

Organizing and Preserving Game Development Artifacts

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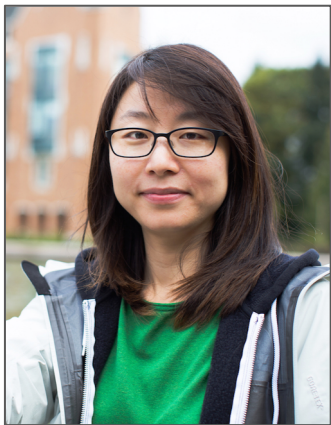
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GAMER
GAME RESEARCH GROUP



Panelists



Jin Ha Lee (University of Washington)

Shana T Bryant (Private Division/Take-Two Interactive)

Kelsey Lewin (Video Game History Foundation/Pink Gorilla Games)

Frank Cifaldi (Video Game History Foundation/Digital Eclipse)

Marc Schmalz (University of Washington)

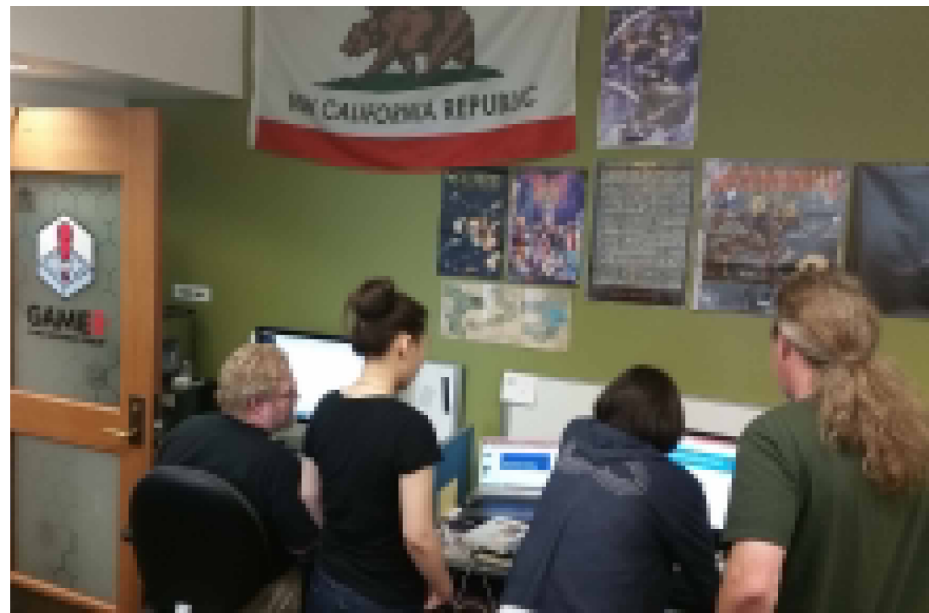
GAMER Group



GAMER
GAME RESEARCH GROUP

GAme MEtadata REsearch Group (now GAME REsearch Group)

- Jin Ha Lee (Associate Professor)
- Jason Yip (Assistant Professor)
- Hyerim Cho (Doctoral Candidate)
- Travis Windleharth (Doctoral Student)
- Marc Schmalz (Doctoral Student)



The Video Game History Foundation

Frank Cifaldi (Founder/Director)

Travis Brown (Technical Director)

Kelsey Lewin (Communications Director)



THE VIDEO GAME
HISTORY FOUNDATION

Advisory Board Members

Andrew Borman, Strong National Museum of Play

Shana T Bryant, Private Division/Take-Two Interactive

Henry Lowood, Stanford University Libraries

Jerome McDonough, University of Illinois at Urbana-Champaign

Cynde Moya, Living Computers: Museum + Labs

Laine Nooney, New York University



living computers
museum + labs

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Motivation

Why do we want to preserve these game development artifacts?



