

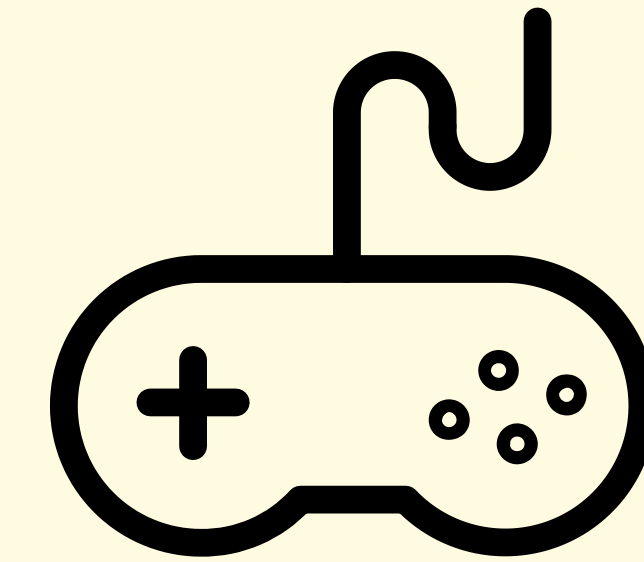
THE GAME OF DIGITAL PRESERVATION

Stanford Library's Cabrinity Collection and Video Game Preservation
Spring 2021

» LEVEL 1

WHAT IS THE CABRINETY COLLECTION?

- The Cabrinity Collection consists of 18,000 unique software packages
- Primarily computer and video games published between 1975-1995
- Represents a total of 1,368 unique video game publishers



» LEVEL 2

THE PROBLEM

- Physical media can **degrade** and video games are not being widely preserved
- **Copyright prevents access** to the digital objects
- Many are **older, defunct publishers** making it difficult to identify current rights holder

