

## Objective

Use student-created video game theses to explore practical preservation and dissemination strategies for emerging forms of complex digital scholarship. Video games' inherent duality as object and activity make games a fascinating case study.

## Methods

- Partner with Entertainment Arts & Engineering (EAE) to avoid loss of student thesis games
- Secure national IMLS grant
- Work on two concurrent phases: library instruction and digital preservation
- Write eBook report with practical recommendations. Forthcoming at: [edsreport.lib.utah.edu](http://edsreport.lib.utah.edu)

## Significance

- EAE has published over 50 games



- Other game programs face the same challenges



"WE CURRENTLY STRUGGLE WITH HOW TO BEST ARCHIVE, PRESERVE, AND DISSEMINATE THE VIDEOGAME THESIS PROJECTS OUR STUDENTS DEVELOP. IT IS MY UNDERSTANDING THAT SIMILAR PROGRAMS ACROSS THE NATION FACE THE SAME ISSUES. THE FINDINGS AND RESULTS OF THIS RESEARCH PROJECT WILL PROVE INVALUABLE NOT ONLY TO US, BUT TO OUR COLLEAGUES IN GAME STUDIES MORE BROADLY."

- JOSE ZAGAL, PHD

## Video Games Theses = Scholarship



## Video Game Duality

### As an **object**:

- Multi-file
- Multi-format
- Dependencies - executable and dependent files, software, hardware, and peripherals

### As an **activity**:

- Interactive
- Experience-based
- Multiple players with multiple perspectives

## Engagement & Acquisition

- Tiers of preservation
- Access to content determined by student-authors
  - Limited to extensive
- Metadata collection and application
  - General to comprehensive
  - Author provided
- AIP (archival information package)

## Challenges

Preserving *both* the object and activity of video game theses

### With Library work:

- OAIS (Open Archival Information System)
  - Designated community
  - Significant properties
- Long-term preservation
  - Migration
  - Fixity
- Long-term access
  - Cohesion
  - Emulation

### With EAE partnership:

- Curriculum chair refused to embed library instruction in capstone course
- Library instruction changed to optional online modules for students
  - Students self-select to participate
  - Course assessment is dependent upon students completing ungraded quizzes

## References & Acknowledgements

Forthcoming eBook: [edsreport.lib.utah.edu](http://edsreport.lib.utah.edu)

Educational modules for EAE students: [utah.instructure.com/courses/548092](http://utah.instructure.com/courses/548092)



This project was made possible in part by the Institute of Museum and Library Services LG-74-18-0111-18.