

Warum Computerspiele bewahrt werden sollten

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Direktor Computerspielemuseum



Das Computerspielmuseum

Ausstellen

> **Feb. 1997** (bis Dez. 2000)
Eröffnung unserer ersten
Dauerausstellung



> **Jan. 2011**
Eröffnung unserer zweiten
Dauerausstellung



Das Computerspielemuseum

Einige unserer Ausstellungen



Tokyo Techno Tourism, 1998



History of Games, 2002



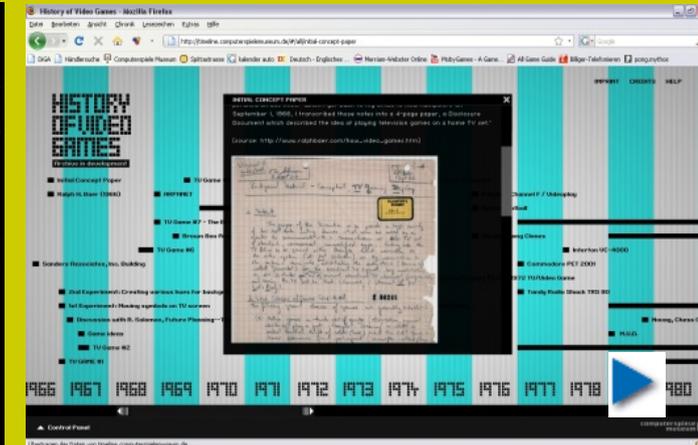
Home Computers in Germany West and East, 2003



pong.mythos, since 2006



Public Play, 2007



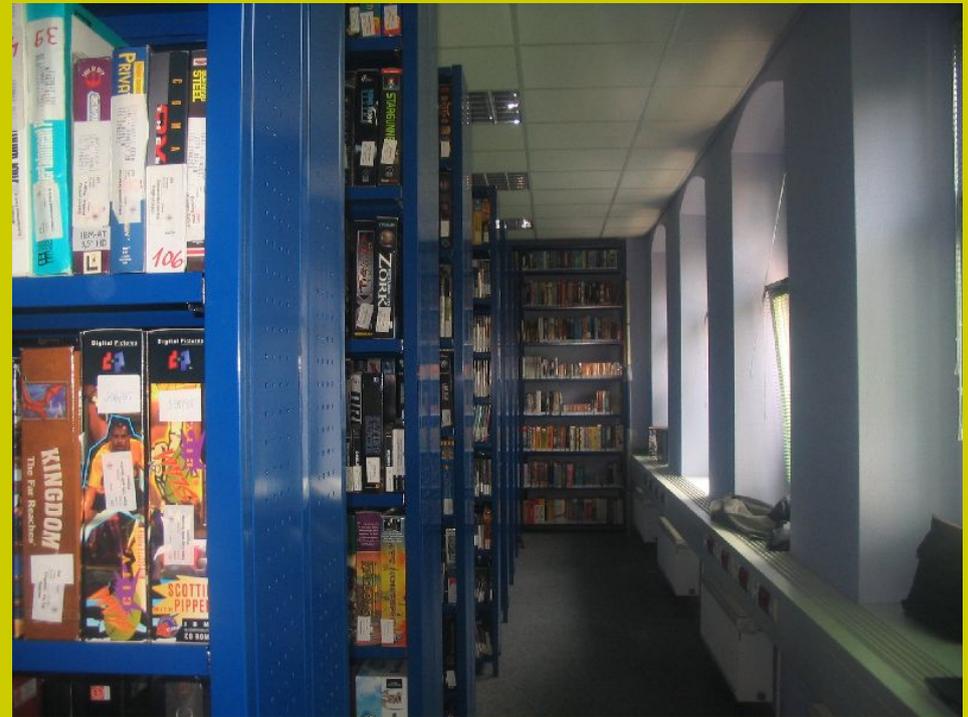
Timeline „History of Video Games“, since 2009

Das Computerspielmuseum

Sammeln

seit 1996, vorwiegend über Spenden

- ca. 20.000 original Games
- mehr als 2.300 katalogisierte ,
Konsolen, Heimcomputer und andere
Hardware
- ca. 10.000 Fachmagazine und
Bücher
- außerdem Merchandisingartikel,
Videos, Nachlaesse von
Sparteentwicklungen



Das Computerspielemuseum

Bewahren

“The overall aim of the project is to facilitate universal access to our cultural heritage by developing flexible tools for accessing and storing a wide range of digital objects.”

