

Global Format Registry Use Case: MIT-1

Use Case ID	MIT-1
Description	Identify rendering conditions for a digital object
Actors	<i>User</i> who requests a digital object in a repository <i>Curator</i> who manages digital repository content <i>Repository</i> of digital objects in various representation formats <i>Registry</i> of digital format representations
Assumptions	User is working in contemporary computing environment which may differ significantly from the one on which the digital object was created; Assumes registry can track available migration and/or emulation tools for the original format onto various computing platforms over time
Preconditions	Digital object representation format is registered
Triggers	User request for a digital object in the registered representation format from the repository
Primary Scenario	Step 1: User requests digital object from repository
	Step 2: Curator checks the registry for documentation on the digital object's representation format and determines migration/emulation path for user's platform
	Step 3: Repository transforms object into format suitable for user's platform
	Step 4: User receives requested digital object on his/her current computing platform in a renderable format
Primary Result	User can view/play the requested digital object in his/her current computing environment
Post-Conditions	User is able to render/play the digital object in his/her current computing environment
Non-functional requirements	If a format was proprietary such that minimal or no documentation exists for it, then the user may be given only the original bitstream for the object and whatever documentation besides the specification is available (e.g. descriptions of the format's purpose or intended audience or general content)
Notes	
Issues	Transformation paths between representation formats may be a function of local repositories or the global registry – the optimal place for them is an issue for further discussion