



Beyond KEEP

The challenges computer games are setting for digital preservation and how to help game developers to preserve their games

KEEP Partner – EGDF

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Dissemination Workpackage Lead

**THROUGH
EGDF
YOU CAN
REACH**

more than
600
game studios

in
12
European
countries

that employ over
17,000
game industry
professionals

UK, AT, DE, FR, DK, FI, NO, BE, NL, LU, ES, IT

**EGDF IS A
TRADE
ASSOCIATION
(SME) THAT
FOCUSES ON**

**Policy
development**
participates pro-
cesses developing
policy recommen-
dations that sup-
port game devel-
opers

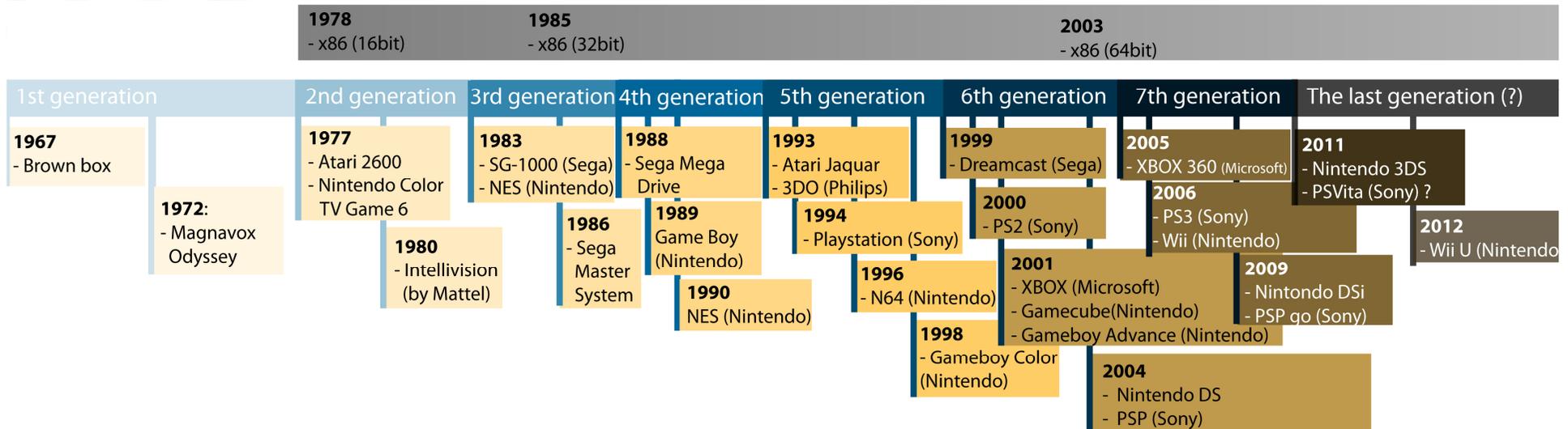
Dissemination
disseminates
the best
practices, new
standards,
new tools etc.

Elaboration
elaborates game
developers'
mutual positions
(technology,
content)