Duration Feb. 2009 – Feb. 2012

Budget 3,97 Mio. €

EU Funding 3,15 Mio. €

More infos at:
www.keep-project.eu



KEEP Konsortium

Bibliothèque nationale de France



Cross Czech a.s.
(CZ)



Joguin SAS (F)



Tessella (UK)



Koninklijke Bibliotheek (NL)



European
Games
Developer
Federation (S)



University of Portsmouth (UK)



Deutsche Nationalbibliothek



Computerspiele Museum (D)



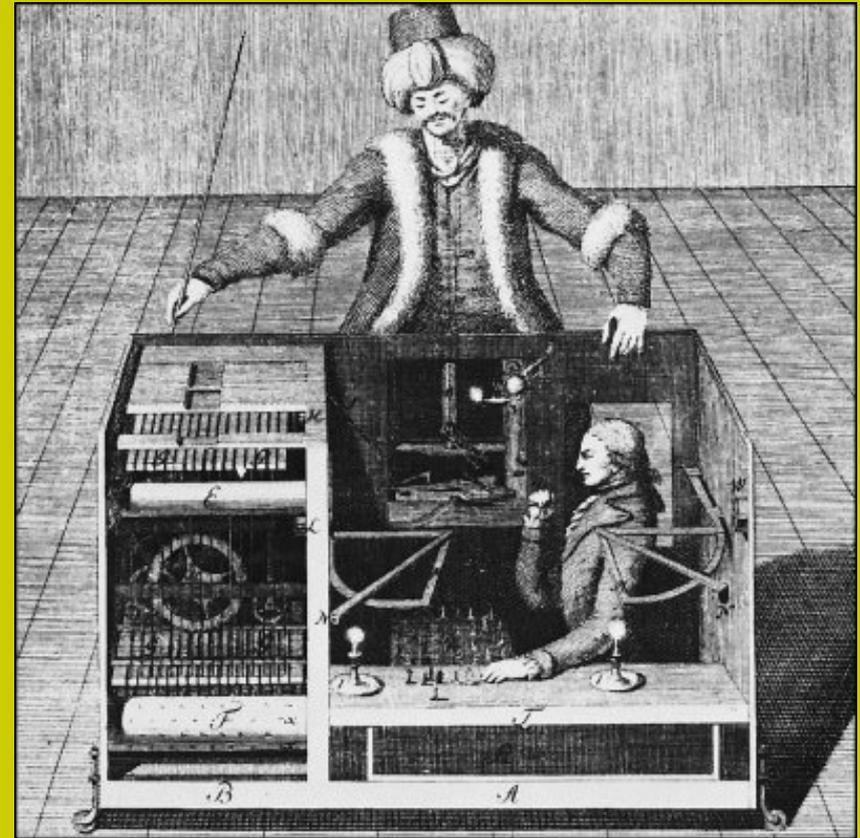
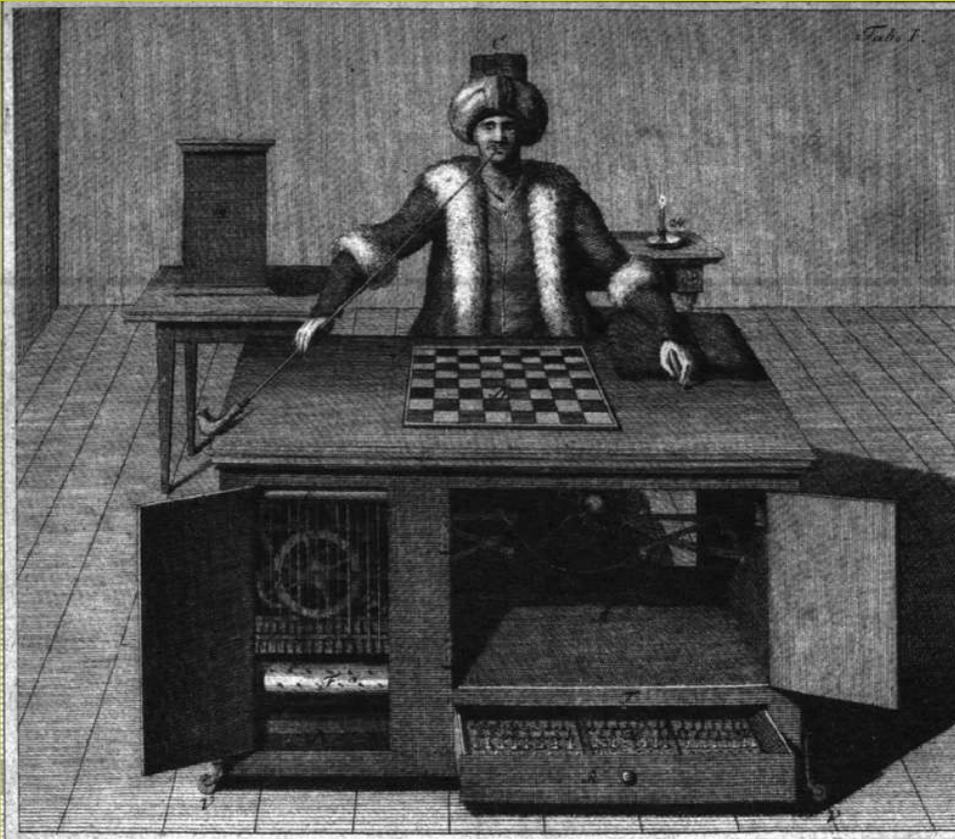
Kulturgut Games

