

Computer & Video Game Archive @ MLibrary

Presentation by Dave Carter

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Why?

- Although long considered just another facet of entertainment culture, computer and video games (hereafter: games, or CVG) have over the past several years become an interest of academic study. A true interdisciplinary field, games touch upon aspects of computer science, art & design, communications studies, sociology, and more.

Why?

- Just as films are used outside of film studies, we anticipate that in coming years games will be of interest in an even wider range of academic disciplines.
- In addition, lessons from games are beginning to be looked at as useful in the development of educational technology.

Why?

- With its growing commitment to interdisciplinary studies and the growing faculty interest in games, U-M seems ripe for the development of a games archive.
- With collections and subject expertise in both art & computer science, the Art, Architecture and Engineering Library is a logical place for such a collection to be based. In addition, the proximity and working relationships that AAEL has with CAEN and the Digital Media Commons make the Duderstadt Center uniquely suited in its information commons role to host such an archive.

What?

- The CVG Archive seeks to collect materials relating to games for the purpose of academic inquiry, including but not limited to: programming and technology; artistic and literary expression; social and cultural impact; instruction and education.

What?

The CVG Archive will collect:

- * Games for current generation game systems and computer platforms, with a preference for games which are critically lauded, innovative, or important.
- * Games for previous game systems and computer platforms which are of historical significance.
- * Games developed at the University of Michigan
- * Hardware on which to run games, both current and historical
- * Support material: books on games, programming, playing guides, history & sociology of games, etc.

How?

- Planning began early 2007
- Small group developed proposal
- Discussions with faculty
- Discussions with admin. & dept. managers;
Duderstadt Center partners
- Identifying and modifying space

How?

- Coordination with acquisitions, cataloging, labeling, desktop support
- Formed advisory committee
- Hire staff position

How?

- Budget
- Donations
- Ordering
 - Equipment through DSS & monoacq
 - Games through monoacq
 - Mostly Amazon & eBay
 - Soon (hopefully) local gaming store

Game On!

- Blog: [Eaten by a Grue](http://libgames.blogspot.com): libgames.blogspot.com
- Opened limited hours on Sept 22, 2008
- Michigan Daily & Det Free Press articles
- Grand opening Nov 17, 2008
- Hours
 - Monday: Noon – 9pm
 - Tues – Fri: 10am – 9pm
- Reservation System

Game On!

- 1232 games “in the pipeline”
 - 704 games donated
 - 537 games available now
- RSS feed for games:
 - <http://www.lib.umich.edu/aael/feeds/aaelgames.xml>
- 6095 visitors so far (through end of Mar 09)
- Pictures in flickr
 - http://flickr.com/photos/david_s_carter/tags/cvga/
- Facebook group

Uses

- Class visits
- IOE students studying effect of texting on driving
- Recreation
- Most popular: Smash Bros., Guitar Hero, Halo
- Systems: Xbox 360, Wii, GameCube, PS3
- Older games: Nintendo – Super Mario

Kinds of Questions/Help

- What is this place?
- Game recommendations
- Game info (dates – “How old is this?”)
- Cheat codes / walk-throughs
- Technical Help
- Talking about games (“Info therapy”)

What's Next?

- Archiving U-M created games
- Symposium
- Serious Games interest group