place at a specific, fixed moment in time. This is typically the case for performances; exhibited or online works are typically not scheduled and can be experienced by an interacting user at any time (provided that the work is installed or present).
<b>interactivity</b>	👤 👤	Circuit of messages flowing from an originating entity in a technological system to a target entity in that system and then returning back to the originating entity.
<b>interdisciplinarity</b>	✦	Collaboration between (people from) various disciplines, where the knowledge and expertise from the separate fields merge into a hybrid trajectory through a non-hierarchical collaborative mode of production. An example of an interdisciplinary

		trajectory is a research project whose outcome is a hybrid conclusion not belonging to one specific discipline. See also: multidisciplinary
<b>interface</b>	✦	A boundary across which two independent systems meet and act on or communicate with each other. The involved systems can be both of technical nature (in the case of hardware or software interfaces) or a human actor in interaction with a technical system (user interfaces). See also: user interface, graphical user interface
<b>interface design</b>		Design of a user interface (see definitions for design and user interface).
<b>internet connection</b>	⇒	Level: Component Referring to a network connection that links to the Internet wide area network.
<b>interoperability</b>	✦	The ability of information systems to operate in conjunction with each other, including communication protocols, hardware, software, application and data compatibility layers.
<b>LAN</b>	⇒	Level: Component See: local area network
<b>local area network (LAN)</b>	⇒	Level: Component A local area network or LAN is a computer network covering a local area, such as an office or a home. This is different from personal area networks (PANs), metropolitan area networks (MANs) or wide area networks (WANs). LANs are typically faster than WANs.
<b>map</b>	📄	A representation or correspondence of elements in one set to elements in the same set or another set
<b>media</b>	✦	Objects on which data can be stored. These include hard disks, floppy disks, CD-ROM's and tapes. The form and technology used to communicate information. Multimedia presentations, for example, combine sound pictures and videos (moving images), all of which are different types of media.
<b>meeting</b>	⇒	Level: Occurrence An assembly or gathering of people exchanging knowledge for some common purpose in a limited period of time (time-unity: days). includes expert meetings, workshops, masterclasses.
<b>migration</b>	✦	Migration means simply to copy digital information from outdated media (storage media and software formats) to new, fresh, current media and formats. Standards can greatly aid a migration strategy because standards (such as XML) are designed to be independent of any one application and thus require far fewer migrations in a given time period than quickly changing proprietary formats (such as MS Word documents). However, the 'look and feel' is endangered by this technique.
<b>mixed reality</b>	✦	Refers to environments that combine elements of virtual reality and the real world.
<b>multi-user</b>	✦	Refers to computer systems that support two or more simultaneous users. All mainframes and minicomputers are multi-user systems, but most personal computers and workstations are not. Another term for multi-user is time sharing.
<b>multidisciplinary</b>	✦	Collaboration between (people from) various disciplines, where the knowledge and expertise from the separate fields is integrated in a product typical for one of the disciplines, rather

than merging all into a hybrid trajectory. The multidisciplinary mode of production is rather hierarchical. An example of a multidisciplinary trajectory is an artist in residence project where technological knowledge serves

<b>navigation</b>	⚡⚡	The skill or process of plotting a route and directing a ship, aircraft, etc., along it. Navigation describes the method(s) by which a visitor can move around your site and the visual manifestation of this system.
<b>network</b>	⇒	Level: Component A group of two or more computer systems linked together
<b>network diagram</b>	📄	A diagram showing the interconnections between hardware and software modules, tied together in a network
<b>network protocol</b>	⇓	Metadata for entity: network In networking, a communications protocol or network protocol is the specification of a set of rules for a particular type of communication.
<b>observation</b>	⚡⚡	Watching something and taking note of anything it does. For instance, you might observe a bird flying by watching it closely.
<b>occurred activity</b>	⇒	Level: Occurrence An occurred activity is an occurrence that has a time-based character and consists of (human) action rather than of a physical manifestation. See also: occurrence
<b>occurred product</b>	⇒	Level: Occurrence An occurred product refers to an occurrence that takes physical form; usually as an exhibited or staged artwork. See also: occurrence
<b>occurrence</b>	⇒	Level: top-level An occurrence is a well-defined, distinct product or a usually rather short activity in time. It is characterized by its lack of fundamental change or evolution and is always part of a larger, more abstract project. The occurrence level corresponds with the artworks and activities that are usually archived and described by institutions as separate entities. Includes: occurred activity, occurred product
<b>ontology</b>	✦	An explicit formal specification of how to represent the objects, concepts, and other entities that are assumed to exist in some area of interest and the relationships among them. See also: interoperability, Semantic Web
<b>Open Archives Initiative</b>	✦	The Open Archives Initiative (OAI) is an attempt to build a "low-barrier interoperability framework" for archives with digital materials. Initially, the initiative has been involved in the development of a technological framework and interoperability standards specifically for enhancing access to e-print archives, in order to increase the availability of scholarly communication. The developed technology and standards, though, are applicable in a much broader domain than scholarly publishing alone. The OAI technical infrastructure, specified in the Open Archives Initiative Protocol for Metadata Harvesting (OAI-PMH), currently in version 2.0, defines a mechanism for data providers to expose their metadata. This protocol mandates that individual archives map their metadata to the Dublin Core, a simple and