*“Der Deutsche Bundestag stellt fest:
Computerspiele einschließlich anderer interaktiver
Unterhaltungsmedien (Video-/Konsolen-, Online- und Handyspiele)
haben in den letzten Jahren kontinuierlich an Bedeutung gewonnen.
Sie sind in Deutschland wirtschaftlich, technologisch, kulturell und
gesellschaftlich zu einem wichtigen Einflussfaktor geworden. [...]
Computerspiele transportieren gesellschaftliche Abbilder und
thematisieren eigene kulturelle Inhalte. Sie werden damit zu einem
bedeutenden Bestandteil des kulturellen Lebens unseres Landes
und sind prägend für unsere Gesellschaft. “*

[Bundesdrucksache 16/7116, 14.11.2007]

> Stand 2002

Traditionslinien - Menschmaschinen

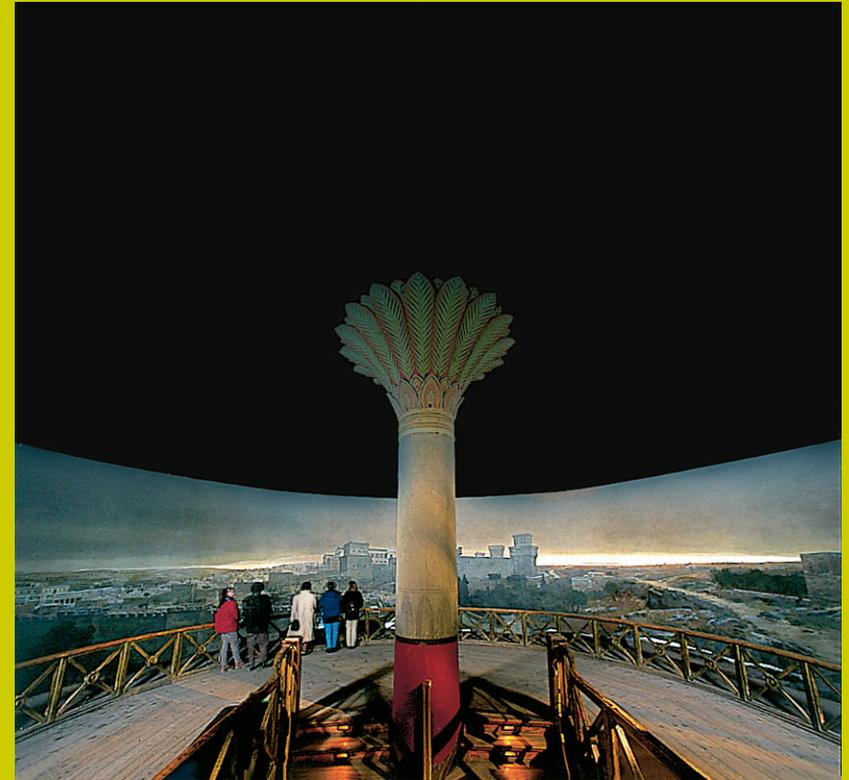


1769 „Schachtürke“ von Wolfgang von Kempelen

Traditionslinien - Virtualität



Laterna Magica Vorführung im 18 Jh.



Jerusalem Panorama Altoetting

Traditionslinien - Virtualität



“Winky Dink and You”, CBS (USA) 1953 – 1957, Foto: Walter Sanders

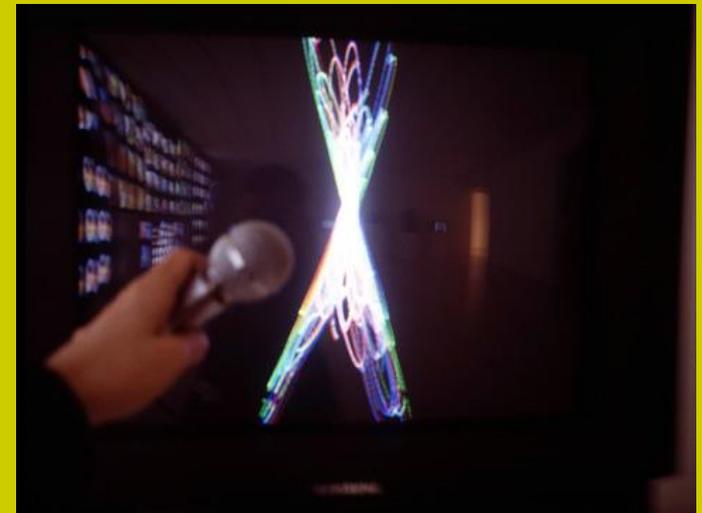
Traditionslinie - Fernsehen

Nam June Paik was the first person with to produce two interactive tv sculpures in Participation TV und Magnet TV. Via voice or magnet the visitors can manipulate an image on the tv screen. Paik said in the same year of his aims, that he wanted to build instruments,

“which anyone could use in his own home, using his increased leisure to transform his TV set from a passive pastime [sic] to active creation.”