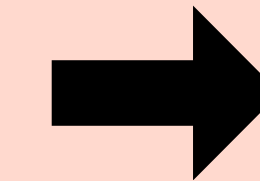
» LEVEL 3

» LEVEL 3

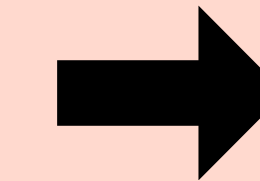
THE SOLUTION



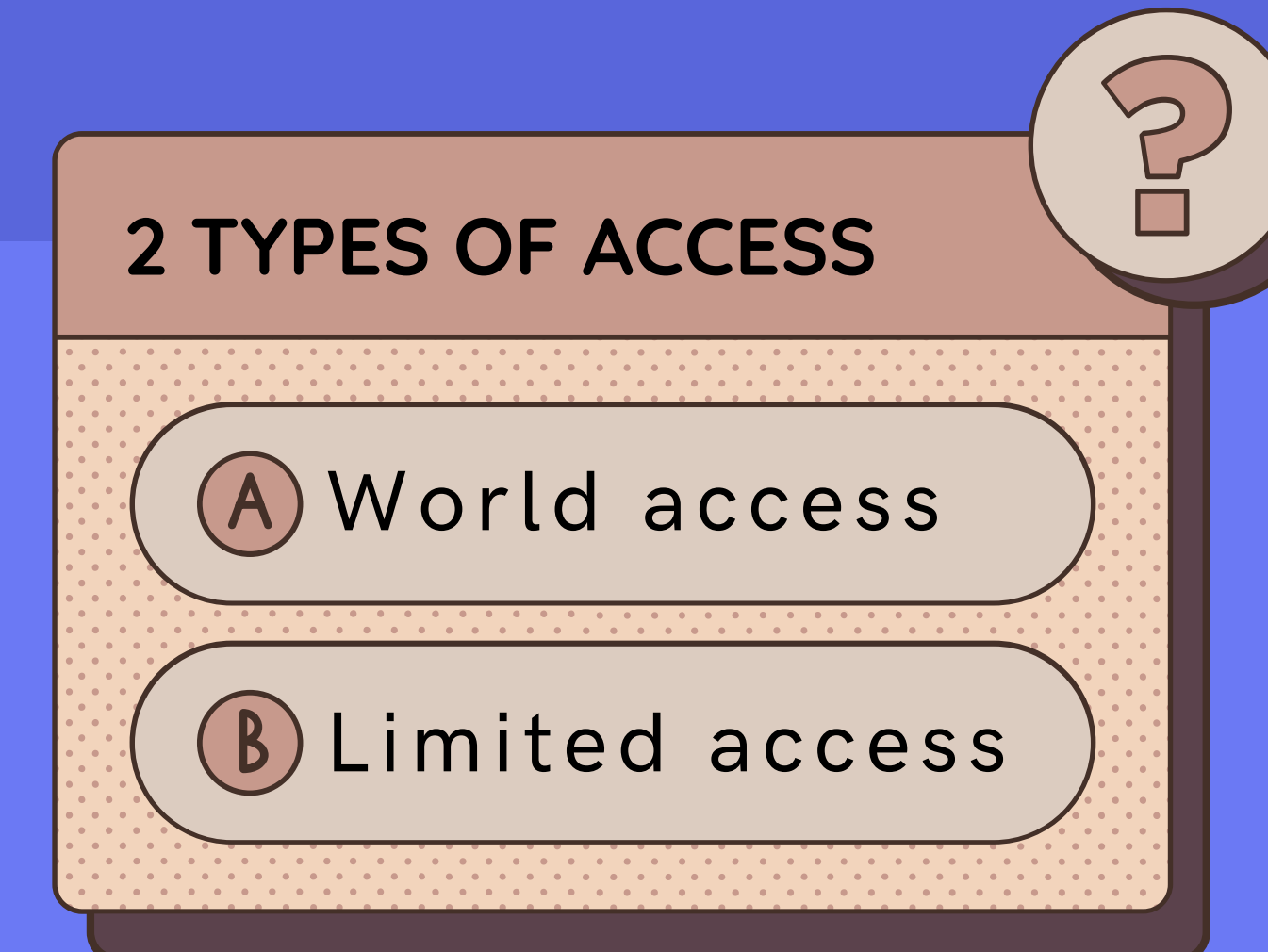
Research and contact
video game publishers



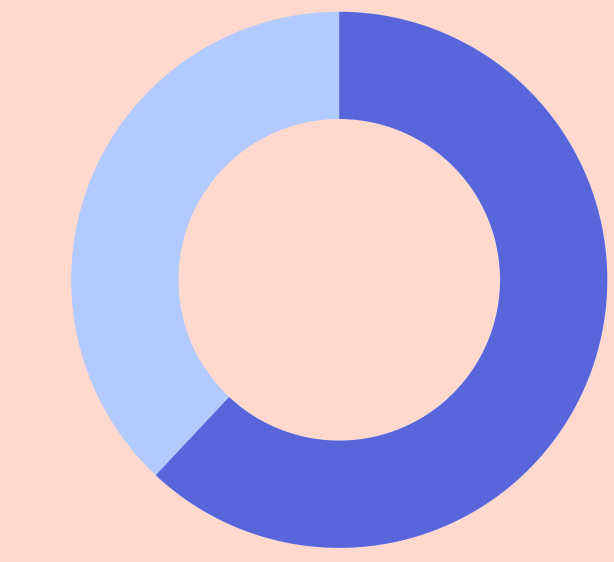
Request permission
and level of access



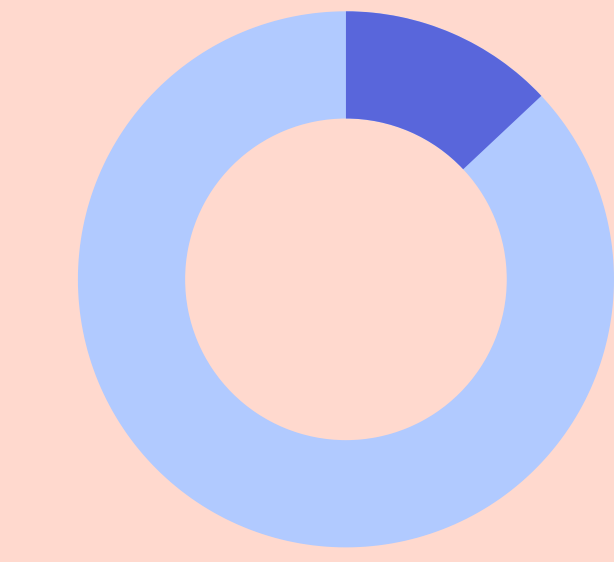
Store permission
documentation in license
repository



