Saving It, Showing It: Collecting and Exhibiting Video Game History

Jon-Paul Dyson, Director, International Center for the History of Electronic Games, The Strong
Keiran Long, Senior Curator of contemporary architecture, design and digital at the V&A.
Henry Lowood, Curator for History of Science and Technology and Film & Media Collections, Stanford University
Melanie Swalwell, Associate Professor, Flinders University

Moderator: William Huber, Lecturer, Abertay University, School of Art, Media and Games

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MARCH 2-6, 2015 · EXPO: MARCH 4-6, 2015

ROCKMAN2
ROCKMAN3
ROCKMAN4
ROCKMAN5
ROCKMAN6
FAMILY COMPUTER
FAMILY COMPUTER
FAMILY COMPUTER
FAMILY COMPUTER

What to do with your collection?
Where are the major collections, both public and private?
What are we missing?

How are games being exhibited?
Is a museum political?
BAM/PFA
a museum for everyone?
BAM/PFA
Is a museum truthful?
Is a museum political?
Is a museum
What stories can we tell about games that we haven't been telling?

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Preserving Video Games at The Strong

Jon-Paul C. Dyson

International Center for the History of Electronic Games (ICHEG) at The Strong

Rochester, New York

Diverse Origins of Art Museums

"In the game business, there are several amateur, small operations popping up. It always amazes me how much interest there is in this stuff. And because of that, a lot of the real artifacts are getting spread thin, in places that aren't real museums... In some sense, I think the industry's doing too much, where everybody thinks they're a historian. And they can damage the field by doing that, by not really curating properly what they've got, by not making it available for others to look at. So there are places where I think it could do better.“

Al Alcorn,
GamesIndustry.biz
February 11, 2015

Standards for Video Game Collecting Institutions

- Does the institution have the capacity to care for the collections according to best practices?

- Will the institution make the objects available to the public?

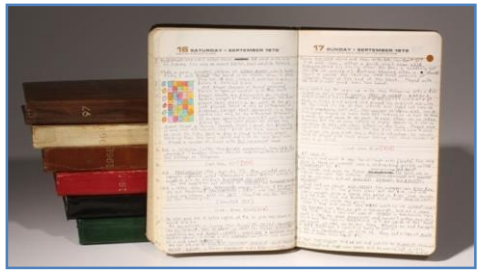
- Does the institution have the resources for long-term survival?

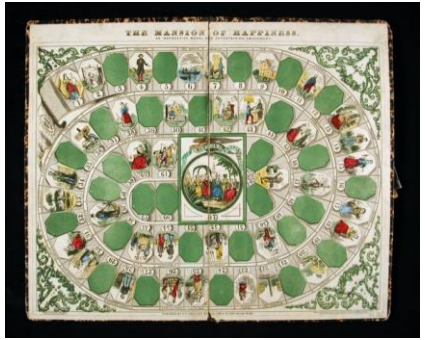
Three Basic Functions of a Museum

- Collect
- Preserve
- Interpret

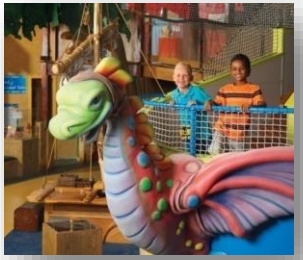
the strong
NATIONAL MUSEUM OF PLAY

World's Most Comprehensive Play Collection



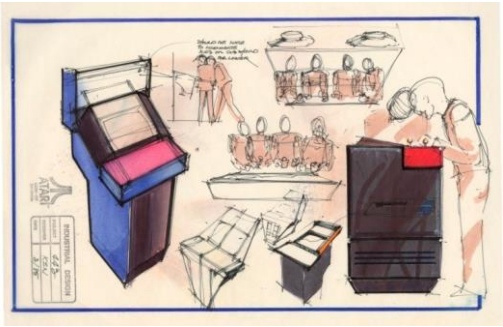


Exhibits at The Strong



Game Exhibits at The Strong

International Center for the History of Electronic Games at The Strong



International Center for the History of Electronic Games at The Strong

- Established in 2009
- Preserves and explores the history of video games worldwide
- More than 55,000 video games and related artifacts, including more than 200 arcade and pinball games
- Extensive archival collections –

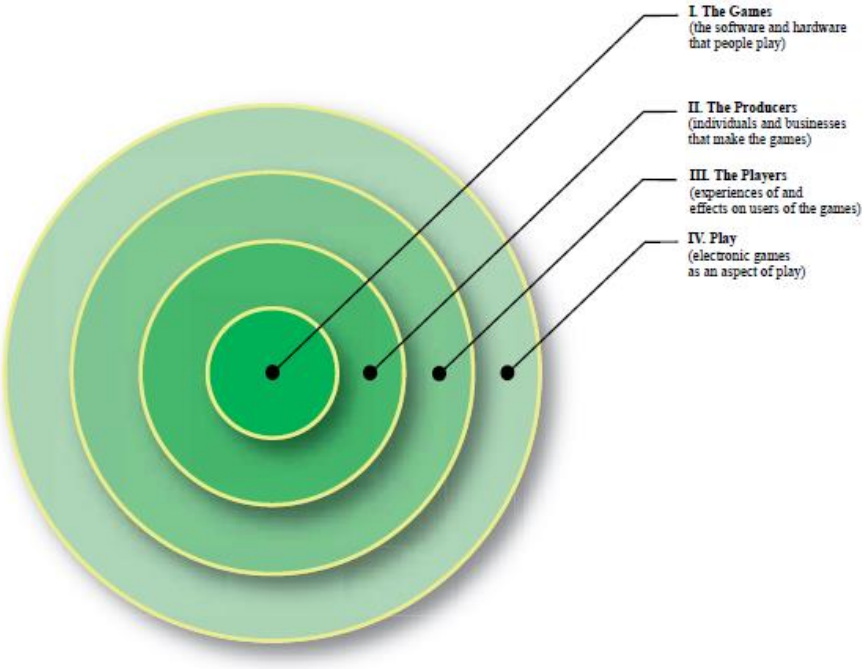
  provides access to scholars (including Strong Fellows program)
- Interactive exhibits like

  eGameRevolution, Atari

  by Design, Boardwalk Arcade,

  Pinball Playfields

What The Strong Collects:

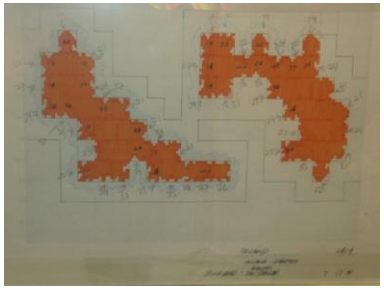


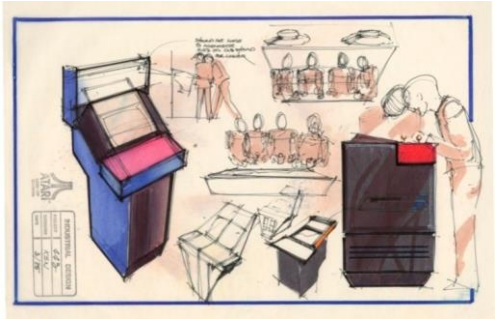
What The Strong Collects:

- Original hardware and software

What The Strong Collects:

- Records of the Production Process



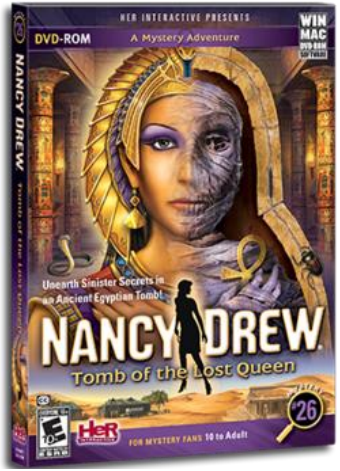


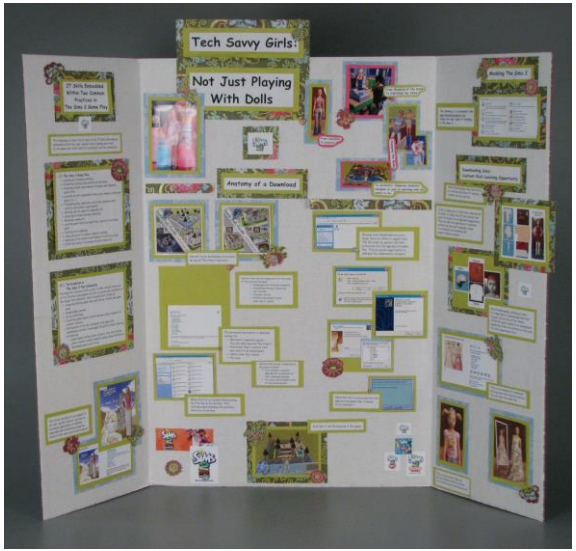
What The Strong Collects:

- Media about games

What The Strong Collects:

- Items that illustrate meaning of games to players





Preserving Video Games

ICHEG's Approach to Preserving the History of Video Games

- Original hardware and software
- Archival materials
- Media about games
- Video capture
- Migration of data and emulation

INSTITUTE of Museum and Library SERVICES

Case Study: Arcade Games as "Use-ifacts"

Restricted Collection

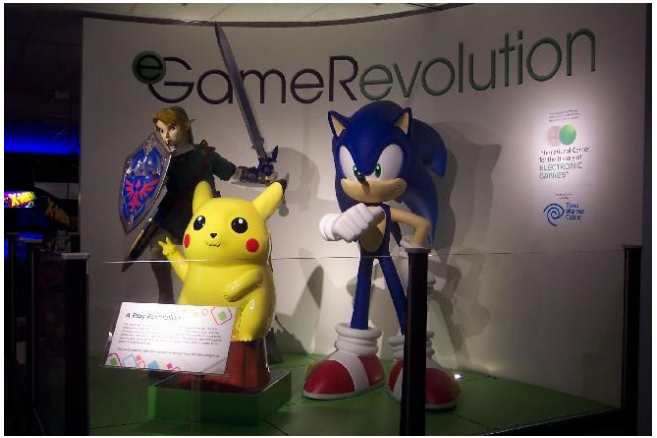
"The collections of electronic and mechanical games serve the museum's mission through their display, research, and preservation, but also through experience of the games by guests and scholars as is judged appropriate to the interpretive goal and the item's condition. Arcade games are designated on acquisition as either part of the General Collection or Restricted Collection, based on rarity, replaceability, redundancy, and historical significance. The Arcade Game Preservation Priority Team reviews the status of all games on an annual basis."

Collections Management Policy, The Strong

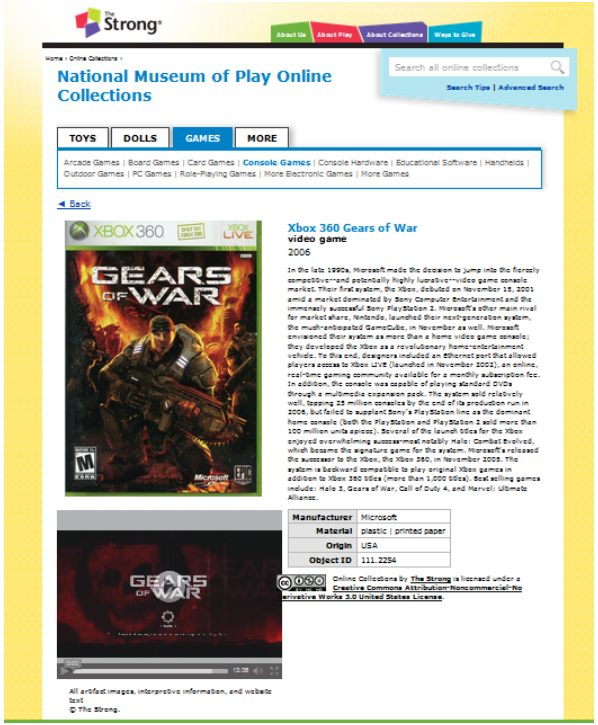
Humpty Dumpty -- 1947

Decisions in Artifact Preservation

Interpretation at The Strong: Museum Exhibits



Online Interpretation



World Video Game Hall of ...

www.worldvideogamehalloffame.org

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NATIONAL MUSEUM OF PLAY

World Video Game Hall of Fame

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SEARCH

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Nominate your favorite game now for the inaugural class, to be announced in June 2015.