Nam Jun Paik,
Participation TV (1963)



Traditionslinie - Fernsehen



Ralph H. Baer (I) demonstriert die "Brown Box" (1969)



Odyssey von Magnavox (1972)

Traditionslinie - Fernsehen

Witnessed & understood
R.M. Solomon
2 Sept 66

page 4
R.H. Baer
1 Sept 66

Background Material - Conceptual, TV Gaming Display



1. Intent

The purpose of the invention is to provide a large variety of low-cost data entry devices which can be used by an operator to communicate with a monochrome or color TV set of standard, commercial unmodified type. Entry into the TV set is to be gained either through direct connection to the video system (at and detector) or by connection to the antenna terminals ^{thus} substituting the entry device (hereinafter called "generator") for the broadcast TV signal, by modulating an RF oscillator ^{operating on} one of several standard TV channel frequencies, and tuning the TV set to that channel (channel 19 for Let's Play).

2. Some Classes of Games Considered 2 96241

The following general classes of games are presently visualized

(A) Action games in which skill of operator (observation, manual-dexterity) play a part. Example: "steering" a wheel to control random drift of color (hue) over the CRT face - timer determines which participant (hereinafter called player) can maintain a particular hue longest etc.

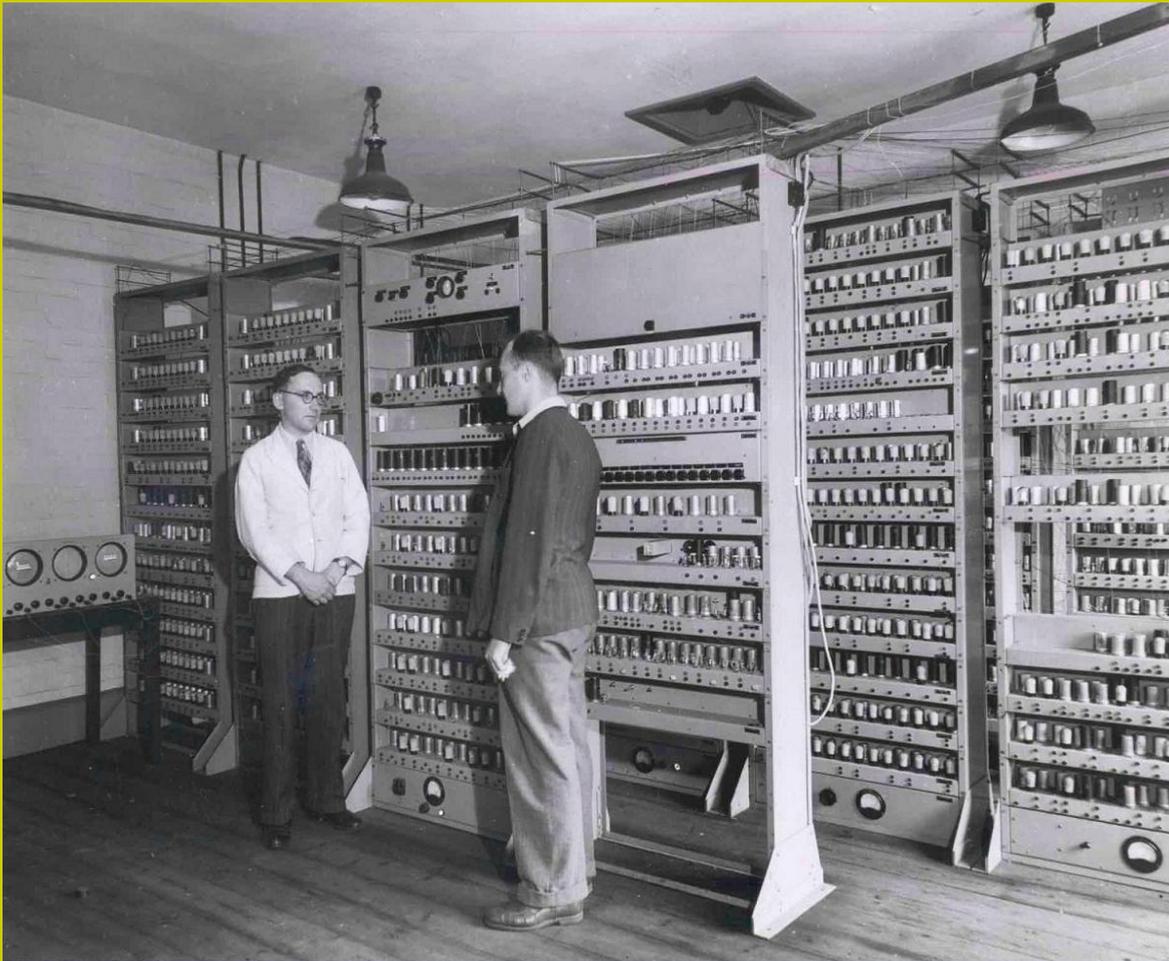
(B) Board ^{skill} games - i.e., classes of games imitative of checkers, chess, domino,