		common metadata set for this purpose. See also: Dublin Core
<b>operating system</b>	⇒	Level: Component In computing, an operating system (OS) is the system software responsible for the direct control and management of hardware and basic system operations, as well as running applications such as word processing programs and Web browsers. The operating system ensures that other applications are able to use memory, input and output devices and have access to the file system. If multiple applications are running, the operating system schedules these such that all processes have sufficient processor time where possible and do not interfere with each other. See also: system software
<b>outline</b>	📄	An outline gives only the bounding lines of some scene or picture. A sketch fills up the outline in part, giving broad touches, by which an imperfect idea may be conveyed.
<b>output device</b>	⇒	Level: Component A device, such as a printer, video display, or speaker, that (re)presents data from a computer to a user. See also: input device, input/output device
<b>package diagram</b>	📄	package: A bundle made up for transportation
<b>package description</b>	📄	Provides classes for handling communication between CPU, in/output devices and storage device (host computer)
<b>PAN</b>	⇒	Level: Component See: personal area network
<b>performance</b>	⇒	Level: Occurrence an event in which generally one group of people (the performer or performers) behave in a particular way for the benefit of another group of people (the viewer or viewers, or audience). Sometimes the dividing line between performer and audience is blurred. (includes not only dance, music, theater and performance art, but also works for which the process is as important as the product. Variable Media Initiative Glossary)
<b>peripheral</b>	⇒	An auxiliary device, such as a printer, modem, or storage system, that works in conjunction with a computer.
<b>personal area network (PAN)</b>	⇒	A personal area network (PAN) is a computer network used for communication among computer devices (including telephones and personal digital assistants) close to one person. The devices may or may not belong to the person in question. The reach of a PAN is typically a few meters. PANs can be used for communication among the personal devices themselves (intrapersonal communication), or for connecting to a higher level network and the Internet (an uplink). Personal area networks may be wired with computer buses such as USB and Firewire. Wireless PANs can also be made possible with network technologies such as IrDA and Bluetooth.
<b>plan</b>	📄	A systematic arrangement of elements or important parts; a configuration or outline A drawing or diagram made to scale showing the structure or arrangement of something
<b>planning</b>	📄	Overview of the act or process of drawing up plans or layouts for some project or activity.











<b>platform</b>	✦	for some project or activity. A system platform is the basic technology of a computer system's hardware and software that defines how a computer is operated and determines what other kinds of software can be used.
<b>plug-in</b>	⇒	A hardware or software module that adds a specific feature or service to a larger system. For example, there are number of plug-ins for the Netscape navigator browser that enable it to display different types of audio or video messages. Navigator plug-ins are based on MIME file types.
<b>presentation</b>	⇒	The act of making something publicly available/presenting something at a specific point in time (time-unity: hours)
<b>preservation</b>	✦	Refers to actions taken to prevent further changes or deterioration in objects, sites, or structures.
<b>project</b>	⇒	Level: top-level A project corresponds with the entire, distinct process of a well-defined activity. Examples could be a research project, a festival, an artistic project with all its manifestations over the years.
<b>prototype</b>	⇕	Metadata for entity: occurrence A test machine, circuit or program which is designed for demonstration purposes. It also enables the testing of the new product's design before the product is put into production. Problems or deficiencies in the products design can be discovered and corrected. When the prototype is sufficiently refined and meets the functionality, robustness, manufacturability and other design goals, the product is ready for production.
<b>publication</b>	⇒	The act of making content publicly known by means of distributing physical copies of this content.
<b>public space</b>	✦	Communicative physical space which is open and accessible to passers-by
<b>real time</b>	✦	Occurring immediately. The term is used to describe a number of different computer features. For example, real-time operating systems are systems that respond to input immediately. They are used for such tasks as navigation, in which the computer must react to a steady flow of new information without interruption. Most general-purpose operating systems are not real-time because they can take a few seconds, or even minutes, to react. Real time can also refer to events simulated by a computer at the same speed that they would occur in real life. In graphics animation, for example, a real-time program would display objects moving across the screen at the same speed that they would actually move.
<b>registration</b>	📄	A record, in any visual, auditive or textual medium, of a specific activity.
<b>rendered sketch</b>	📄	Rendering: Refers to the process of adding realism to a computer graphics adding three-dimensional qualities such as shadows and variations in color and shade. See also: sketch
<b>report</b>	📄	A formal account of the proceedings or transactions of a group.
<b>resources</b>	📄	A formatted and organized presentation of data. A bibliography or list of research references