CHEGheads Blog

Beam Him Up, Scotty: Remembering Leonard Nimoy >

News from The Strong

The Strong and the Academy of Interactive Arts and Sciences announce a partnership to develop an interactive exhibit at The Strong that highlights the Academy's D.I.C.E. (Design, Innovate, Communicate, Entertain) Awards and its Special Awards. >

Nominate

Which video games deserve a place in the World Video Game Hall of Fame inagural class? Nominate now! >

Hall of Fame Home | About | Nominate

International Center for the History of Electronic Games | Brian Sutton-Smith Library and Archives of Play | National Toy Hall of Fame
World Video Game Hall of Fame | *American Journal of Play* | Woodbury School

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World Video Game Hall of Fame Selection Criteria:

- **Icon-status:** the game is widely recognized and remembered.
- **Longevity:** the game is more than a passing fad and has enjoyed popularity over time.
- **Geographical reach:** the game meets the above criteria across international boundaries.
- **Influence:** the game has exerted significant influence on the design and development of other games, on other forms of entertainment, or on popular culture and society in general. A game may be inducted on the basis of this criterion without necessarily having met all of the first three.

How You Can Help The Strong Preserve Video Games:

Contact me: jpdyson@museumofplay.org

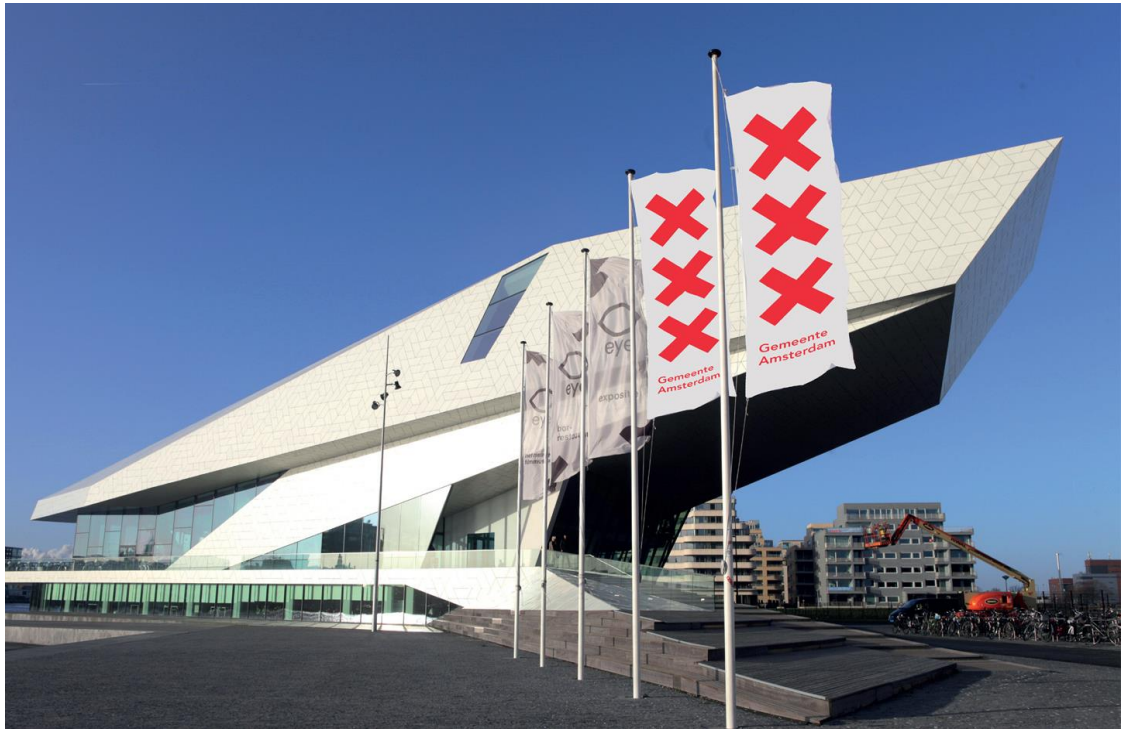
Visit: www.thestrong.org

Participate: www.facebook.com/icheg

HTML
FLASH

tap - zzt
qua - tao
mgg - qua
jwt - mga
ful - jws
cel - FUL
A84 - cel
!!! - a77

РОССИЯ HD
ПРЯМОЙ ЭФИР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ATTENBOROUGH
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Katy Perry
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Cool Kitty
• ADHESIVE INCLUDED • QUICK AND EASY
• REUSABLE • STUNNING RESULTS