(C) Artistic Games, which the player manipulates

„The purpose of the invention is to provide a large variety of input devices of low cost that can be used by an operator to communicate with a monochrome or color television standard, commercial, and without modification.“

[Ralph H. Baer, 1966]

Traditionslinie - IT Technik



1949 EDSAC
(Electronic Delay Storage Automatic Calculator),
University of Cambridge Mathematical Laboratory, UK

CLAUDE E. SHANNON

„Programming a Computer
for Playing Chess“

in: Philosophical Magazine,
Ser.7, Vol. 41, No. 314 -
March 1950.
XXII.

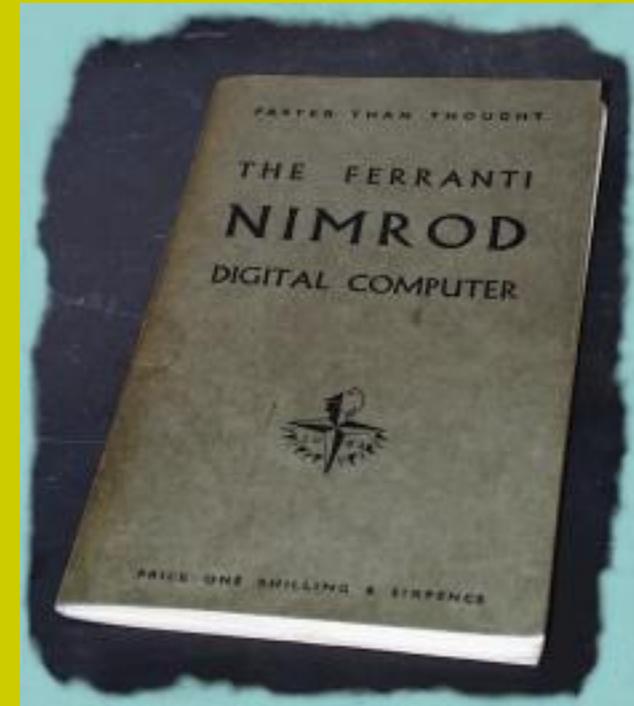
Traditionslinie - IT Technik



Ferranti Nimrod, Berlin 1951

Traditionslinie - IT Technik

“It may appear that, in trying to make machines play games, we are wasting our time. This is not true as the theory of games is extremely complex and a machine that can play a complex game can also be programmed to carry out very complex practical problems. It is interesting to note for example that the computation necessary to play Nim is very similar to that required to examine the economies of a country in which neither a state of monopoly nor of free trade exists.”



aus: Handbuch Ferranti Nimrod (1950)

Traditionslinie - IT Technik + Popkultur



Spacewar, 1961



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Traditionslinie - IT Technik + Popkultur

COMPUTER
SPACE



Computer Space (1971)

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Traditionslinie - Unterhaltungskultur



Traditionen weiterentwickeln



Traditionen weiterentwickeln

Der erste „richtige“ Heimcomputer:



"A lot of features of the Apple II went in because I had designed Breakout for Atari. I had designed it in hardware. I wanted to write it in software now. So that was the reason that color was added in first - so that games could be programmed. I sat down one night and tried to put it into BASIC [...]. I got this ball bouncing around, and I said, 'Well it needs sound,' and I had to add a speaker to the Apple II. It wasn't planned, it was just accidental [...]. Obviously you need paddles, so I had to scratch my head and design a simple minimum-chip paddle circuit, and put on some paddles. So a lot of these features that really made the Apple II stand out in its day came from a game."

