retroTECH STRATEGIC PLAN

2018-2020
TECHNOLOGICAL CHANGE IS FUNDAMENTAL TO THE ADVANCEMENT OF THE HUMAN CONDITION

-- GEORGIA TECH MISSION STATEMENT

YOU CAN'T REALLY UNDERSTAND WHAT IS GOING ON NOW UNLESS YOU UNDERSTAND WHAT CAME BEFORE.

-- STEVE JOBS
IN ORDER TO ADVANCE THE HUMAN CONDITION, WE MUST UNDERSTAND TECHNOLOGICAL CHANGE.

WE MUST UNDERSTAND WHAT CAME BEFORE.
A SET OF SERVICES AND A COMMUNITY, ANCHORED BY:

A physical **home base Lab** in the Library, co-located with a high-tech Visualization Lab, inspiring users to engage with the histories and futures of technology

**Activities** across campus and beyond, via retroTECH’s mobile workstations and partnerships with community stakeholders

A **virtual presence** that offers exciting opportunities for innovation and research on software preservation and emulation

A **special collection** of technologies for hands-on learning

**SERVICE LINES:**

- Instruction
- Course-Integrated Projects
- Independent Research
- Consultation
- Workshops
- Drop-In Explorations
- Events
- Showcases
- Partnerships and Collaborations
MISSION
In support of Georgia Tech’s dedication to innovation in entrepreneurship, learning, research, and improving the human condition, and of the Library’s commitment to catalyzing discovery, the mission of retroTECH is to engage the campus community in creating the future by exploring and preserving our technological pasts.

VISION
retroTECH inspires a culture of long-term thinking, ongoing access to technological heritage, peer-to-peer discovery, and individual empowerment. Through retroTECH, students and faculty engage in experiential learning, hands-on research and development, and community building around how our lives shape technology--and how technology shapes our lives--over time.

VALUES
- Long-term thinking
- Peer-to-peer discovery, empathy, and collaborative expertise
- Individual agency over personal histories, archives, and data
- Hands-on experimentation, research, and discovery
- Voices of Georgia Tech’s technological pasts, presents, and futures
GOALS AND OBJECTIVES, 2018-2020

GOAL: Support multidisciplinary learning, research, innovation, and reflection for students, faculty, and scholars.

Objective: Define strategies and procedures for collaboration with Visualization Lab services in the renewed Crosland Tower by end of 2018.
Objective: Research the possibility of establishing a retroTECH Fellowship through a partnership with another campus unit by end of 2019.
Objective: Continue successful collaborations with faculty members and increase quantity and variety of course-integrated instruction sessions and assignments by partnering with and cross-training subject liaisons. Support at least one course-integrated session with every College by end of 2020.

GOAL: Build community through local, regional, and national partnerships that foster long-term thinking and amplify the voices of our technological pasts, presents, and futures.

Objective: Establish an Advisory Board of faculty and staff from across campus, alumni, and key Atlanta innovators by end of 2018.
Objective: Facilitate an interactive showcase outside of the Library in partnership with the Library's Special Exhibits service and Visualization Lab service, Georgia Tech Office of the Arts, and/or regional museums by 2019.
Objective: Participate in the Software Preservation Network to develop policies and procedures for software preservation and emulation by 2020.

GOAL: Leverage local expertise and national partnerships to define and support models of individual agency over personal histories, archives, and data.

Objective: Begin to identify gaps in the historical record of people involved in technology activities at Georgia Tech and engage in proactive efforts to fill those gaps and preserve a more comprehensive record going forward by 2018.
Objective: Collaborate with peer libraries in the Atlanta Area Digital Archives Meetup to host at least one personal digital archiving and data recovery workshop per year from 2018 through 2020.
Objective: Submit a grant proposal related to personal digital archives for digital natives by 2020.
retroTECH PILOT - BY THE NUMBERS

- **1,037** students visited retroTECH for course-integrated experiences
- **735** participants in retroTECH in-person events
- **3,741** online interactions with retroTECH online programs

Top 3 User Types:
Undergraduates
Faculty
Alumni

Top 3 Topics of Stakeholder Interest:
History of technology
Collecting hardware & software
Vintage video games

Top 3 retroTECH Activities of Interest to Stakeholders:
Events
Workshops
Ongoing informal meetups

Top 3 Georgia Tech Stakeholder Units:
College of Engineering
College of Computing
Ivan Allen College
"WINDOWS 3.1 IS THE CAT'S PAJAMAS."
-- GEORGE P. BURDELL