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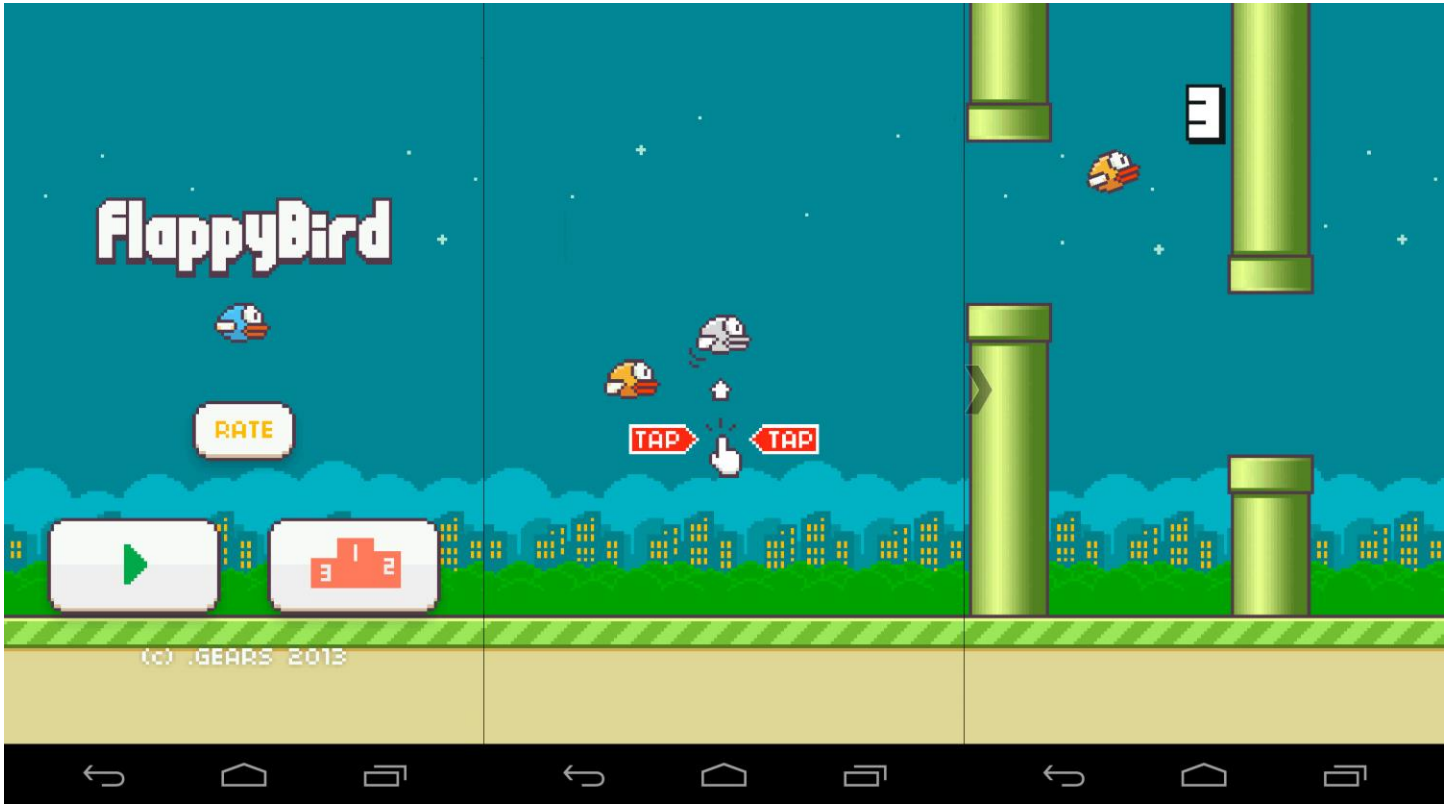
FlappyBird
RATE
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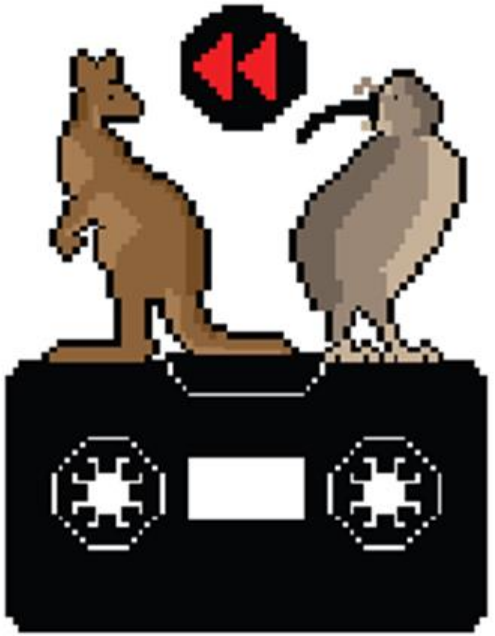
3
(c) .GEARS 2013

Melanie Swalwell

Melanie leads the “Play It Again” project, a game history and preservation project focused on digital games from 1980s New Zealand and Australia.

The Popular Memory Archive

- Allows us to display some of the results of our research on local 1980s digital game titles to the wider community, in a combined online exhibition and discussion environment.
- Invites the wider community to contribute their perspectives so that memories, artefacts and information can be collected about this popular medium
- http://playitagainproject.org



History of production

Alfred Milgrom, Director of Beam Software and Melbourne House Publishing

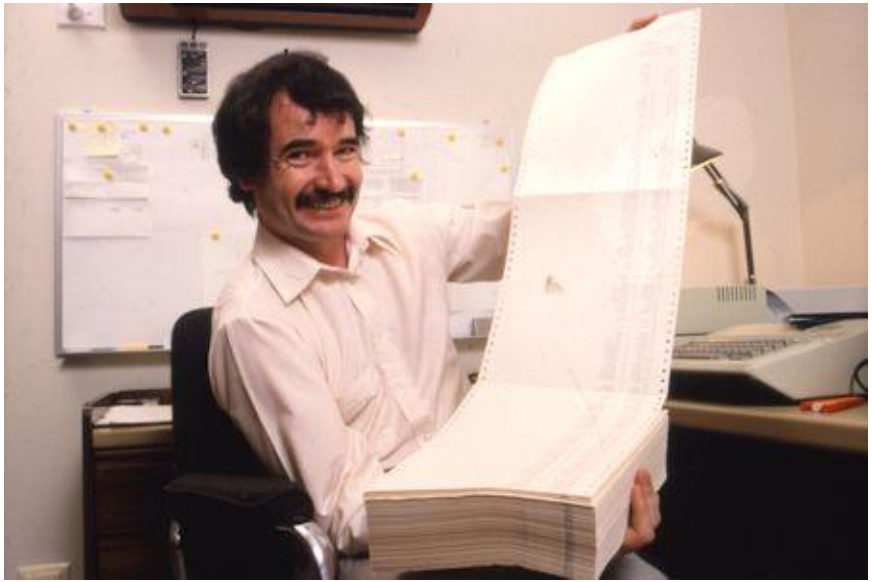
Australian Business Review Weekly, 1984.

Oral history interviews

Roger Keating, Strategic Studies Group (SSG).

Developer contributions: SSG

SSG on Good Morning Australia, Aug 1985.



Keating with “Reach for the Stars” source code, 6502 assembler, c. 1982.

History of consumption

An early “tennis” game, May 1981.

C64, Christmas 1985.

How people played

C64, early 1980s.

"Defender", Microbee, Feb 1984.

Tandy CoCo, Summer 1983/84.

The setup:
ZX Spectrum, Kambrook monitor, National cassette recorder on kitset computer desk.

The Way of the Exploding Fist

"The Way of the Exploding Fist" was one of Beam Software's best-selling games, and reached number one in Europe. It was one of the first 'beat-'em-up' games for the home computer and the first multi-move beat em up. Jordan Mechner's "Karateka"(1984) which came out just before "The Way of the Exploding Fist" was basically punch and kick.

