

Bare Bones Media Management (for Pachybeta 1)

January 7, 2005

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The project has reached a point where the feature list needs to be assessed in terms of what is feasible to release a timely beta. One large area that is still not completely thought out is media management (uploading, tagging, and grouping media files). The following proposal addresses this issue by suggesting an interim solution to be implemented for the first beta release.

It should be noted that this proposal does not represent a change in requirements. The functions outlined below are a subset of the functions desired for the October 2005 release. However, given the importance of getting a beta product out the door in less than eight weeks, the full set of functions cannot be implemented at this time. The work that has been done designing the media management aspects of Pachyderm will prove important as these functions are still planned for inclusion in the second or third beta releases.

Highlights of the Bare Bones Plan

The Bare Bones plan makes it possible to upload a media file, assign it a title and (if desired) other minimal metadata, view a list of media files, and edit the metadata for uploaded media files. The largest concessions (where the plan diverges the most from the requirements for Pachyderm 2.0) are italicized.

- Users can upload a media file either at the point of authoring where a new file is needed (i.e., in the template-authoring screens) or while in the media management section.
- Uploaded files become part of the user's media library.
- Each file is associated with one set of metadata (which must contain a title but may or may not contain additional data).
- *Each set of metadata is associated with only one file.* This concession represents a significant savings in programming time. The practical upshot of this is that users may need to enter the same metadata more than once for similar files.
- Metadata can be added at the point of uploading a file (titles must be added at this point; filling in additional fields is optional).
- Metadata can be filled out in media management after a file has been uploaded, whether the file was uploaded during authoring or during media management.
- Metadata fields (except for titles) can be left blank.
- *All metadata for all types of media will consist of the same exact set of metadata fields.* This set will be a subset of the list of desired fields. This concession represents a significant savings in programming time. The practical upshot of this is that all files for all disciplines will share a basic set of information and metadata fields will not be customizable.
- *The current suggested set of metadata fields is:* title, description, rights.
- *Media management will always show all of the available assets, by list and/or thumbnail (no searching).* This concession represents a significant savings in programming time. The practical upshot of this is that users with many files will have to scroll through them from time to time. (Note: the development team is looking into the question of whether search can be implemented in the first beta release.)

The punch list has been moved to the master punch list spreadsheet.