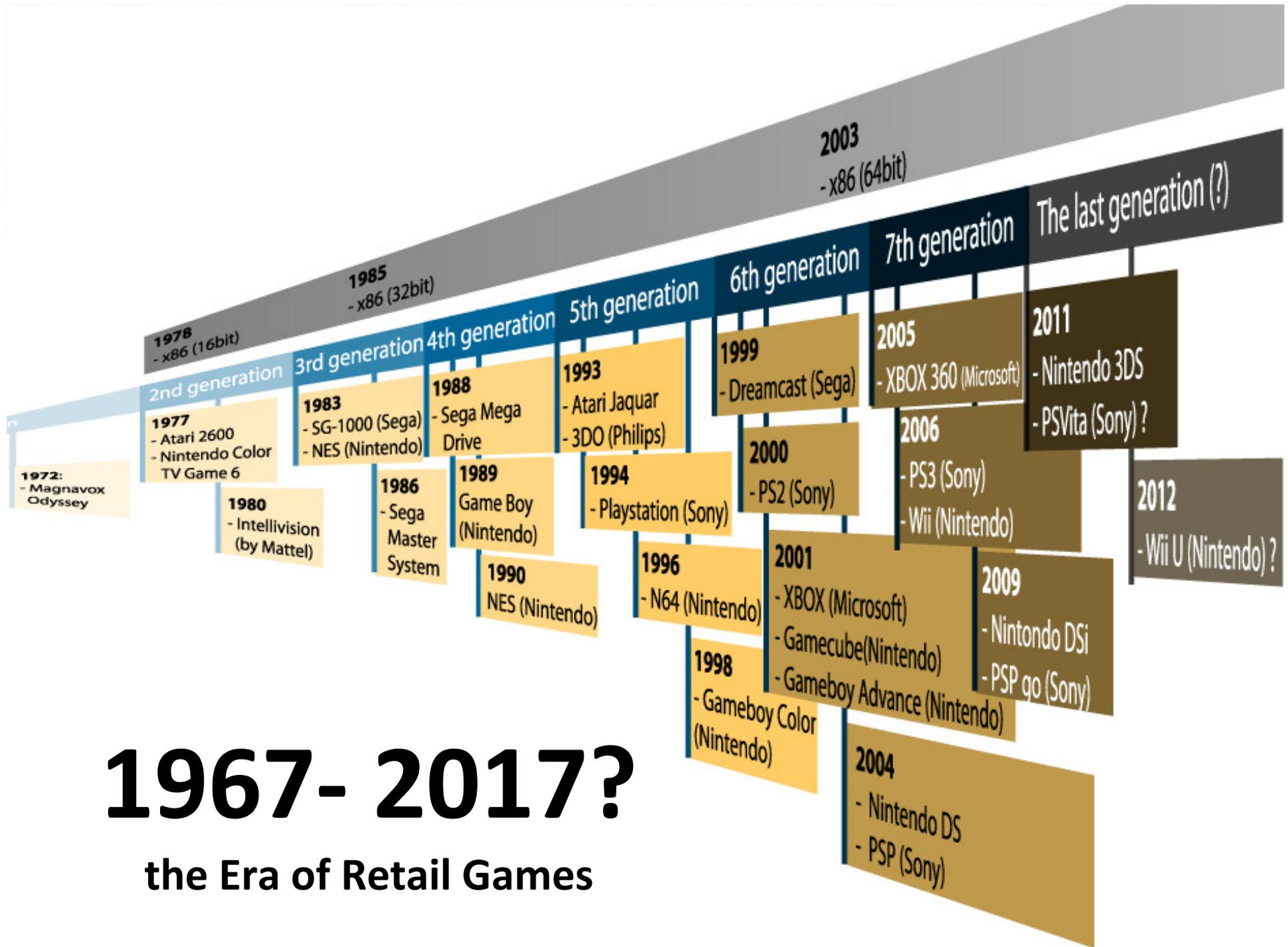


Retail games are like handwritten manuscripts created before the invention of printing press

It is time to save retail games now and KEEP offers tools to enable this



- Often distributed on a (patented) **physical medium** that can be stored only for some years
- **Now within the focus** of the research programmes of digital preservation
- products based on an **obsolete** business model