<b>research</b>	⇓	<p>Metadata for entity: occurrence</p> <p>A process of inquiry in order to discover, interpret or revise facts, events, behaviors, or theories, or to make practical applications with the help of such facts, laws or theories. The term "research" is also used to describe the collection of information about a particular subject.</p> <p>See also: research and development</p>
<b>research and development (R&amp;D)</b>	✦	<p>Basic and applied research, used in order to support the development of projects, standards or guidelines and of new and improved products and processes.</p> <p>See also: research, research and development period</p>
<b>research and development (R&amp;D) period</b>	⇒	<p>Collective team effort in a limited period of time (usually several weeks to months) where different disciplines bring in crucial conceptual aspects and research objectives from their own field of expertise to realize a specific occurrence or component as part of a larger project/occurrence.</p> <p>See also: research and development</p>
<b>scenario</b>	📄	<p>An outline or model of an expected or supposed sequence of events.</p> <p>See also: use case scenario</p>
<b>schematic (scheme)</b>	📄	<p>A structural or procedural diagram, especially of an electrical or mechanical system</p>
<b>screenshot</b>	📄	<p>An image taken by the computer to record the visible items on the monitor.</p>
<b>script</b>	📄	<p>Another term for macro or batch file, a script is a list of commands that can be executed without user interaction. A script language is a simple programming language with which you can write scripts</p>
<b>Semantic Web</b>	✦	<p>Refers to a proposal for the future World Wide Web, consisting of documents that are put together in such a way that it facilitates automated information gathering and research in a far more meaningful way than can be accomplished with current web search tools. The most basic element is the semantic link.</p> <p>The usability and usefulness of the Web and its interconnected resources will be enhanced through:</p> <ul style="list-style-type: none"> <li>- documents 'marked up' with semantic information (an extension of the &lt;DEFANGED_meta&gt; tags used in today's Web pages to supply information for Web search engines using web crawlers).</li> <li>- common metadata vocabularies (ontologies) and maps between vocabularies that allow document creators to know how to mark up their documents so that agents can use the information in the supplied metadata,</li> <li>- automated agents to perform tasks for users of the Semantic Web using this metadata</li> <li>- web-based services (often with agents of their own) to supply information specifically to agents.</li> </ul>
<b>sequence diagram</b>	📄	<p>Depicts object interactions over time: show a user or actor, and the objects and components they interact with in the execution of a use case. One sequence diagram typically represents a single Use Case 'scenario' or flow of events</p>
<b>server</b>	⇓	<p>Metadata for entity: configuration</p> <p>A server in computing is: A computer software application that carries out some task on</p>








behalf of users. This is usually divided into file serving, allowing users to store and access files on a common computer; and application serving, where the software runs a computer program to carry out some task for the users. This is the original meaning of the term.

The term is now also used to mean the actual computer on which the software runs. Originally server software would be located on a mainframe computer or minicomputer. These have largely been replaced by computers built using a more robust version of the microprocessor technology that is used in personal computers, and the server term was adopted to describe such microprocessor based machines.

See also: client-server

<b>site map</b>		See: web site architecture map
<b>sketch</b>		A sketch is a drawing or other composition that is not intended as a finished work. Sketches usually serve to store ideas for later use.
<b>slot</b>		(Specific term used in the context of the Protégé ontology editor) An attribute of a class in an ontology. A slot may be simple metadata (e.g. a name) or may express a relation with another ontology class.
<b>software</b>		Level: Component The 'software' component refers to a digital, programmed part of an occurrence.
		Computer instructions or data. Software is often divided into two categories: Systems software: Includes the operating system and all the utilities that enable the computer to function. Applications software: Includes programs that do real work for users. For example, word processors, spreadsheets, and database management systems fall under the category of applications software
<b>software code</b>		See: source code
<b>software design</b>		Research, conceptualization and planning for a piece of software. Is often used as a synonym for software development, but here distinguished as being a more conceptual activity than the latter. See also: software development, software, design
<b>software development</b>		The act of creating and realizing a piece of software. See also: software design, software
<b>software engineering</b>		Software engineering is the technologies and practices that are used to create computer software while improving productivity and quality. In the year 2000, these technologies and practices encompass languages, databases, tools, platforms, libraries, standards, patterns, and processes. Software engineering is the spectrum of applications that create economic and social value. By the year 2000, practitioners have built many successful and important systems, such as email, embedded software, graphical user interfaces, office suites, operating systems, optimizing compilers, relational databases, robotics controllers, video games, and the world wide web. Other important applications include accounting, airline reservations, avionics, banking, and telephony.
<b>source code</b>		Refers to any series of statements written in some human readable computer programming language. A computer

