

Games: Collecting, archiving, accessibility

Online workshop on 24 June 2022

Links to the participants' CVs

Focus 1: Collecting criteria and concepts

- **Andreas Kozlik** (German Literature Archive Marbach)
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- **Niklas Nylund** (Finnish Museum of Games)
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- Moderation: **Henry Lowood** (Stanford University, California)
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Focus 2: Archiving (technical perspectives)

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Focus 3: Archiving (legal perspectives)

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- **Christian Rauda** (board-certified specialist for copyright and media law, GRAEF Rechtsanwälte)
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Focus 4: Metadata (optimization and standardization)

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- **Malina Riedl/Winfried Bergmeyer** (Foundation for Digital Games Culture)
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 - Twitter: @Digitale_Spiele
- **Tobias Steinke** (German National Library)
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 - Twitter: @gewappnet
- Moderation: **Jean-Frédéric Berthelot** (Wikidata volunteer)
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