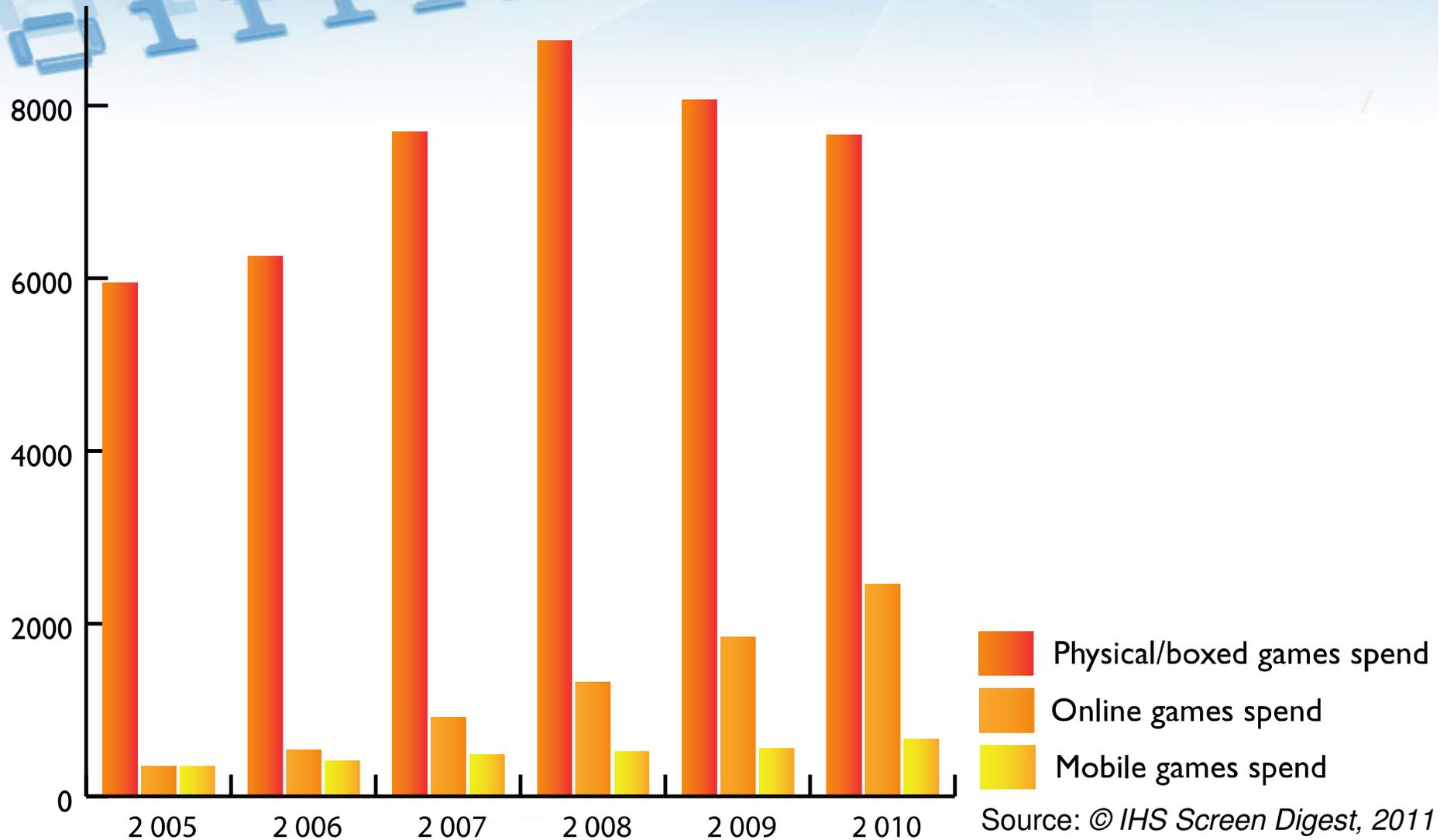
1967- 2017?