The game offered an unprecedented sixteen karate moves, which allows for strategic game playing and complexity. Combinations of joystick directions (or keys on the keyboard) and the fire button (or SHIFT-key) make this game initially complicated to learn. However, once mastered, the controls are intuitive and

Game Meta:

Other Names:	Kung Fu: The Way of the Exploding Fist
Release Year:	1985
Genre:	Simulation, Sport
Format:	Cassette
Creator:	Gregg Barnett (Design, Programming), Bruce Bayley (Additional Programming), David Johnston (Additional Programming), Greg Holland (Unknown, Graphics), Neil

Tweets Follow

Henry Lowood 21 Nov
@Liebenwalde
DLF talk + slides from #dlfforum covers @stanfordlibs project with @usnistgov on @Cabrinety Software Preservation | s.shr.lc/1h3rCy9
Retweeted by Play It Again
Expand

Play It Again 20 Nov
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Dr Anne Laforet, FR netart preservationist, now a confirmed keynote at #borndigital and

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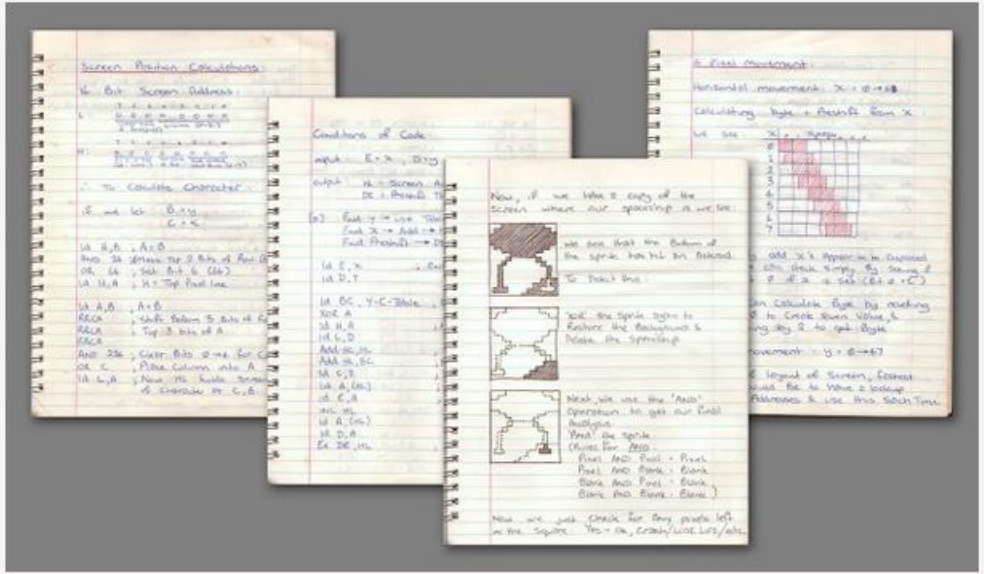
Souri says:
November 8, 2013 at 8:31 pm (Edit)

I must've been 10 years old or so when my friend brought over his cassette copy of "The Way of the Exploding Fist" by Melbourne House. We loaded it up on my C64 (I remember the loading screen of the guy punching through the signage and the sampled screeched that accompanied it) and played all afternoon. It was the most amazing game I had ever played. The big, colourful art, well drawn characters and animation, incredibly catchy music, and fast action with so many moves as well as blocks and parries you could do. There was absolutely nothing like it at the time (Karate Champ did come before it, but it had really slow, methodical combat, very much like Karateka).

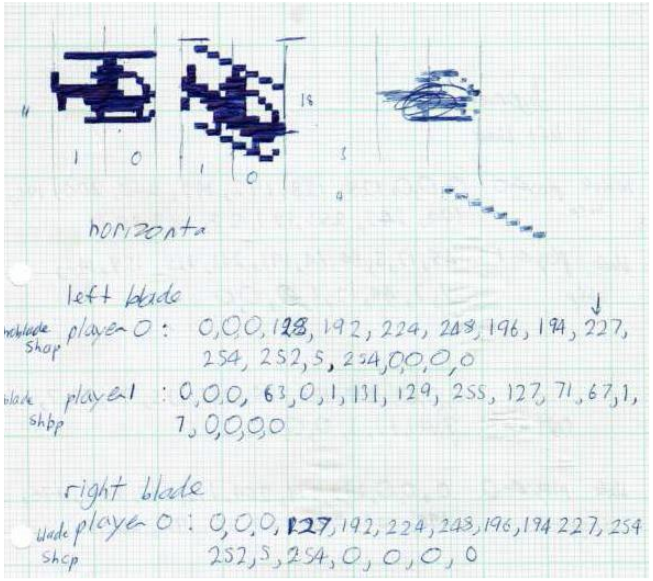
Unfortunately, my friend had to go home eventually and took his game with him. I decided to keep the C64 on for as long as possible and never turn it off or I'd lose the game. That C64 managed to stay on for 3 days straight afterwards, and Way of the Exploding Fist became the catalyst for my curiosity on local games development and why I ended up making a site like tsumea.

Homebrew

Preshift tables – from 32 characters to 256 pixels



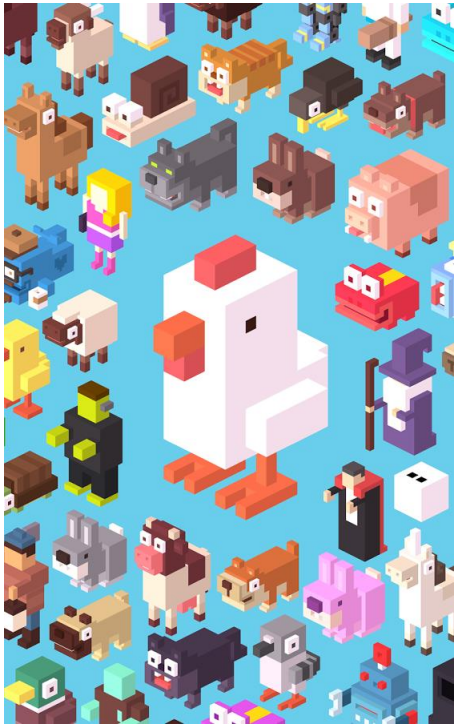
Courtesy: Kevin Philips



Andrew Bradfield and Harvey Kong Tin, “Laser Hawk” (Red Rat, 1986).

Homebrew to Pro: Matthew Hall

I really could've used some advice back then and when I was around 9 or 10 or so, my grandpa took me out and bought me this book on how to write text adventures. And that sort of really opened my eyes, and from then it was sort of my first game engine. And I wrote a lot of text adventures during that time, culminating with one I wrote when I was 12 on a Microbee, at school. And I printed out the listing and I still have the listing —it would probably extend from that wall over here to about where I'm standing now [about 7 metres]. And I did that in 8 weeks, 1 hour a day, at school, if I could get to the….I don't even think I could type that fast now. I really don't know how I did it.



Fan involvement: Hall's "Jewels of Sancara Island" lives again!