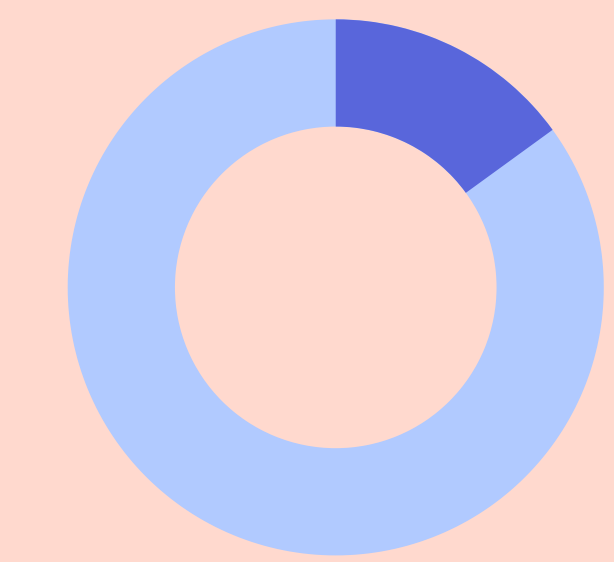
RESPONSE RATE FROM RIGHTS HOLDERS



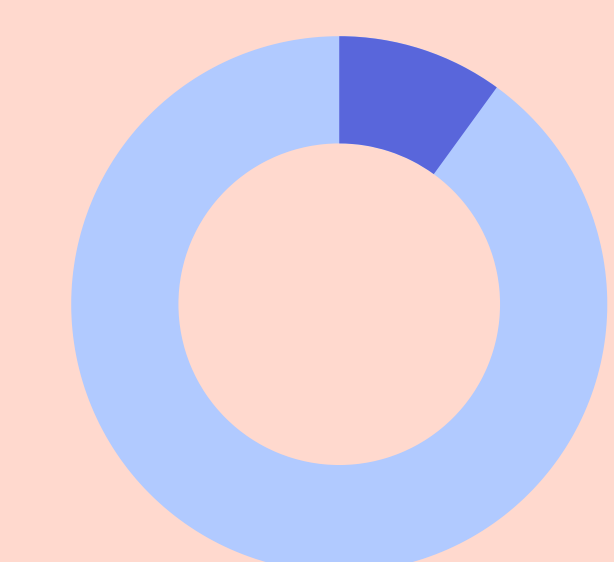
57%
No reply after
two contact
attempts



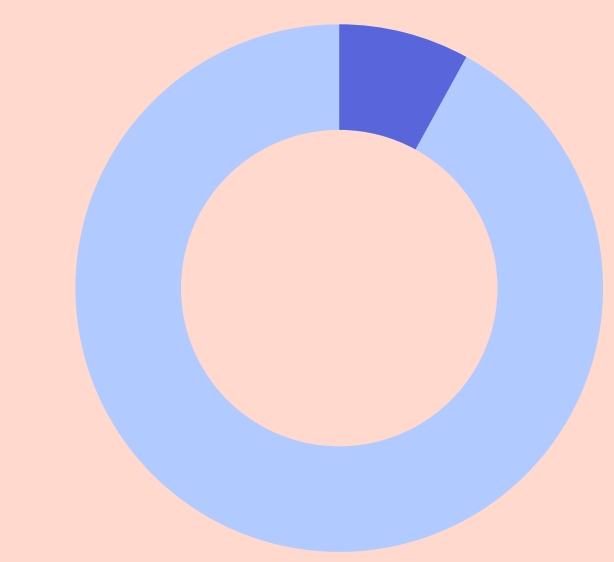
13%
No contact
information for
rights holder