the Era of Retail Games



retail games are quickly being replaced
by **online and mobile games**

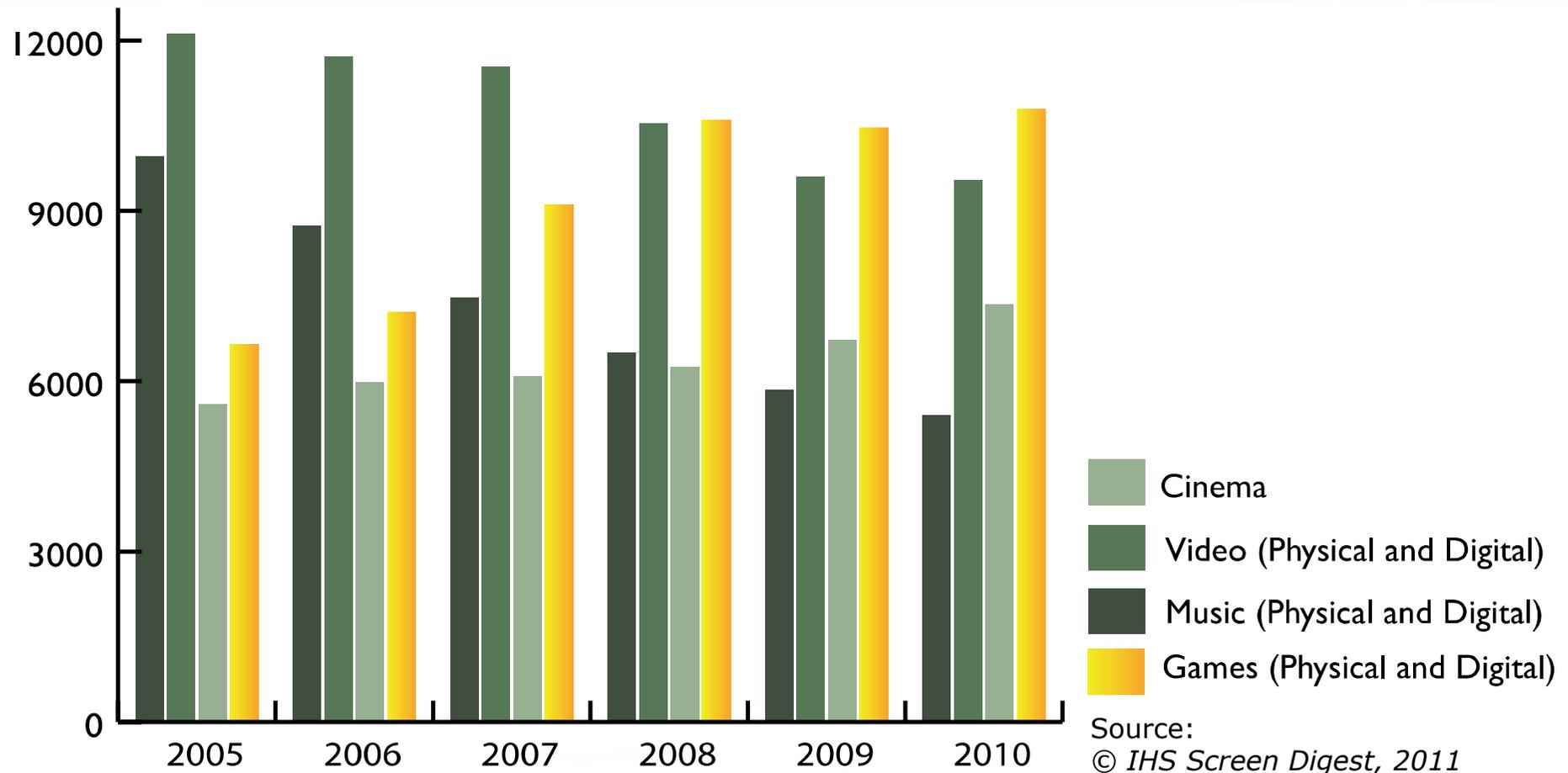
European consumer spending on games (€m)





tens of thousands of retail games
are being replaced **by millions of** online and
mobile games

Consumer spending on entertainment media (€m)



