

Web Technology Group

Project Leader

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Designing and implementing digital archives of interactive video games as contemporary cultural artifacts



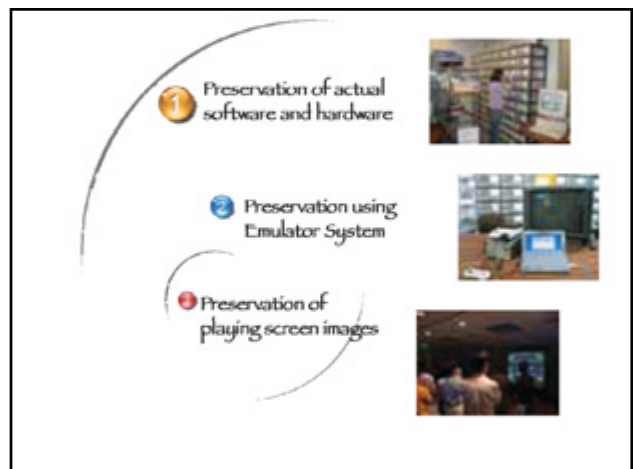
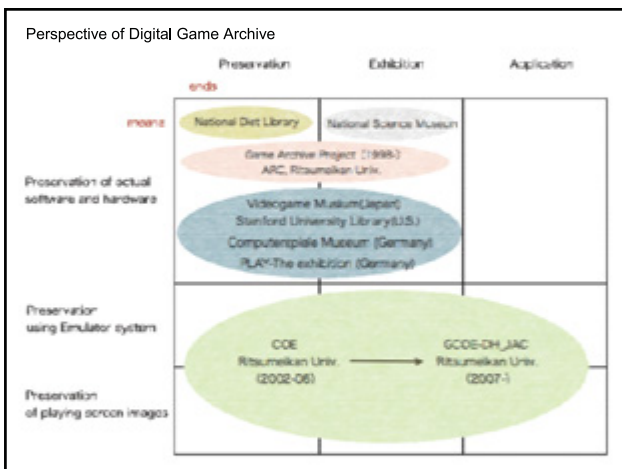
Research Themes

(1) Establish the Game Archive's designs and methods of construction

The purpose of this research is to establish the methodology and methods of constructing a Game Archive that would preserve and utilize interactive games, which are fundamentally distinct from printed materials. Through our research process up to last year, we have constructed an overarching perspective with a technique-purpose matrix for the Game Archive, envisaging basic categories based on standard types of archives such as "preservation," "exhibition," and "application." The Game Archive is a multipart digital archive that combines preservation of the actual game software and hardware, preservation of materials through an emulator system, and preservation of playing screen images.

(2) Research on construction and utilization of the Game Archive through international collaboration

Collaborating with research institutions abroad, we will conduct research on metadata for systematic organization and preservation of interactive games. Then, we will seek partnerships with institutions not only from Japanese and English speaking countries but from other language areas, and formulate classification codes and metadata for organizing and preserving interactive games internationally. Ultimately, we seek to construct a web archive that allows researchers of interactive games world wide to effectively share information on games in various parts of the world, including Japan, using the classification codes and metadata.



Research Topics

Establish the Game Archive's designs and methods of construction

- 1) Expand the platform of the emulator system used for preservation of materials
- 2) Preserve games through collaboration with the National Diet Library
- 3) Conduct research on preservation methods for games other than those on software used on household-use video-game machines (e.g. PC games, online games).



Research on construction and utilization of the Game Archive through international collaboration

- 1) International research and partnerships for the Game Archive
 - Stanford University (USA)
 - Victoria University of Wellington (New Zealand)
- 2) Formulate classification codes and metadata for organizing and preserving interactive games on international basis
- 3) Possibility of linking up with the methods that are in compliance with the approach of the US Library of Congress



Project Members and Further References

- [Project Leader]** Koichi Hosoi
[Ritsumeikan Research Collaborators] Akinori Nakamura and Kazufumi Fukuda
[Visiting Researcher] Toru Fujimoto
[Visiting Researcher Overseas] Prevost Laurent (Swiss)
[Research Assistant] Keisuke Asada (Ph.D. candidate)

Books



Web

<http://www.gamearchive.jp/>