Motivation



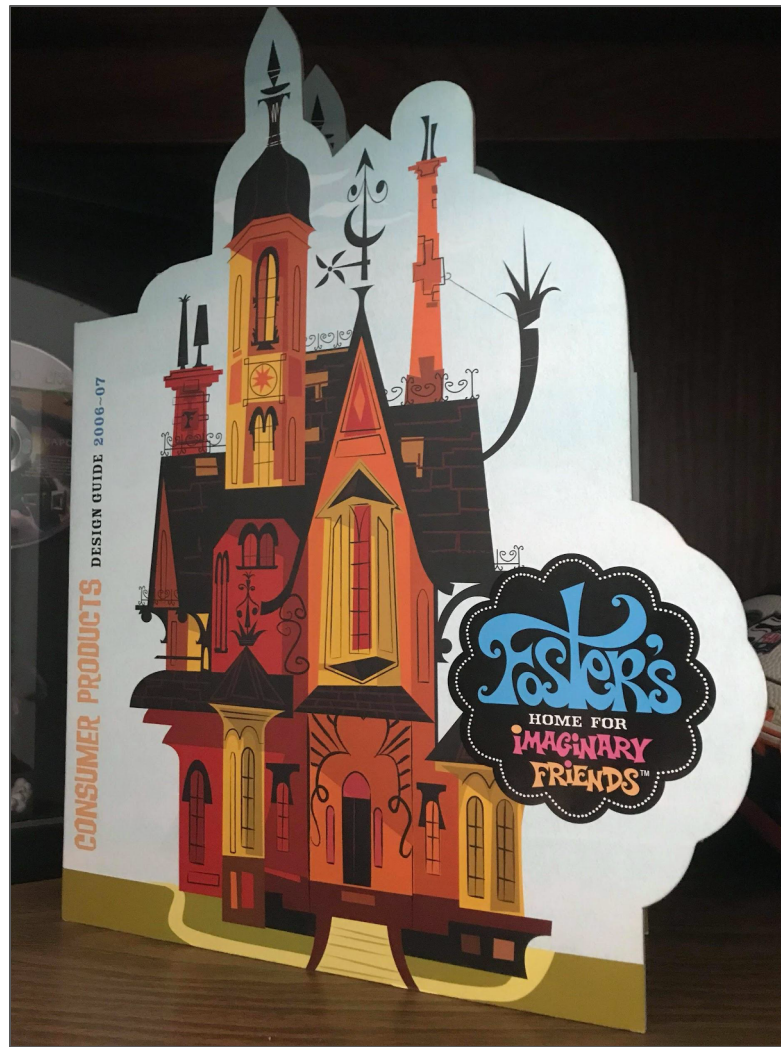
Motivation



Motivation



Motivation



Motivation

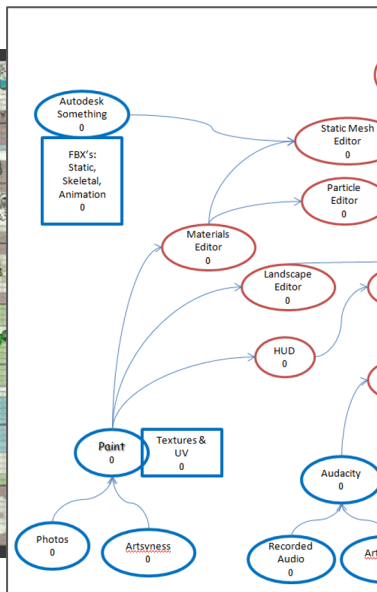


30th ANNIVERSARY COLLECTION



Goal

Produce a framework for cataloging artifacts related to the development of video games



Research Questions

What artifacts are important?

What information is important when we describe these artifacts?

What needs do different stakeholders have?
(librarians, museum curators, researchers, students,
and users of libraries and museums)

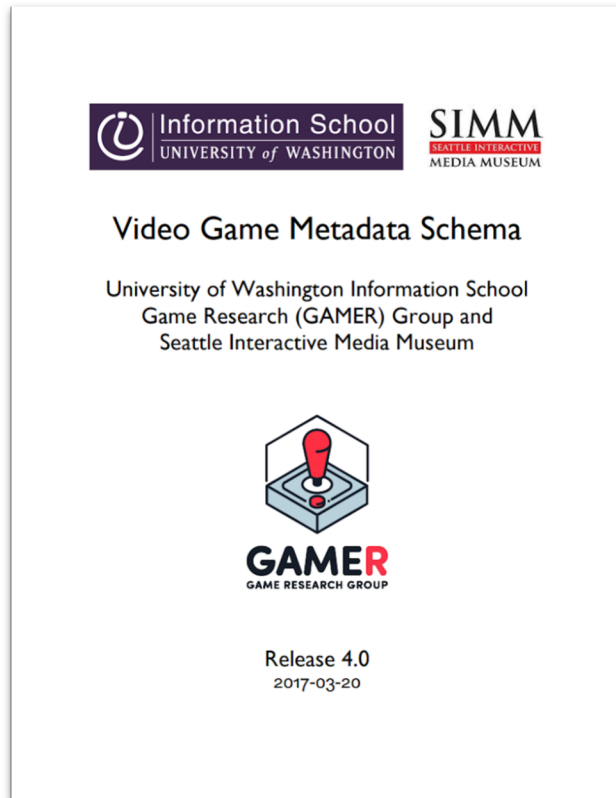
What issues and challenges emerge as we
try to catalog sample collections?



Prior Work in Video Game Preservation

Video Game Metadata Schema (VGMS)

- Advance the cataloging and classification of games as cultural artifacts
- Support the use of games in education and science.



Game Preservation Efforts

[Preserving Virtual Worlds](#): University of Illinois Urbana-Champaign; University of Maryland; Stanford University (SU); Rochester Institute of Technology; Linden Lab

[GAMECIP \(Game Metadata and Citation Project\)](#): University of California, Santa Cruz (UCSC) Library; UCSC Computer Science; SU Library

[Preserving Cultural Software Objects and their Development Histories](#): UCSC Library; SU Library

[Video Game Metadata Schema](#) (VGMS): University of Washington; Seattle Interactive Media Museum

[Video Games and the Culture Record](#): University of Texas

[VGHF Video Game Media Assets Collection](#) & [VGHF Writing Fund](#): Video Game History Foundation (VGHF)

Preliminary Survey Findings

Motivations for Searches

- Exploring Historical Information or Context (82.8%)
- Understanding Game Creation (80.1%)
- Inspiring Own Creative Work or Furthering Own Career (46.1%)



Preliminary Survey Findings

Important Information

- Development
- Business
- Marketing/Advertising

Date	94
Creator	77
Revision/Version	56
Purpose (of artifact)	50
Related Games	40
Subject	26
Legal Rights	23

Company	10
Game	7
Platform	5
Programming Language	4
Publisher	3
Related Creators	3

Questions for the Panelists

How You Can Help

Contact us if you can...

- recommend **people** we should get in touch with
- provide access to a **collection** or *game development team*
- volunteer to help with the *research*

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