A boom of browser and mobile games

■ Mobile games

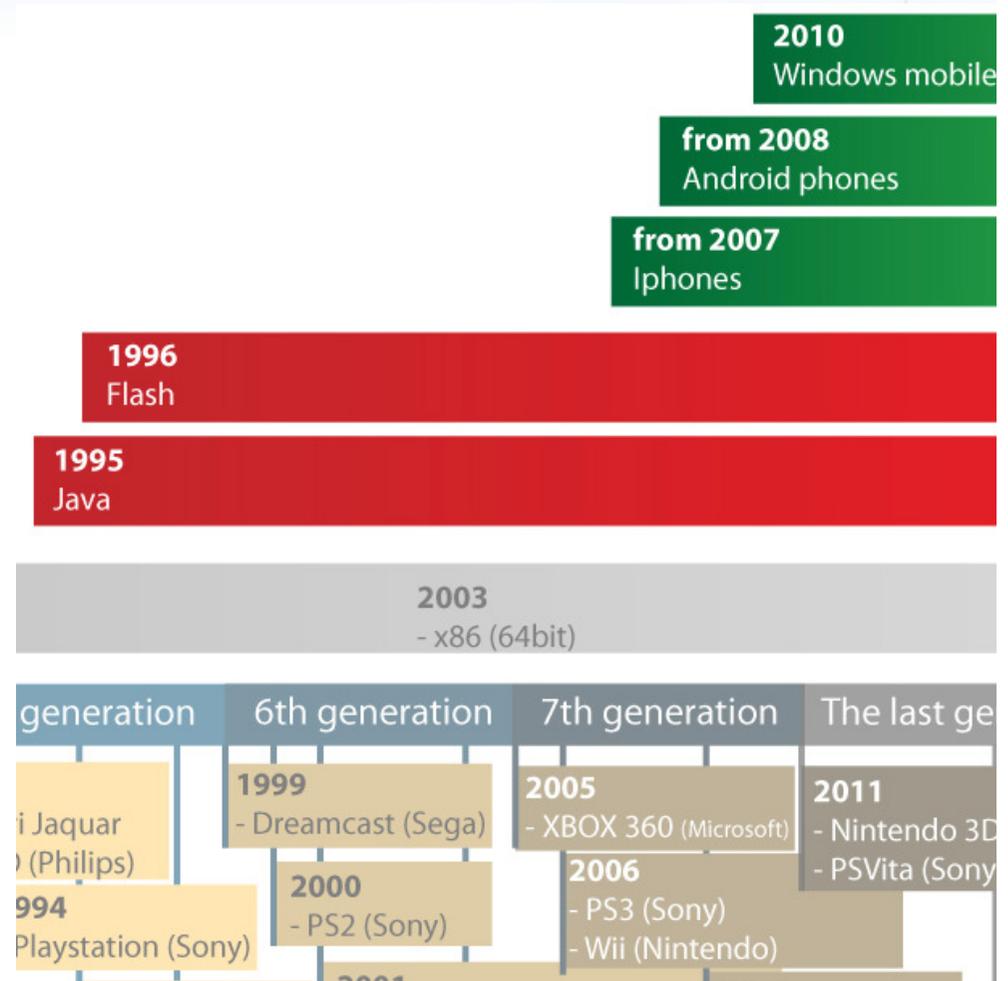
- During the first four years about 1 million applications published
- No European application store has survived

