Saving the Game: Preserving a Museum Collection of Independent Video Games
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**Background**
- The EMP Museum wanted to learn how to best house digital-native games in their permanent collection.
- In Summer 2015, project member Dylan Holmes interviewed game developers, academics, and museologists to determine what elements of the games most needed preservation. For Capstone, we shifted from research to implementation: actually archiving the games!

**Workflow Process**
1. Metadata design
2. Interview rubric
3. Logistical contacts and planning
4. Determining recording constraints
5. Recording
6. Interviewing
7. Cataloging the game
8. Collecting ephemera
Archiving game files and the associated items for game package

**Process**
1. Recorded a playthrough of each game
2. Created a catalog record, using a custom metadata schema based on the UW GAMER Group's Video Game Metadata Schema.
3. Conducted 1+ oral history interviews with the game’s developer(s) (when possible)
4. Archived DRM-free versions of the game files along with associated ephemera.
5. Put all of the above in a single archival package!

**Future Hopes and Goals**
Possible future of the collection includes:
- Reuse in future EMP Museum exhibits
- Resource for game scholars (and UW students!)
- Archiving indie video game history for future generations

**Final Product**
30 Games Archived
15 Developers Interviewed
35 hours of footage recorded (so far!)

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