Laughton OCRed the listing correcting any errors that crept in in the process before compiling it for the Microbee. Sadly part of the audio was missing so this version has no sound. Hall assures us that it is not a major loss to Australian Art history however Laughton, as a true conservationist, left no stone unturned in trying to address the issue before the compromise was made.

To play the game, download ubee512 emulator (for Windows or Linux), install. Get the 2 ROMs that are needed and put in ubee512/roms folder, then drop the jewels_of_sancara_island_ss80.dsk file into the ubee512disks folder from MSPP. Then in a DOS/Command box, CD to your ubee512 folder and just type in

ubee512 -a jewels_of_sancara_island_ss80.dsk

and it will boot up the same as if on a real 'bee. Double click the Window to get to full screen, CAPS Lock on and your off and running.

Henry Lowood – History of Science & Technology; Film & Media Collections @ Stanford University

- Silicon Valley Archives
- How They Got Game
- Machinima Archives
- Preserving Virtual Worlds
- GAMECIP: Game Metadata & Citation Project

lowood@stanford.edu
Twitter: Liebenwalde

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My (game-related) work

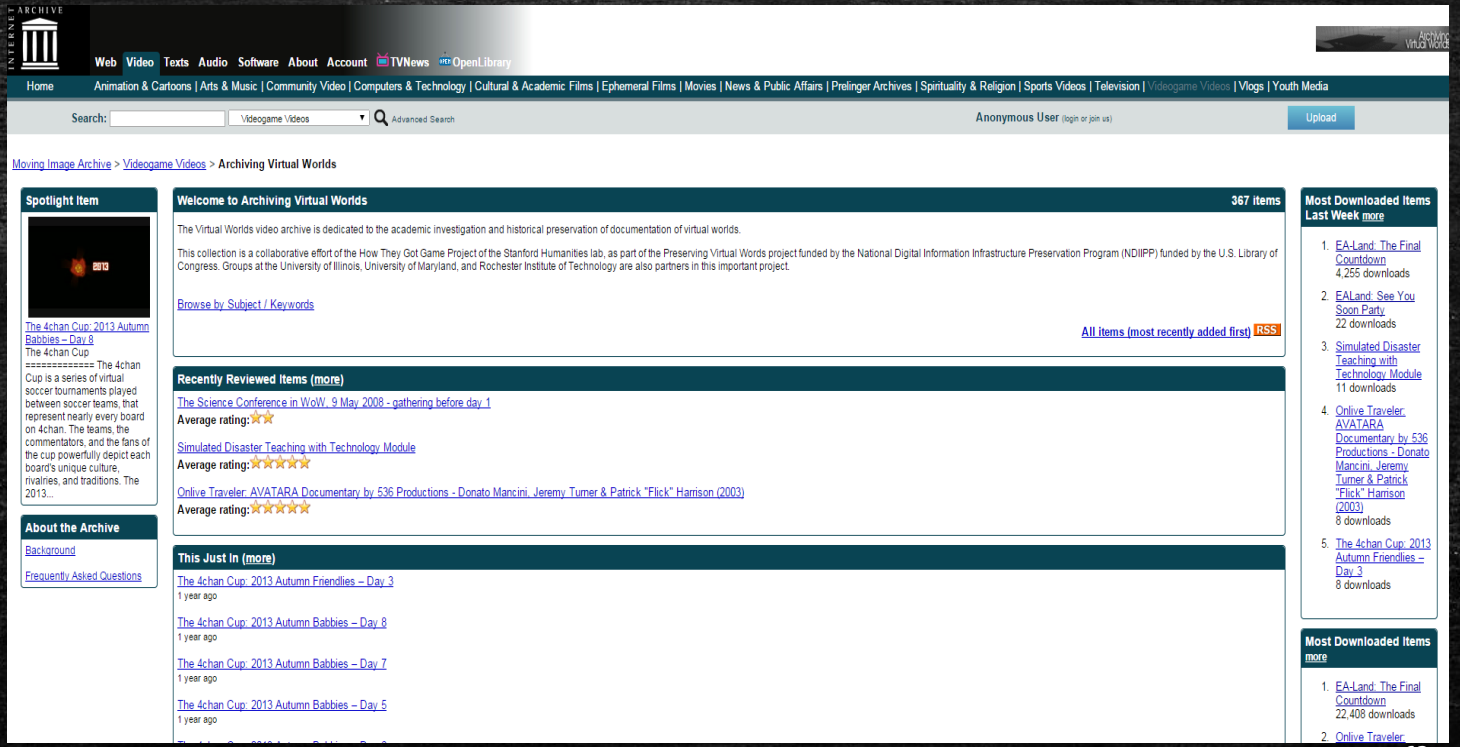
- Library collections (curation)
- Software and game preservation
- Archival documentation

The Cabrinety Collection (acquired 1998)