■ Browser games

- Some big European portals hosting some games

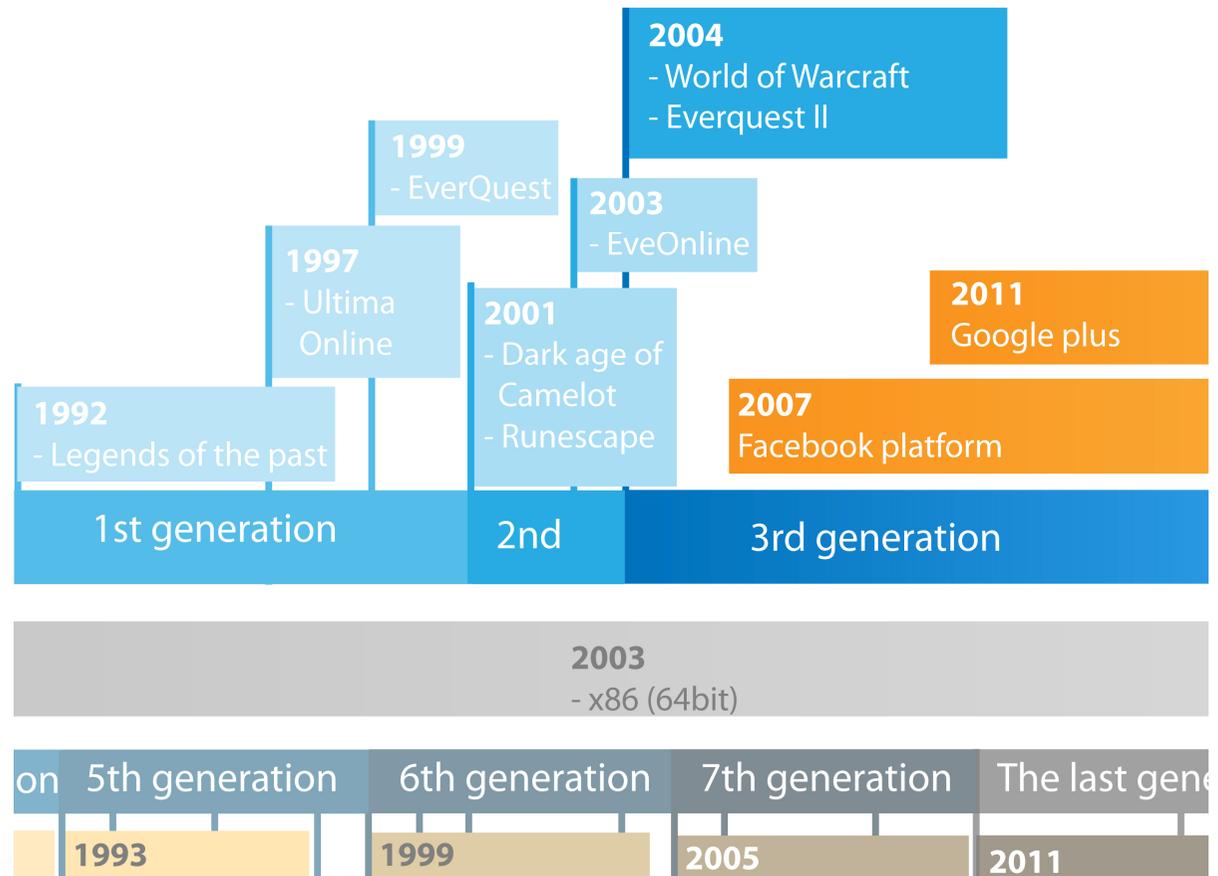
■ No physical copies

- **Some** can be preserved using traditional methods



The challenge of online games

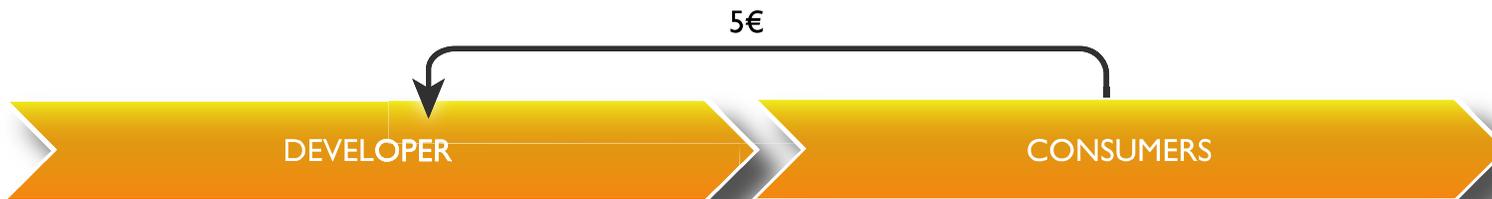
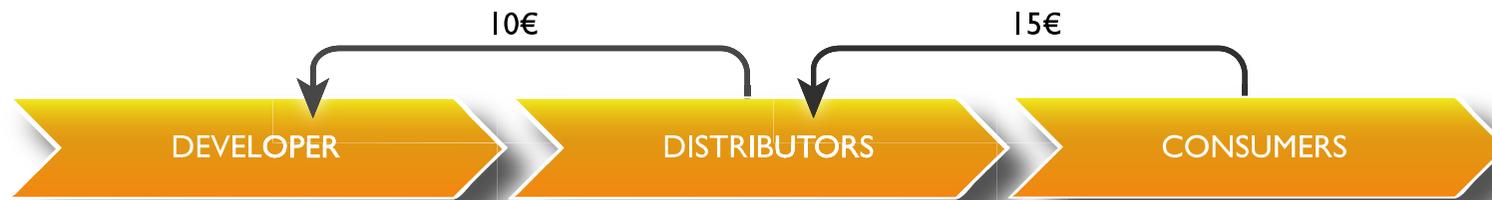
- MMORPG's and social games are extremely **popular**
- Only a **few** digital copies existing of each game
- Just migration and/or emulation will **not** be **enough**
- **Forerunners** of digital culture





Game **developers** are the key players in the digital preservation of games

The change in the value chain



How to help game developers to preserve their games

Game developers are the ones

- who can make the games from the beginning in a way that they can be easily preserved
- who can submit the games to memory institutions
- who have access to "censored" games

Memory institutions can

- make the preservation as easy as possible
- by lobbying to solve legal issues
- by creating clear recommendations on how to develop preservation - friendly games
- by making the process of submitting a game to your archives as easy as possible
- by doing awareness raising



KEEP

KEEPING EMULATION ENVIRONMENTS PORTABLE



European Games Developer Federation

Thank you for listening!



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