Steve Wozniac, Apple Gründer

Apple II (Apple), 1977



Breakout (Atari), 1975

Neue Traditionen



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Neue Traditionen



Neue Traditionen

Handygames

Marktanteil von Handygames an mobilen Spielen USA

2009: 19%

2010: 34%

Umsätze USA 2010

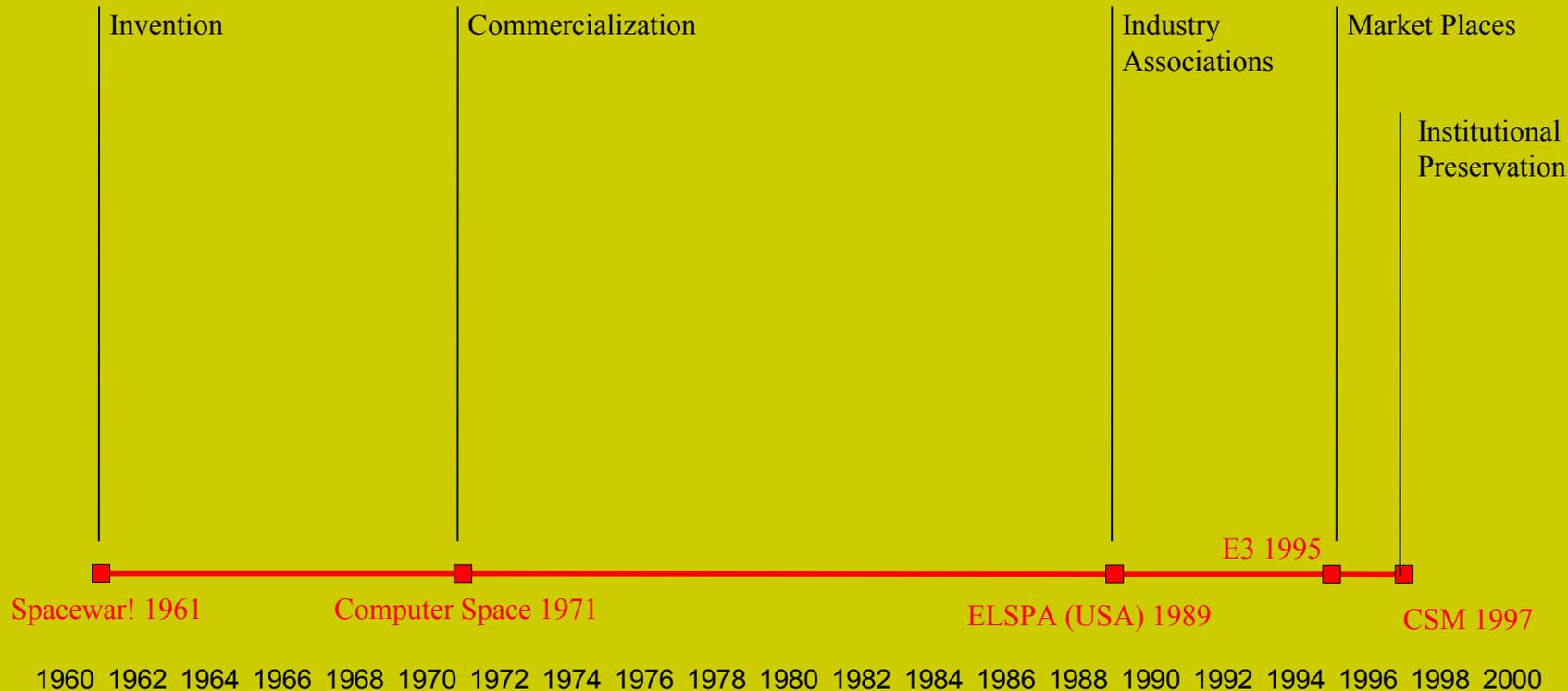
PC Games (Retail): 700 Mio \$

Handy Games (iOS, Android): 800 Mio \$

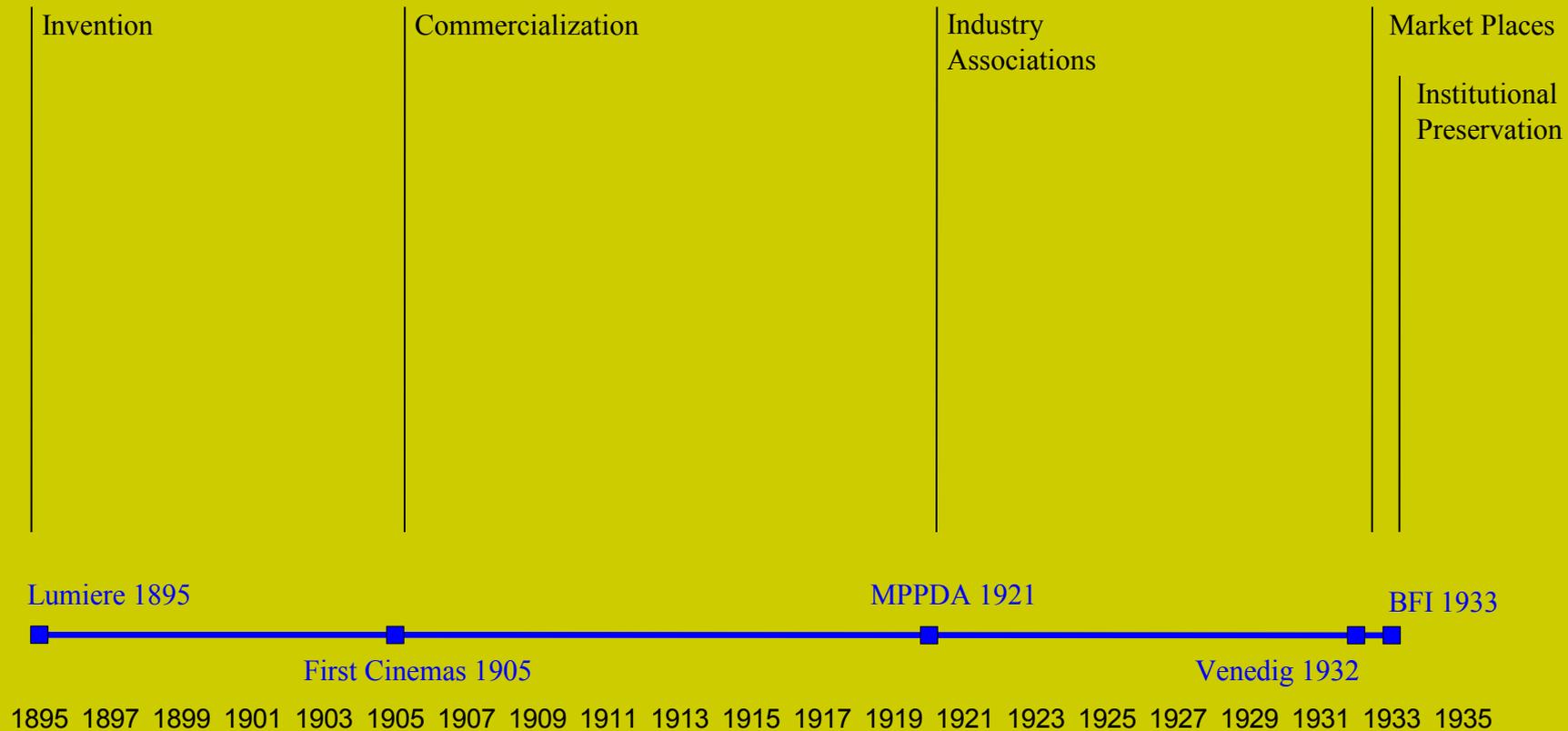
Quelle: Flurry, 2011



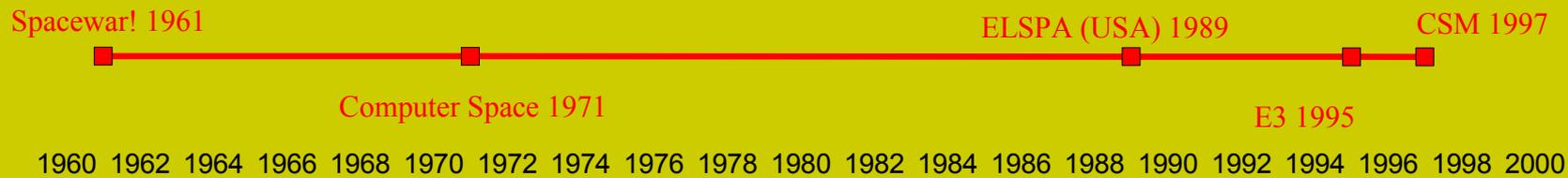
Etablierung als Kulturgut - Games



Etablierung als Kulturgut - Film



Etablierung als Kulturgut - Vergleich



■ Film

■ Games

Gründe für Bewahrung

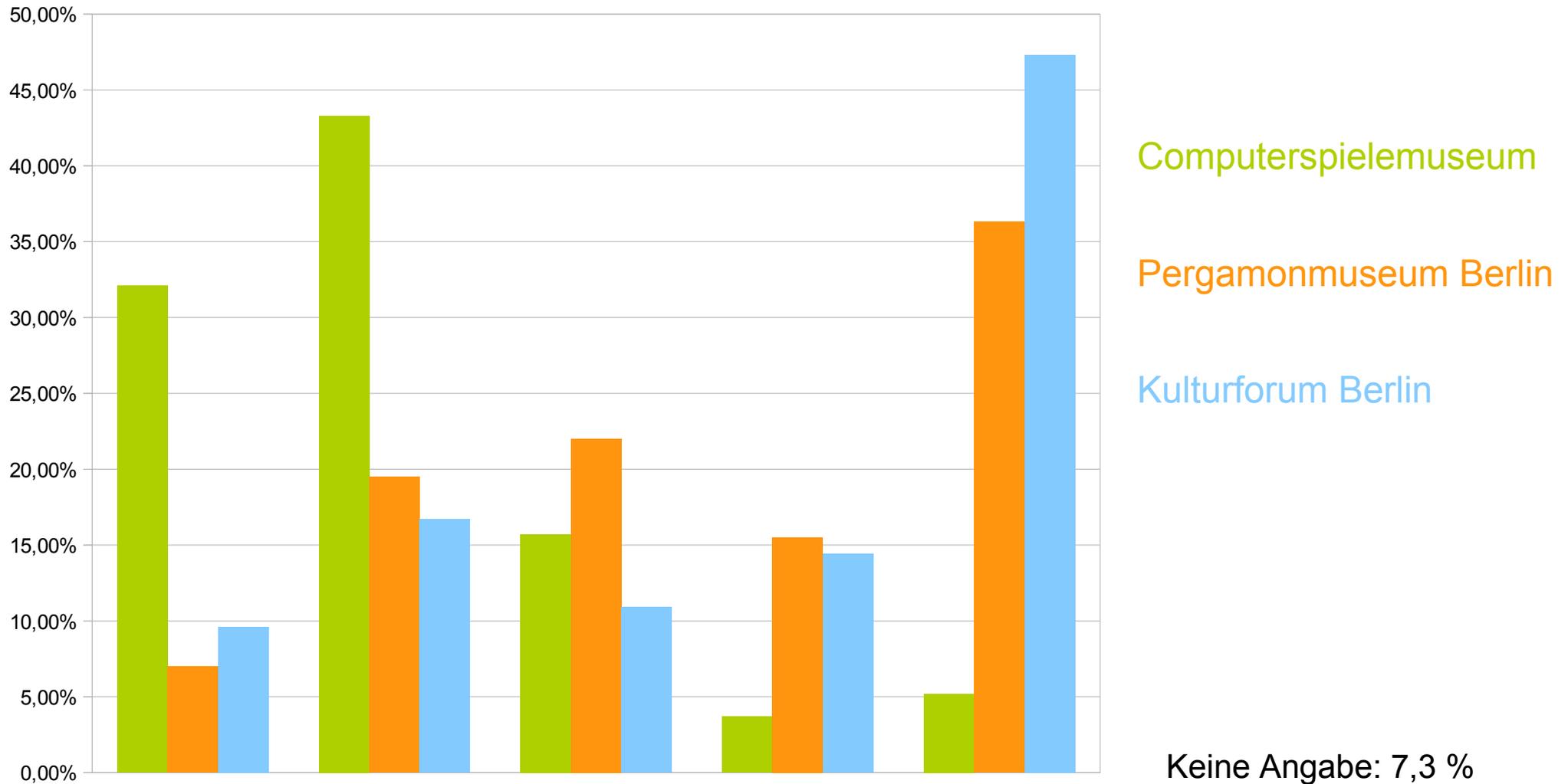
Zweck des British Film Institute (gegründet 1933):

The British Film Institute (BFI) is a charitable organisation established by Royal Charter to:

“encourage the development of the arts of film, television and the moving image throughout the United Kingdom, to promote their use as a record of contemporary life and manners, to promote education about film, television and the moving image generally, and their impact on society, to promote access to and appreciation of the widest possible range of British and world cinema and to establish, care for and develop collections reflecting the moving image history and heritage of the United Kingdom.”

Gemeinschaftsbildung

Alter der Besucher im Vergleich zu anderen Museen



Strukturbildung

EFGAMP

European Federation of Game Archives, Museums and Preservation Projects
In Gründung



Gründungsmitglieder

- Italian Association for Interactive Media (AIOMI)/ Video Game Museum Rome (VIGAMUS) (Italy)
- Computerspielemuseum (Germany)
- Digital Games Research Center University Potsdam (DIGAREC) (Germany)
- KryoFlux (United Kingdom)
- MO5.COM (France)
- National Library of Denmark
- National Media Museum/ National Video Game Archive (United Kingdom)
- Software Preservation Society (United Kingdom)
- Subotron (Austria)

Kulturgut Games

Declaration of Bruno Racine (President of the National Library of France)

Paris, Friday 17 February 2012

„I acknowledge the importance of computer games as a creative industry, as well as the role that heritage institutions play in their long-term preservation and making them accessible to the broad public and for future research.

This is the reason that I, as Chair of the Europeana Foundation, request that computer games be taken into consideration by the European Statements, Recommendations and Directives concerning the preservation and the accessibility of cultural assets.“