Software Preservaton: NIST project

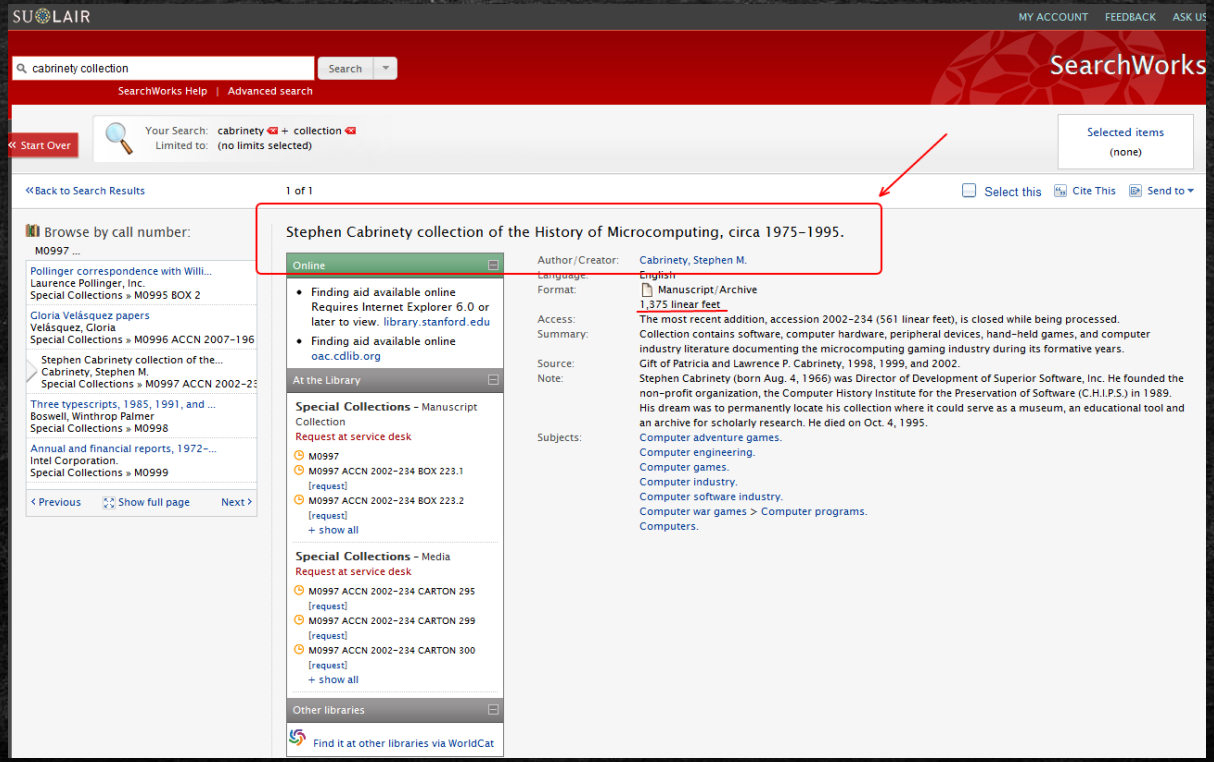
Software Metadata: GAMECIP

Archiving Virtual Worlds



Saving >> Using

Cataloging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Search
SearchWorks Help | Advanced search
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Your Search: cabrinety + collection
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Laurence Pollinger, Inc.
Special Collections » M0995 BOX 2
Gloria Velásquez papers
Velásquez, Gloria
Special Collections » M0996 ACCN 2007-196
Stephen Cabrinety collection of the...
Cabrinety, Stephen M.
Special Collections » M0997 ACCN 2002-23
Three typescripts, 1985, 1991, and ...
Boswell, Winthrop Palmer
Special Collections » M0998
Annual and financial reports, 1972-...
Intel Corporation.
Special Collections » M0999
Previous
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Next
Stephen Cabrinety collection of the History of Microcomputing, circa 1975-1995.
Online
Finding aid available online
Requires Internet Explorer 6.0 or later to view. library.stanford.edu
Finding aid available online
oac.cdlib.org
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M0997 ACCN 2002-234 CARTON 300
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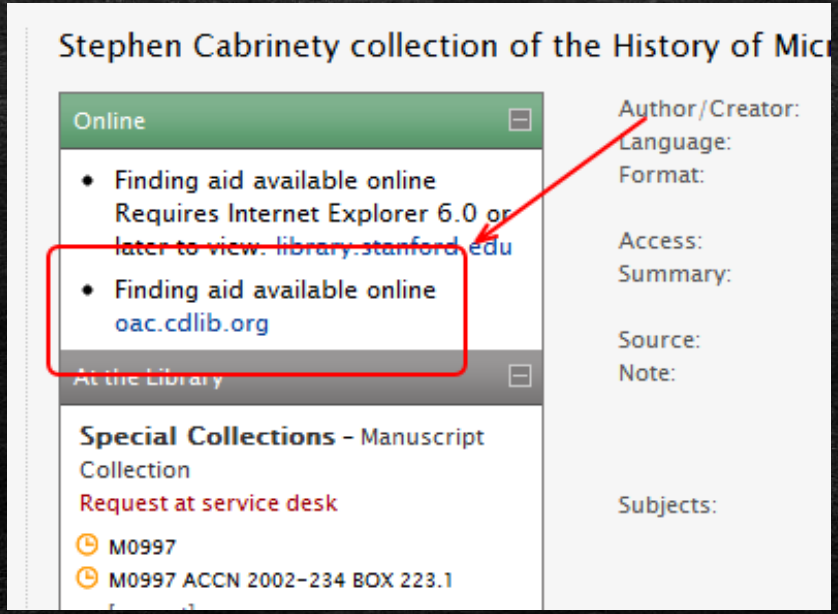
+ show all
Other libraries
Find it at other libraries via WorldCat
Author/Creator: Cabrinety, Stephen M.
Language: English
Format: Manuscript/Archive
1,375 linear feet
Access: The most recent addition, accession 2002-234 (561 linear feet), is closed while being processed.
Summary: Collection contains software, computer hardware, peripheral devices, hand-held games, and computer industry literature documenting the microcomputing gaming industry during its formative years.
Source: Gift of Patricia and Lawrence P. Cabrinety, 1998, 1999, and 2002.
Note: Stephen Cabrinety (born Aug. 4, 1966) was Director of Development of Superior Software, Inc. He founded the non-profit organization, the Computer History Institute for the Preservation of Software (C.H.I.P.S.) in 1989. His dream was to permanently locate his collection where it could serve as a museum, an educational tool and an archive for scholarly research. He died on Oct. 4, 1995.
Subjects: Computer adventure games.
Computer engineering.
Computer games.
Computer industry.
Computer software industry.
Computer war games > Computer programs.
Computers.

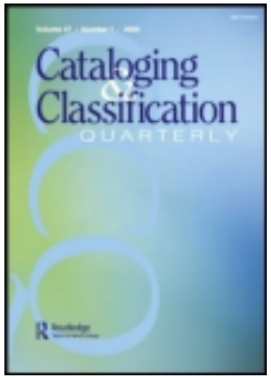
Archival finding aids



Finding the stuff

Box 24	**Atari, Inc. Donkey Kong Junior CX26144, 1987** **Physical Description:** 1 computer cartridgeAtari
Box 24	**Atari, Inc. E.T. The Extra-Terrestrial, 1982** **Physical Description:** 1 computer cartridgeAtari
Box 138	**Atari, Inc. E.T. The Extra-Terrestrial, 1982** **Physical Description:** 1 computer cartridgeAtari
Box 219	**Atari, Inc. E.T. The Extra-Terrestrial, 1982** **Physical Description:** 1 computer cartridgeAtari
Box 84	**Atari, Inc. Eastern Front (1941), 1983** **Physical Description:** 1 computer cartridgeAtari
Box 149	**Atari, Inc. Eastern Front (1941) by Chris Crawford, 1981** **Physical Description:** 1 computer disk ; 5 ¼ in. Atari
Box 93	**Atari, Inc. Eastern Front (1941) computer strategy game, n.d.** **Physical Description:** 1 computer cartridgeAtari

GAMECIP: Metadata & cataloging



Cataloging & Classification Quarterly
Publication details, including instructions for authors and subscription information:
http://www.tandfonline.com/loi/wccq20

A History of Video Game Cataloging in U.S. Libraries

Greta de Groat[a]
[a] Stanford University Libraries, Stanford, California, USA
Published online: 22 Dec 2014.

