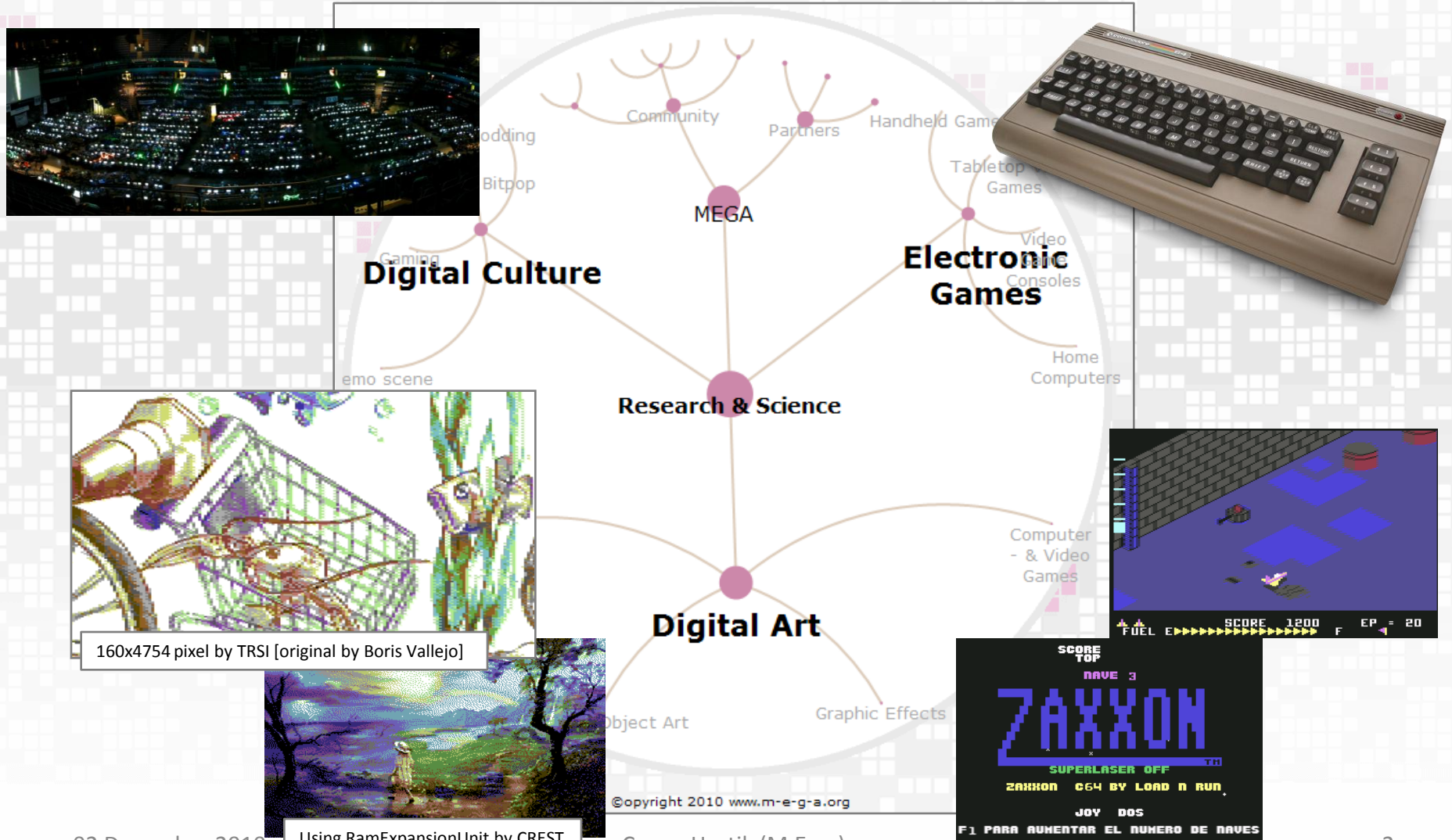


# Electronic Games & Art

The Value  
of  
Electronic Cultural Artifacts

# General Relevance & Nexus



# 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

