

# MODS and Asset Actions Workshop Agenda

## Workshop Agenda

1. Introduction to MODS guidelines (5 minutes) (Jenn Riley)
2. Introduction to Asset Actions (15 minutes) (Jon Dunn)
  - Asset Actions concept
  - Current status
  - Action groups
  - Relationship to OAI-ORE (Tim Cole)
3. Introduce hands-on exercises and the MODS/Asset Actions Explorer tool (Jenn Riley, Jon Dunn, Tom Habing)
4. Hands-on work with MODS and Asset Actions (~50 minutes)
5. Wrapup discussion (Jenn Riley, facilitator)
  - Participants report on challenges
  - Questions
  - Future of Asset Actions

## Presentation Slides

[Aquifer MODS AA workshop.ppt](#)

## MODS Guidelines

### Background materials

- [Digital Library Federation / Aquifer Implementation Guidelines for Shareable Metadata](#) and [release notes](#), describing how MODS should be used for sharing metadata for use in the Aquifer initiative
- [MODS Guidelines Levels of Adoption](#), connecting recommendations from the *Guidelines* to functions the Aquifer initiative would like to support
- [FAQ for MODS Guidelines Implementers](#)
- [MARC to Aquifer MODS XSLT Stylesheet](#)

### Hands-on exercises

Workshop moderators will be available to assist you with the following activities related to adopting or improving MODS at your institution:

- improving existing MODS records to better conform to the *Guidelines*
- assessing how existing MODS records fit into the Aquifer MODS Guidelines Levels of Adoption framework
- mapping to shareable MODS from other metadata formats (both conceptual mapping and technical mapping with XSLT)

## Asset Actions

### Background material

- [Asset Actions Project Wiki](#)
- [Sample Asset Action File for Scanned Book \(structured text and page images\)](#)

### Hands-on exercises

In this workshop, participants will create an Asset Actions XML file for one of the provided sample image objects. This XML file may be uploaded to the Web-based MODS and Asset Action Explorer tool, which allows you to upload MODS and Asset Action files, validate them, and see how users might interact with them in a web environment:

- [MODS and Asset Action Explorer](#)

This site contains sample data that you can use to create your own Asset Action files:

- [MODS and Asset Action Samples](#)

An [Asset Actions XML template file](#) has been created for you to start from in creating an Asset Action file for an image object.

Workshop moderators will be available to assist you with the following activities related to Asset Actions:

- Create an Asset Action file for an image, containing actions in the Default and Basic Image action groups.
- Upload the image asset action file to the Explorer application, and interact with the image using UVA's [Collectus](#) tool.
- Reference the Asset Action file from a MODS descriptive record using a MODS extension element.