Exploring how to deal with the digital heritage on the network reasonably from the perspective of user experience.

Name：Jingru Xie

Abstract

This paper examines the treatment of digital heritage in four main chapters, looking at the main issues facing digital heritage including privacy, inheritance systems and the description of the value of digital heritage. In addition to contemporary approaches to digital heritage and related technologies, the paper also considers possible future approaches to digital heritage, as well as a series of designs and speculations on the future treatment of digital heritage. The question of whether to write off or preserve digital heritage has become a question that needs to be considered in the context of the current state of digital existence of humanity. In fact, as early as 2003, digital heritage was listed as one of the "three great heritages" of humanity by UNESCO, along with the world's tangible and intangible heritage. As a kind of intangible property, digital heritage includes not only virtual currencies and game equipment, but also various Internet accounts and digital works created by users, such as text, images, audio and video. The handling of digital heritage is a complex issue involving many factors, such as the right to privacy, inheritance system, protection of personality rights, folk culture and so on. Therefore, in order to solve the problem of digital heritage inheritance in the context of the Internet, technical means are a temporary solution, and only by raising human awareness of data and self can the problem be completely solved.

Introduction & Background

Researchers have predicted the future accumulation of personal data belonging to deceased Facebook users. The researchers' analysis suggests that if Facebook stops attracting new users in 2018, it will lose at least 1.4 billion users by 2100. However, if the network continues to expand at its current rate, that number will exceed 4.9 billion. (Öhman, C. J., & Watson, D., 2019) This means that within half a century, Facebook could be overrun with dead people - by then, there will be more dead users than living active users on the world's largest social network. With the advent of the age of data, various new types of rights have emerged, such as virtual property rights and personal information rights. When online users die and lose their subjective status, the emergence of various issues related to the disposal of their data information, digital assets and credit accounts left behind on online platforms by these users all point to the need to start building a digital inheritance system. The mobile internet has made people's lives more convenient and as a result most people rely on their mobile phones and store most of their documents, photos, letters and videos in the social media. This is why some internet companies are exploring solutions. Although online property has its property rights, unlike ordinary objects these online assets are usually associated with accounts, which are inextricably linked to the user's interpersonal relationships, so inheritance may violate personal privacy. (Acker, Amelia, and Jed R. Brubaker. , 2014)

Research Methodology

The research methodology of this paper focuses on the analysis and study of digital heritage through qualitative and quantitative analysis.

The methods used in the quantitative research are Questionnaire, Literature Review t, in which a series of questions are set to help me obtain a scientific, objective and systematic way of collecting and analysing data on digital heritage. In the Questionnaire session, a series of questions were set to help me obtain a scientific, objective and systematic approach to collecting and analysing data on digital heritage, and to draw conclusions about the research on digital heritage using statistical analysis and modelling.

Qualitative research is mainly conducted using specific methods, mainly focus groups, on-site interviews. The field interview and focus group research methods are mainly intended to obtain, through observation, the reasons for action, attitudes, effort procedures, and the basis for action decisions of the people being observed. By using inductive methods on the information obtained through observation and interview methods etc., I will gradually transform it from concrete to abstract to the point of forming a theory on digital heritage.
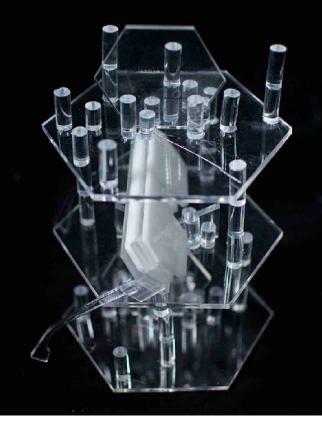
Research Results

- People prefer to leave their digital heritage to relatives and loved ones and think that each part left to them is different, hoping to choose different digital heritage content according to different people
- The most important thing of digital heritage is to respect my wishes and give users a choice. Users suggest that when registering with APP in the future, we should choose the method of dealing with digital heritage, which can effectively ensure that users can deal with digital heritage according to their own wishes when they die.
- The issue of the protection of the privacy of the deceased has become one of the most complex and tense tensions of death in the digital age, which is mainly brought about by the issue of the recognition of 'privacy of the deceased': if the existence of 'privacy of the deceased' is not recognised, then the boundaries of privacy that a person strives to control during his or her lifetime are immediately dissolved, which is contrary to the core values of privacy - the human being's quest for dignity and autonomy - and leads to a 'nihilism' in which human beings ultimately have no privacy. On the other hand, if the 'privacy of the deceased' is to be protected, the existing legal frameworks available to the deceased, such as inheritance law, contract law and intellectual property law, are unable to address the unique contextualisation of deceased privacy.

Conclusions & Future Work

Digital heritage is a collection of rights with the digital characteristics of the network, containing property rights, claims, intellectual property rights and other rights objects. It is property with a property nature and significant personality, and through inheritance it can satisfy the spiritual values of users while using its economic value to achieve an allocation of resources. When digital heritage is a new type of right object, its inheritance is this is inevitable. (Cameron, F. 2007). The advent of the data age has made the Internet industry chain more complete, and the rise of the Internet based on big data digital heritage trusteeship industry and the rule of law process law has laid the foundation for the creation and viability of the digital heritage system China. According to a statistical report on the development of the internet, the internet is becoming more and more popular and developers have taken into account the issue of digital inheritance trusts and the development of websites suitable for them, which to a certain extent lays the social basis for digital heritage systems. The fact that countries around the world have also developed laws on digital heritage shows that it is feasible to establish a digital heritage as a system of succession. What we need to do is to better safeguard the legal rights and wishes of our users and provide a better user experience for them in terms of digital heritage.

Speculative Design

Speculative design is based on the background of the rapid development of the contemporary Internet, resulting in more and more digital heritage on the network and derived a series of ideas and designs. The concept of digital cemetery is applied to the future commercial application field in a fictional way, and a series of bold conjectures and assumptions are made to deduce the possible impact of the form of digital heritage processing in the future on the present, so as to help enterprises to lay out the business model or strategy of digital heritage in advance when the future is not yet coming. And I think speculative design is not to solve the problem as the purpose, but to let the designer to find the problem of the design. Its essence is a kind of stimulation, not the final design itself.