

## Recommendation Checklist for the Preservation of VR artworks

- Acquire two sets of compatible HMDs upon which the VR artwork is installed and running (In this case, Oculus Quest 1 and 2 are both compatible with the existing apk file).
- Make sure no automatic updates can occur by disabling all wireless communications
- Removing the batteries from the device when not in use
- Obtain a 360° video from the artwork. This can be done either by creating a 360° video from the source code, or by making a screen recording of the device during usage. Preferably, the artist should be requested to do this.
- Create copies of the 360° video at the highest available resolution and using a lossless, uncompressed video format, such as .avi or Ffv1.
- Create detailed documentation including:
  - step-by-step compilation and installation instructions,
  - minimum requirements for the software environment,
  - a list of compatible hardware,
  - minimum hardware requirements,
  - on / off and troubleshooting guidelines for exhibitions
- Interview the artist about the artwork and the artist's intended interaction.
- Obtain the original source code from the artist, if available.
- Create a Disk Image including the project source code and required plugins, add-ons and software development environment.
- Migrate the software to Open Source and Long Term Support solutions wherever possible and test compatibility with current off-the-shelf HMDs (See Appendix A.8).
- If the previous step was applied, create a list of hardware alternatives and make new Disk Images with the new Source Code, Dependencies, Software environment and most recently exported application.
- Store the Disk Image files in two separate platforms (offline media, such as CD, DVD, SSD drives or LTO tapes are valid options) and periodically monitor their integrity and re-write if necessary.