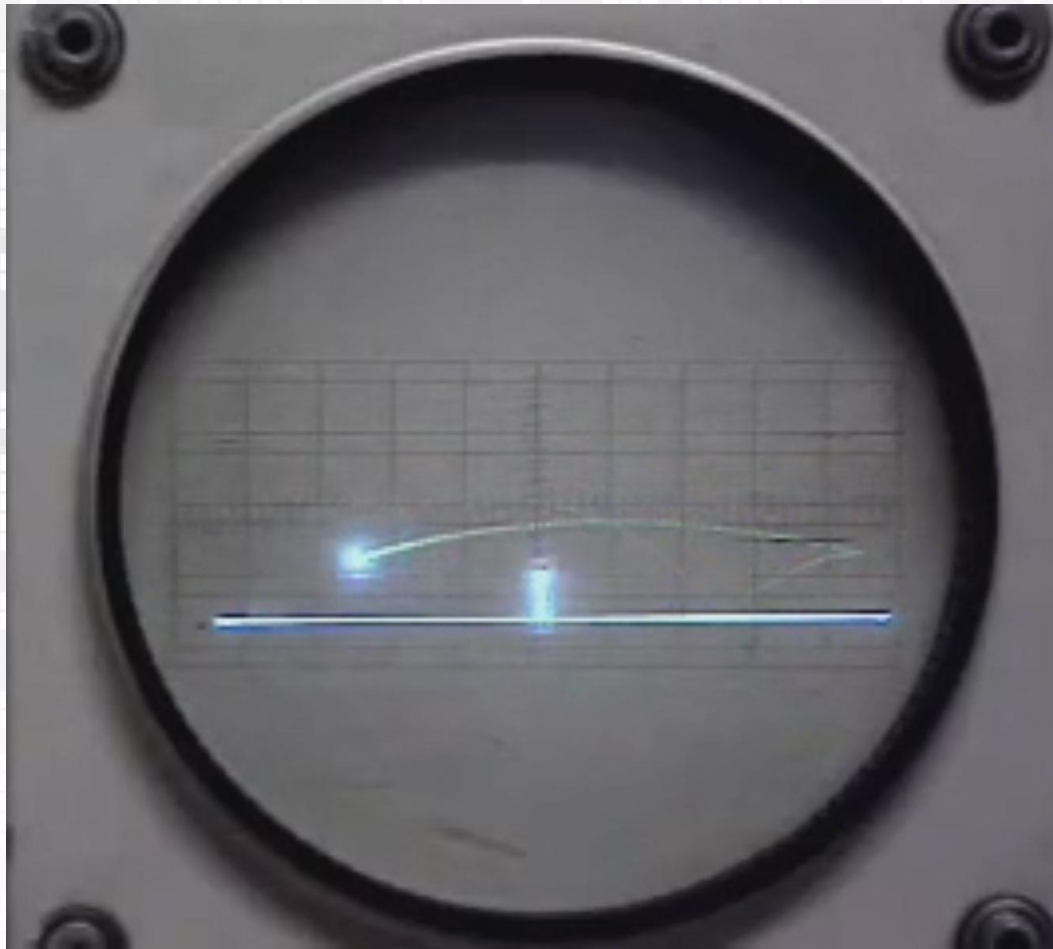


Electronic Games & Art

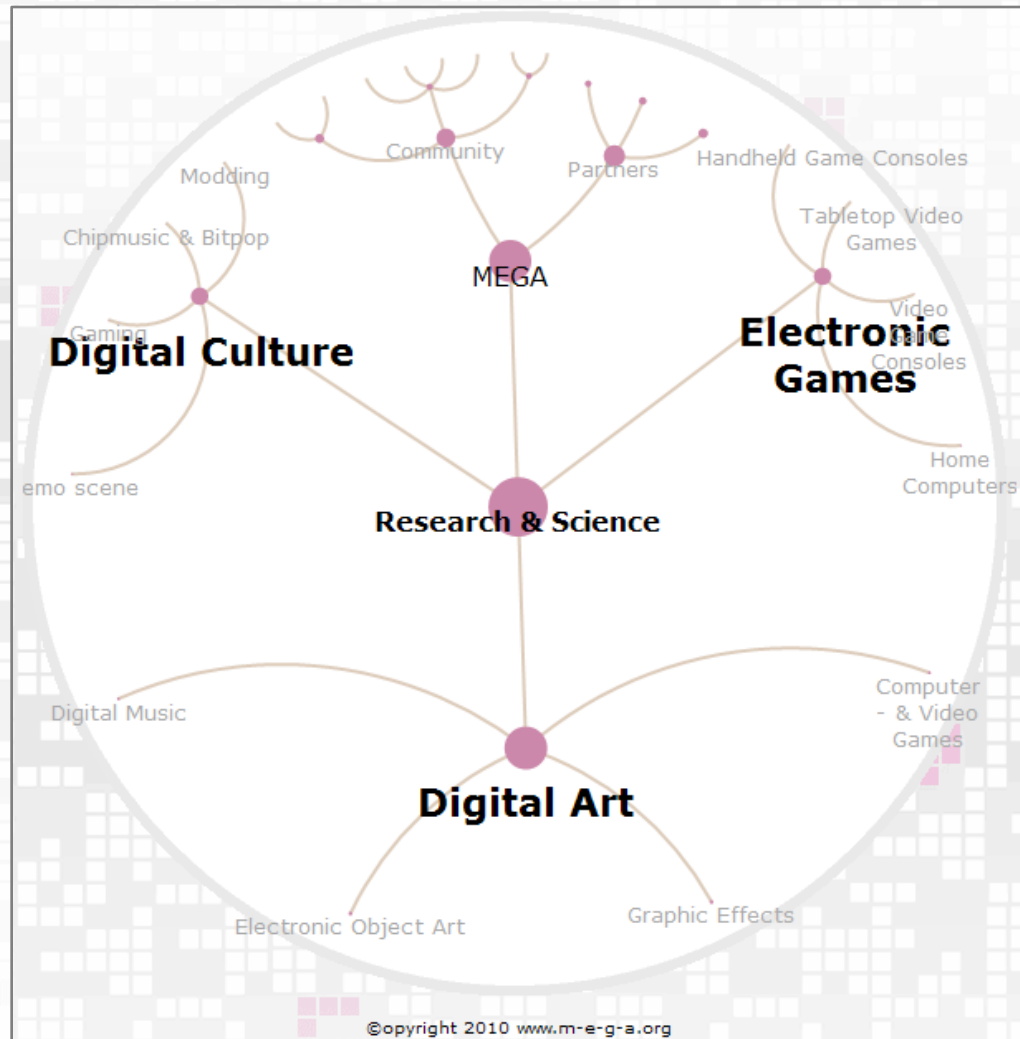
The Value of Electronic Artifacts

Electronic Games



Tennis for two, William Higinbotham, 1958 [Youtube, 2011]

New Media



Electronic Cultural Objects



Atari VCS 2600, 1979



Commodore Amiga 500, 1987



Nintendo Gameboy, 1989



GCE Vectrex, 1982

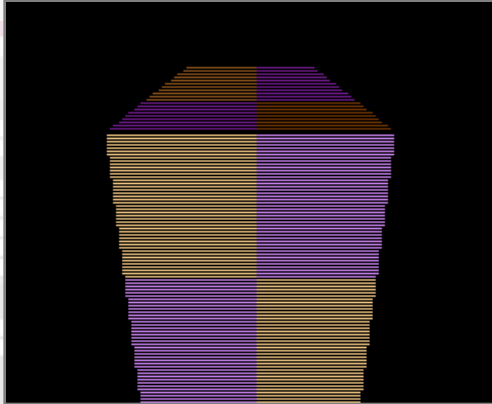


Sega Dreamcast, 1998



Atari 800, 1979

Demo Art



Atari 2600, Doctor, 2008



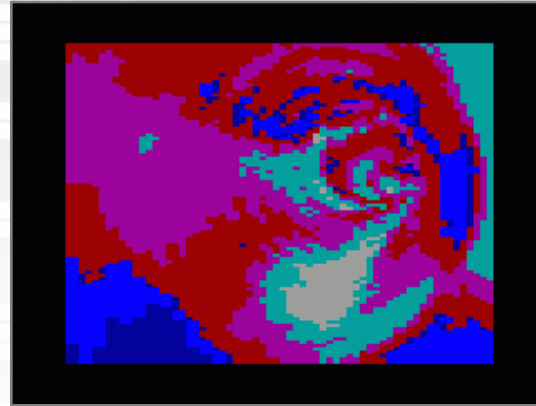
Amiga 500, Sequential, 1994



Amiga 500, Hardwired, 1991



Vectrex, Bresenham, 2008



ZX Spectrum, The Link, 2005



Atari XL, Silly Things, 2010

Innovation and Influences

- Image and sound aesthetics
- Visual effects and visualization
- Real-time rendering and computing
- Programming techniques
- Reverse and forensic engineering
- Pioneering technology



195/95, Plastic, 2005



Kkrieger, Farbrausch, 2004

Research Objectives

- Analysis of the demo art scene and its impact on digital culture
- Documentation of digital artifacts and classic platforms
- Development of a long-term preservation scenario including public access

THANK YOU