		readable computer programming language. A computer program's source code is the collection of files that can be converted from human-readable form to an equivalent computer-executable form. The source code is either converted into object code by an assembler or compiler for a particular computer architecture, or executed from the human readable form with the aid of an interpreter.
<b>space plan</b>		A scale diagram of a room or building drawn as if seen from above, includes the position of (installation) objects
<b>stage plot</b>		A sketch of a stage drawn as if seen from above, includes the position of (installation) objects To plot: to produce an image by drawing lines. You can program a computer to plot images on a display screen or on paper.
<b>static preservation</b>		Static preservation proposes to keep all the original objects and preserve them in their original form for as long as possible. For unstable media art, in addition to preserving the original storage media, one would have to preserve the original software and hardware necessary to access that media, and then open and play the original art (file).
<b>status report</b>		Update on proceedings.
<b>storage device</b>		Level: Component A device that preserves information for retrieval. See also: computing device
<b>systems design</b>		Level: Component The process of defining the hardware and software architecture, components, modules, interfaces and data for a system to satisfy specific requirements.
<b>system software</b>		Level: Component System software is a generic term referring to any computer program or library whose purpose is help run the computer system, as opposed to application software that helps solve user problems directly. Specific kinds of system software include operating systems, device drivers, compilers, assemblers, linkers, and utilities. Software libraries that perform generic functions also tend to be regarded as system software, although the dividing line is fuzzy; while a C runtime library is generally agreed to be part of the system, an OpenGL or database library is less obviously so.
<b>technical rider</b>		A usually textual instruction list of technology that needs to be present or installed for a performance, concert or an exhibited installation.
<b>telematics</b>		Refers to services and infrastructures which link computer and digital media equipment over telecommunications links.
<b>tender</b>		A formal proposal to buy at a specified price.
<b>topic map</b>		See also: ontology A model for mapping entities into data structures. The mapped entities or things are topics, which are connected through associations and found in specific occurrences (topic map terminology). Topic maps are defined as a SGML-based standard by the International Standards Organization (ISO 13250)
<b>unstable media</b>		In the <i>Capturing Unstable Media</i> research project, the term

		"unstable media art" is used as a synonym for electronic art. The term is historically related to V2_'s involvement in issues of instability related to technology and art.
<b>use case scenario</b>		A use case scenario is a document that illustrates step by step how a user will be using a product. This can include stories, examples, and drawings of GUIs.
<b>user interface</b>		See also: interaction design, scenario The aspect of a computer system or program that can be perceived by the human user, often displayed on a screen. See also: graphical user interface (GUI)
<b>walkthrough</b>		(General:) A thorough demonstration or explanation that details each step of a process. (In user testing:) A peer review of a product created during the systems development process, with the goal to identify errors and learn from users' experiences.
<b>web site architecture map (site map)</b>		A listing of all sections of a website, often represented in a graphical, sometimes hierarchical way. Usually, each listing in a site map is a hyperlink.
<b>wide area network (WAN)</b>		Level: Component A wide area network or WAN is a computer network covering multiple buildings, often across the world. This is different from personal area networks (PANs), metropolitan area networks (MANs) or local area networks (LANs). The best example of a WAN is the Internet. See also: network
<b>wiring diagram</b>		A diagram showing the interconnections of a system of electric wires (on a piece of hardware). See also: diagram
<b>workshop</b>		Level: Occurrence A gathering, usually several days in length, which emphasizes problem-solving, hands-on training and involvement of the participants. See also: meeting

Definitions in this glossary were inspired by information from the following sources:

Wikipedia – <http://en.wikipedia.org/>

Webopedia – <http://www.webopedia.com/>

<http://dictionary.reference.com/>

Google Definitions - <http://www.google.com/help/features.html#definitions>

Wordspy – <http://www.wordspy.com/>

WordNet - <http://www.cogsci.princeton.edu/cgi-bin/webwn>

Lister, Martin, et al. *New Media: A Critical Introduction*. London: Routledge, 2003.