



**The Center for American History  
The University of Texas at Austin  
UT Videogame Archive  
Executive Summary**

The Center for American History, in collaboration with some of the leading figures in the game industry, announces a new archive dedicated to the videogame industry.

Why? The game industry is at a critical moment in its history. The need to preserve and protect its material and intellectual culture is growing, as is the need to provide primary source material for the study and advancement of the industry. As long-time game developer Warren Spector notes,

*“The fact is that the history of the videogame business is being written every day and, sadly, being lost just about as quickly. So here’s my thought: We need to step up NOW and recognize the cultural and academic importance of videogames. Luckily, we’re a young enough medium that nearly all of our serious practitioners are still alive and available to be interviewed and/or solicited for contributions to an archive of research and reference materials.”*

The new archive is the first to be created in Texas. It sits at the very center of this state’s burgeoning videogame industry – an industry in which popular culture, art, technology, business, and the law fuse and form a rich new environment for current and future research. With an international reputation for the caliber and accessibility of our media collections, the Center can help foster collaborative opportunities among universities, researchers, and other similar initiatives around the world.

To ensure an archive of scholarly and cultural interest, the Center will gather and make available for research materials from all sectors of the industry, including developers, publishers, and artists. In addition to the games themselves, archival materials of interest include:

- Documents relating to the conception, development, planning, management, marketing, scripting, technology, and design of computer and console games.
- Art in the form of drawings, paintings, sketches, diagrams, block diagrams, play charts, environments, and other forms involved in game development projects.
- Digital files, including development documents, art, programs, source code, images, e-mail correspondence, planning data, contracts, and business plans.
- Physical game platforms including computers, consoles, cartridges, diskettes, controllers, sound boards, speakers, and especially early models that are no longer available for play.
- Collateral materials used in marketing or developing games, such as posters, cut-out figures, play weapons, photos, costumes, and vehicles used to convey the sense of the games.
- Business documents related to the operation of the game business.
- Game player material such as e-mail correspondence, Web sites, and game magazines.

*As an organized research unit of The University of Texas at Austin, the Center for American History facilitates, sponsors, and supports teaching, research, and public education. In support of its mission, the Center acquires, preserves, and makes available for research archival, artifact, and rare book collections and sponsors exhibitions, conferences, Web sites, documentaries, oral history projects, grant-funded research, and publications.*