12%
Contacted
rights-holder
does not
assert rights

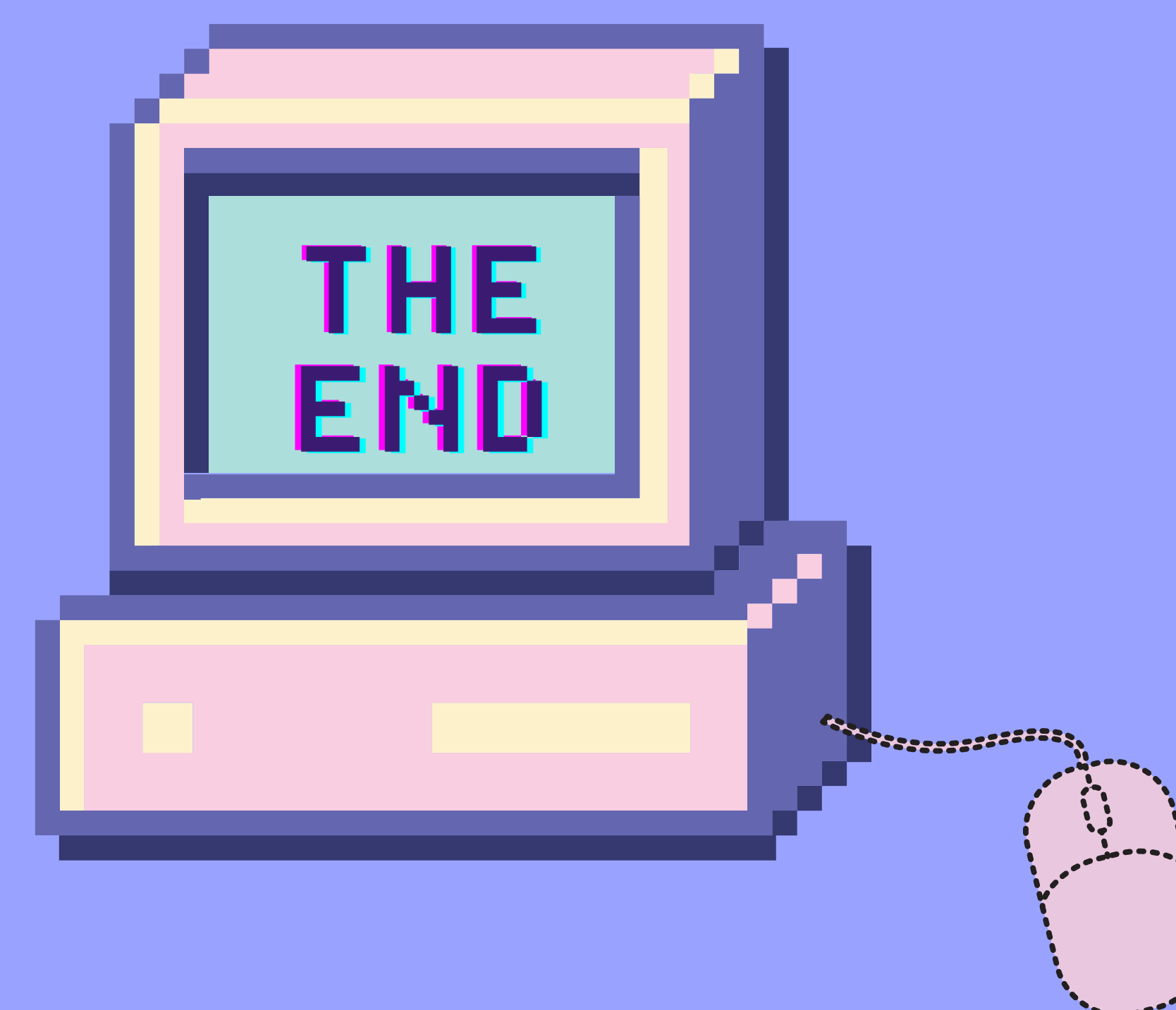


10%
No rights
holder
identified (ie
company
defunct)



8%
Rights holder
responded

In order to deal with the large number of non-responses, the library would provide access with a takedown notice.



SIGNIFICANCE FOR STANFORD

- ★ The next step will be for the library to make these digital objects accessible through emulation
- ★ The project will pave the way for future digital preservation projects in the future