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To cite this article: Greta de Groat (2015) A History of Video Game Cataloging in U.S. Libraries, Cataloging & Classification Quarterly, 53:2, 135-156, DOI: 10.1080/01639374.2014.954297

To link to this article: http://dx.doi.org/10.1080/01639374.2014.954297

EALand closes, July 2008

EALand: See You Soon Party (2008) degtiar

Prefer flash? · Embed · Questions/Feedback?

This video captures the entire See You Soon Party in EA Town Hall, hosted by EA's Parizad. Tears are shed, final goodbyes are made, and lasting memories are created before the plug is pulled and the world is brought to an end. The party was held in the Community Pub (Test Center 3) and EA Town Hall (EA-Land), beginning Thursday, July 31st, 11 p.m and with a scheduled ending of 4 a.m. PDT. The game world was officially shut down as of 4:35am PST, August 1st, 2008. Many players knew each other and had been a part of The Sims Online/EA-Land for years, while others were newer to the experience. Regardless, this final event welcomed all, and everyone shared their happiness to spend their last moments together with EA's Parizad, their friends, and their acquaintances, their tears and sadness over having EA-Land torn from them, their frustrations with EA and it's decision, and their hopes for keeping contact and meeting again. The last moments were especially moving, as emotions ran high and people that had made TSO/EA-Land and this community a part of their lives for so long had to make their final goodbyes. It was a once in a lifetime event that would be hard to forget.
Throughout the event, DJ Spike played several messages recorded by Parizad. You can hear DJ Spike's introducing Parizad, and you can also take a look at a text version of Parizad's messages here.
Here is a list of mp3s of Parizad's Messages in order(the first one is of poorer quality than the others):
Blazing Falls/Balls
Creativeness

Game Over – 99% Invisible podcast

Richard Phillips-Kerr to HEL Dec. 2013

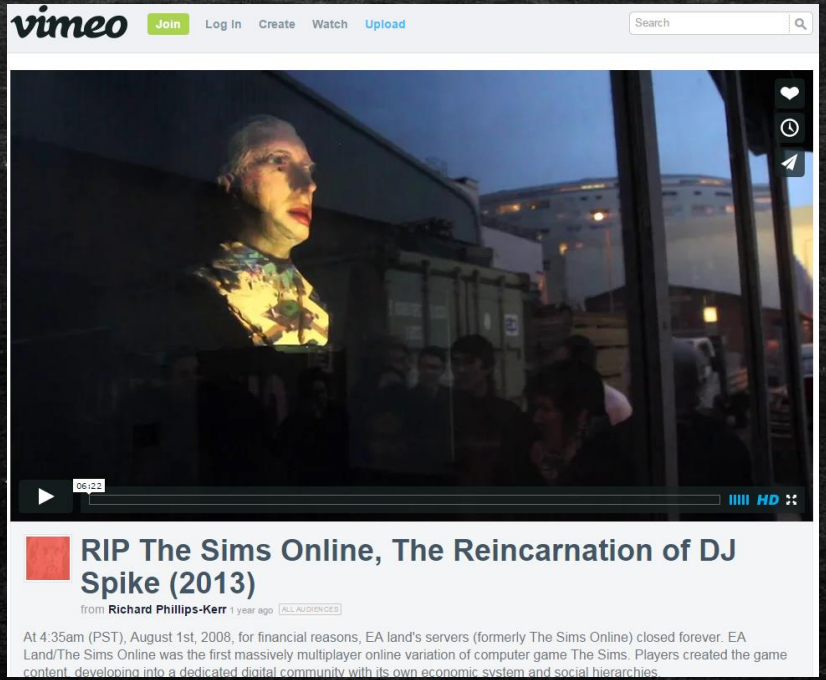
First of all I'd like to thank you for the work you're doing with the How They Got Game and Preserving Virtual Worlds projects! I'm a visual artist currently in my final year of BA Sculpture, working in Edinburgh (UK). My practice is informed by and in response to video games, I'm confident that they're some of the most culturally significant artefacts of our time, and it's exciting to see them in their relative infancy.

Your student''s footage of the last 5 minutes of EA land really grabbed me. At first it evoked a nervous laughter, then I realised the significance of capturing a digital apocalypse.

Richard Phillips-Kerr

In response, I made 'RIP The Sims Online'. I mapped my face live onto a bust, and your student's footage onto the bust's suit. Through speakers I played out the soundtrack from your film, and assumed the role of DJ Spike. I could go on at length about the work but I'd be interested to know what you think with just that brief introduction: I've only really exhibited it to 'outsiders' (in terms of The Sims Online) so far in London and Edinburgh.

Warhammer Online is closing forever on December 18th and has recently gone F2P so I was going to jump in and document that. If there is any research I could be based in from overseas, I'd love to.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RIP The Sims Online, The Reincarnation of DJ Spike (2013)
from Richard Phillips-Kerr 1 year ago ALL AUDIENCES
At 4:35am (PST), August 1st, 2008, for financial reasons, EA land's servers (formerly The Sims Online) closed forever. EA Land/The Sims Online was the first massively multiplayer online variation of computer game The Sims. Players created the game content, developing into a dedicated digital community with its own economic system and social hierarchies.

RIP The Sims Online, The Reincarnation of DJ Spike (2013)

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At 4:35am (PST), August 1st, 2008, for financial reasons, EA land's servers (formerly The Sims Online) closed forever. EA Land/The Sims Online was the first massively multiplayer online variation of computer game The Sims. Players created the game content, developing into a dedicated digital community with its own economic system and social hierarchies.

The final few hours were captured as part of the Preserving Virtual Worlds project by the How They Got Game group at Stanford University.

The closing five minutes of this catalogue the ultimate moment of breakdown, a digital apocalypse.

RIP The Sims Online, The Reincarnation of DJ Spike is a physical translation of that moment. I become a cyborg actor, assuming the role of DJ Spike, miming the last words ever spake in EA Land.

First shown at the Royal College of Art, Battersea, London November 2013

Working together

HPS + Curator, June 2006

Done!

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