

## Games: Collecting, archiving, accessibility

Online workshop on 24 June 2022

11.00—17.30 CEST (*Central European Summer Time*)

Collecting, archiving, and making the digital medium of the computer game accessible to research are tasks that present GLAM institutions with numerous challenges that must be solved as homogeneously as possible, but nevertheless with consideration for the individual demands and capacities of the different institutions. This online workshop with international experts will focus on four principal areas: The collection concepts and criteria of different institutions will be presented and compared; in addition to a consideration of the technical aspects of archiving, the legal aspects will also be discussed, including the issues surrounding accessibility or provision and citation of computer games; finally, important questions regarding the standardization and optimization of metadata for computer games, particularly with regard to the growing data universe of digital catalogs and Linked Open Data projects, will be addressed. Two to three speakers will be invited to contribute a short keynote statement to each thematic focus, which will be followed by a panel discussion.

### FORMAT

2-3 10-minute keynote statements plus 15–20-minute discussion/Q&A section.

### SCHEDULE

**11:00–11:15 : Welcome**

11:15–12:15 Focus 1: Collecting criteria and concepts

12:30–13:30 Focus 2: Archiving (technical perspectives)

**13:30–15:00: Break**

15:00–16:00 : Focus 3: Archiving (legal perspectives)

16:15–17:15: Focus 4: Metadata (optimization and standardization)

## Games: Collecting, archiving, accessibility

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### PROGRAM

11:00

Welcome

**Anna Kinder, Dılan C. Çakir (German Literature Archive Marbach)**

**Winfried Bergmeyer (Foundation for Digital Games Culture)**

11:15–12:15

#### **Focus 1: Collecting criteria and concepts**

*Computer games are a part of the holdings of many different collecting cultural institutions. With the exception of, for example, national libraries, whose collecting mission is to collect as comprehensively as possible, most such institutions select their collection holdings according to certain criteria. Not only does the selection of computer games vary depending on the profile of the collecting institution, so too does the format of the collected games, as well as the selection of their accompanying materials and, above all, the selection of the consoles. Which game belongs in which collection? Who should collect, archive, preserve, or display consoles? Who collects and archives scripts and similar materials produced by the games designers?*

**Andreas Kozlik (German Literature Archive Marbach)**

**Niklas Nylund (Finnish Museum of Games)**

**Adrienne Shaw (Lew Klein College, Temple University, Philadelphia)**

*Moderation: Henry Lowood (Stanford University, California)*

12:30–13:30

#### **Focus 2: Archiving (technical perspectives)**

*The hybrid medium of the computer game is one of the most complex media of the age. The numerous different end devices for which computer games are being developed presents those who are responsible for a collection with questions concerning how to archive them and make them available to research in a meaningful, practicable, and sustainable way. What forms of archiving and accessibility are currently being actively implemented? What are the biggest technical hurdles or challenges being faced by different institutions when archiving computer games and making them available to researchers?*

**Dragan Espenschied (Rhizome, New York)**

**Heinz Werner Kramski (German Literature Archive Marbach)**

**Klaus Rechert (University of Freiburg)**

*Moderation: Denise de Vries (Swinburne University of Technology, Australia)*

13:30–15:00 Break

15:00–16:00

**Focus 3: Archiving (legal perspectives)**

*Any institution that archives, exhibits, or otherwise makes cultural artefacts accessible is faced with questions of copyright. What in particular needs to be considered with regard to computer games? What copyright differences exist between computer games and other classic media genre, such as books or images? Which national or international regulations currently apply to GLAM institutions and which major questions have yet to be answered? For example, of particular concern to researchers and journalists is the legal question of how computer games may be cited.*

**Henner Hentsch (game - The German Games Industry Association)**

**Christian Rauda (board-certified specialist for copyright and media law, GRAEF Rechtsanwälte)**

*Moderation: Lies van Roessel (Martin-Luther-Universität Halle-Wittenberg)*

16:15–17:15

**Focus 4: Metadata (optimization and standardization)**

*The standardization and optimization of metadata for computer games is an increasingly important area, especially in view of the growing data universe of digital catalogs and Linked Open Data projects. What data models currently exist? How and why do they differ? How can computer game collections be integrated in existing digital library catalogs? And should/could the metadata of the numerous computer games collections worldwide be linked in one place?*

**Tracy Arndt (German National Library)**

**Malina Riedl/Winfried Bergmeyer (Foundation for Digital Games Culture)**

**Tobias Steinke (German National Library)**

*Moderation: Jean-Frédéric Berthelot (Wikidata volunteer)*

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Please note that the conference language is English.

**Zoom link:**

<https://zoom.us/j/98566541579?pwd=R0NWZnFqWTFUeTVuSkVicys1S3RXQT09>

Meeting-ID: 985 6654 1579

Kenncode: 153545

More information about Games in the German Literature Archive:

<https://www.dla-marbach.de/bibliothek/computerspiele/>

Contact: [forschung@dla-marbach.de](mailto:forschung@dla-marbach.de)