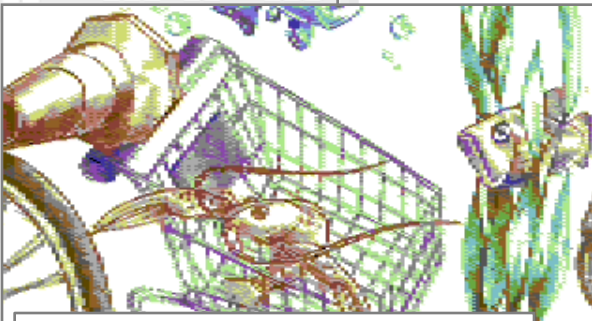
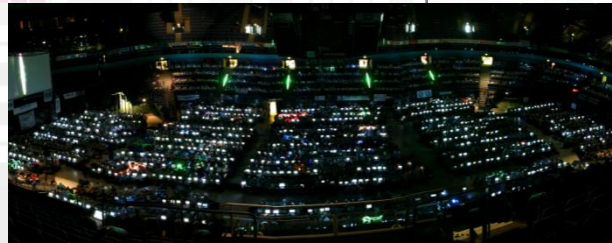
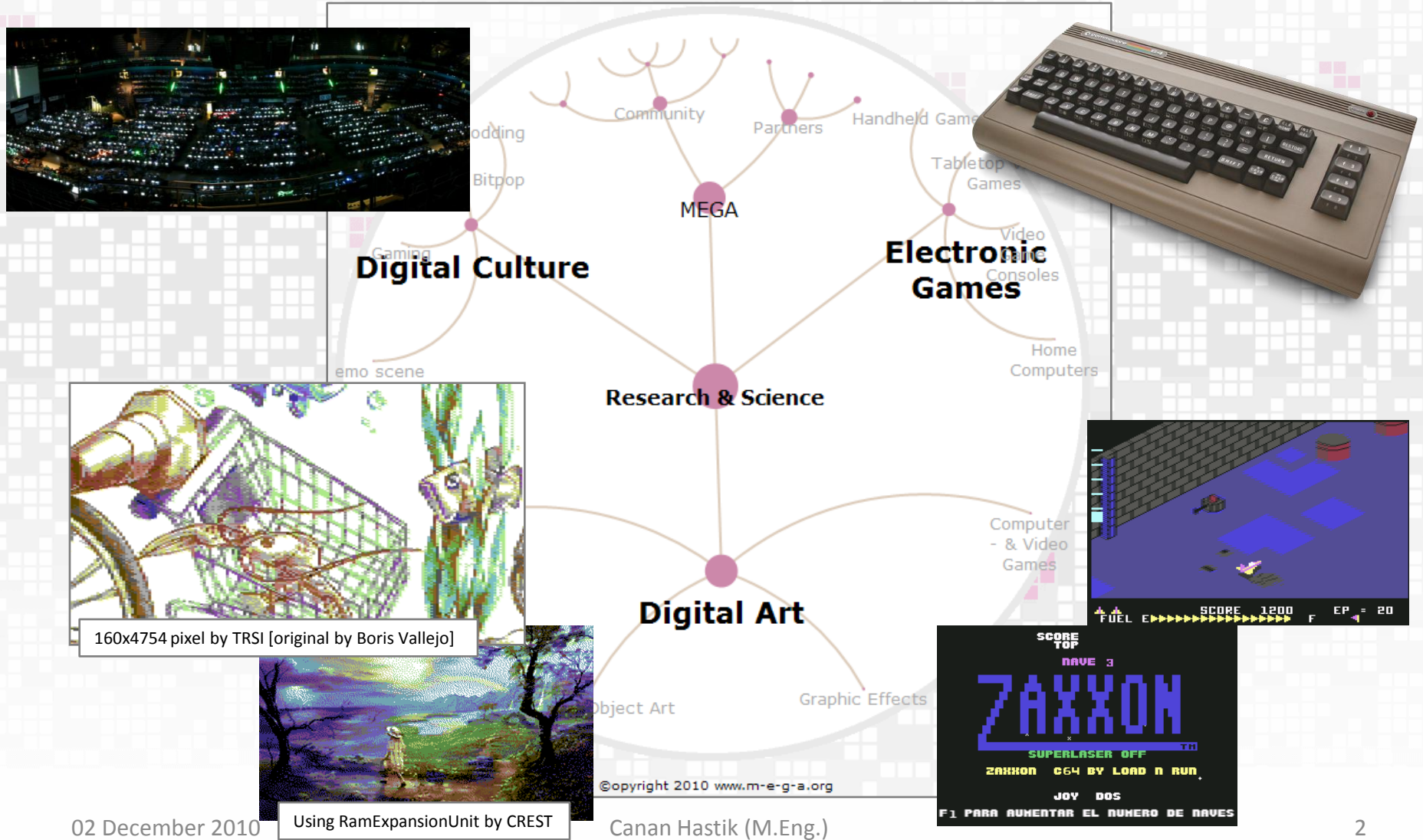


Electronic Games & Art

The Value
of
Electronic Cultural Artifacts

General Relevance & Nexus



160x4754 pixel by TRSI [original by Boris Vallejo]



Using RamExpansionUnit by CREST



Value



Atari VCS 2600, 1979



Commodore Amiga 500, 1987



Coleco Zaxxon, 1982



Tomy Alien Attack, 1982



Nintendo Donkey Kong 3, 1984



Coleco ColecoVision, 1982

The „Scene“



- Digital subculture of pixel & sound artists
- Non-commercial digital artifacts
- Highly elaborated programming
- Different platforms
- Competition of self-contained artworks

Innovation and Influences

- Image and sound aesthetics
- Programming techniques
- Visual effects and visualization
- Real-time rendering
- Pioneering technology



Problem Justification

- Long term preservation and accessibility
- Complexity of emulating and simulating old systems
- Legal aspects
- Social aspects and cultural context

Research Objectives

- Classify and catalogue
- Gain knowledge about the
 - Aesthetics
 - History of electronic games
 - Programming pedagogy
- Discuss the impact of demos

THANK YOU

