Η πρόκληση της νέας μορφής αρχείων του ψηφιακού κόσμου για την ιστορία και τους ιστορικούς

Ηλίας Στουραΐτης, Ιόνιο Παν/μιο
Διημερίδα Μνήμη, μαρτυρία και η ψηφιακή προσέγγιση της ιστορίας: το Αρχείο «Μνήμες από την Κατοχή στην Ελλάδα», ΕΚΠΑ, 11-12/10/2019

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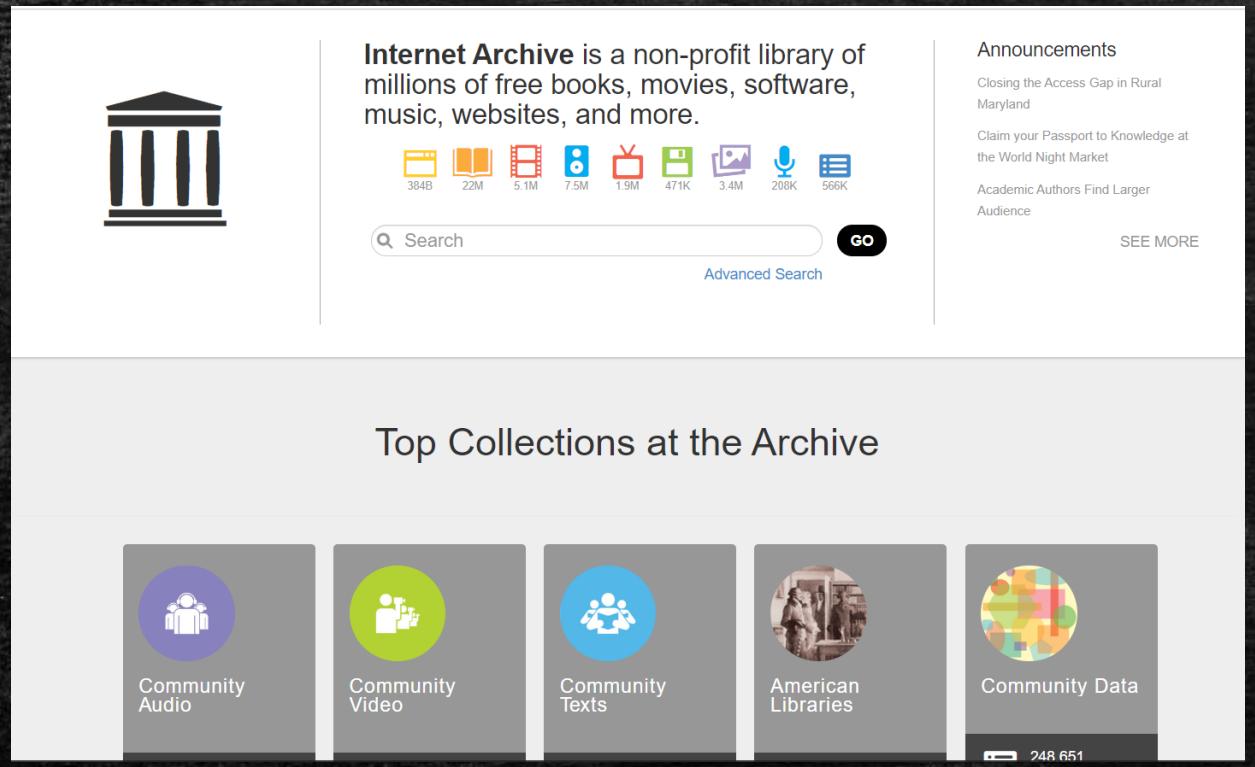

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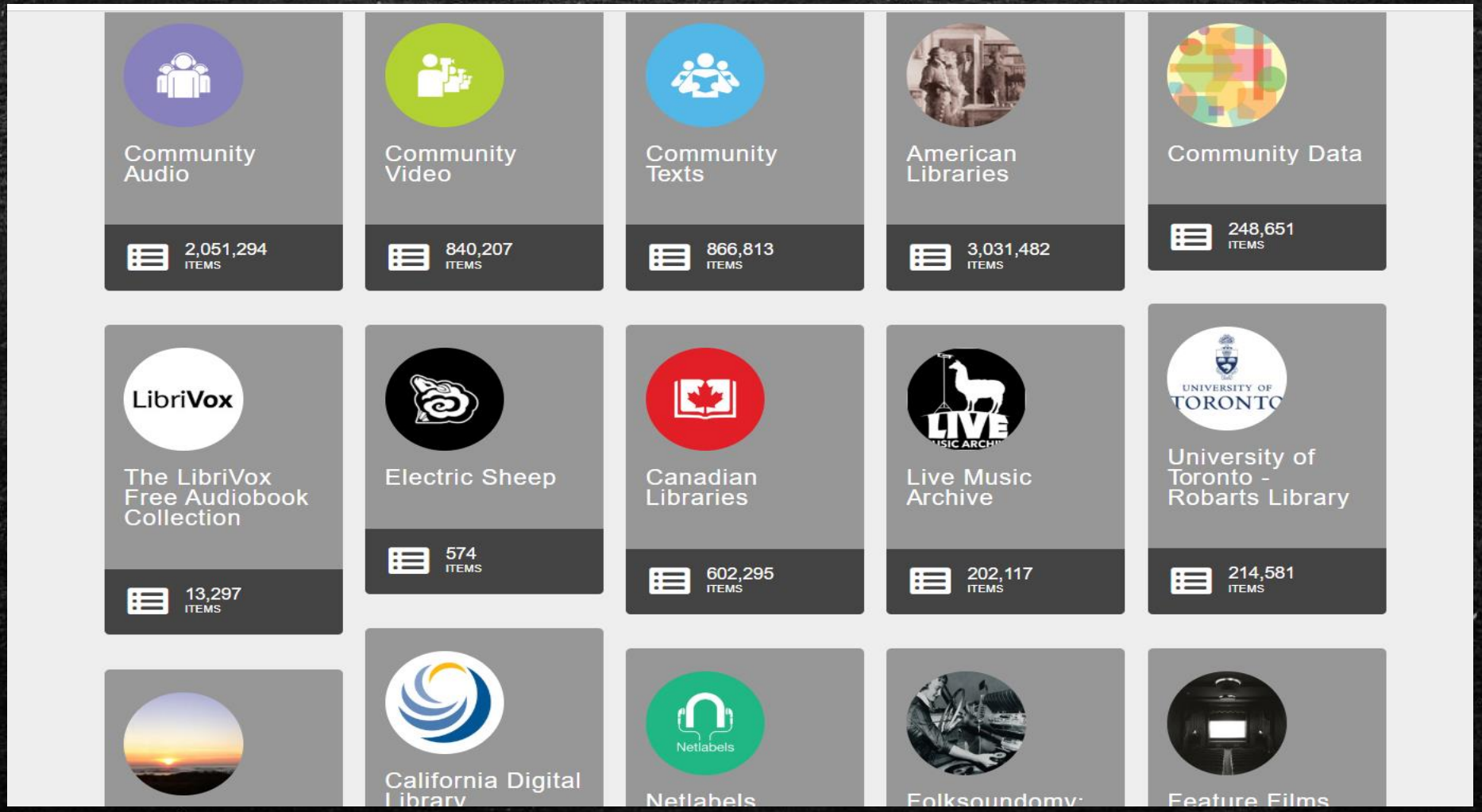

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We **collect** and **preserve** s oftware in source code form, because software embodies our technical and scientific knowledge and humanity cannot afford the risk of losing it.

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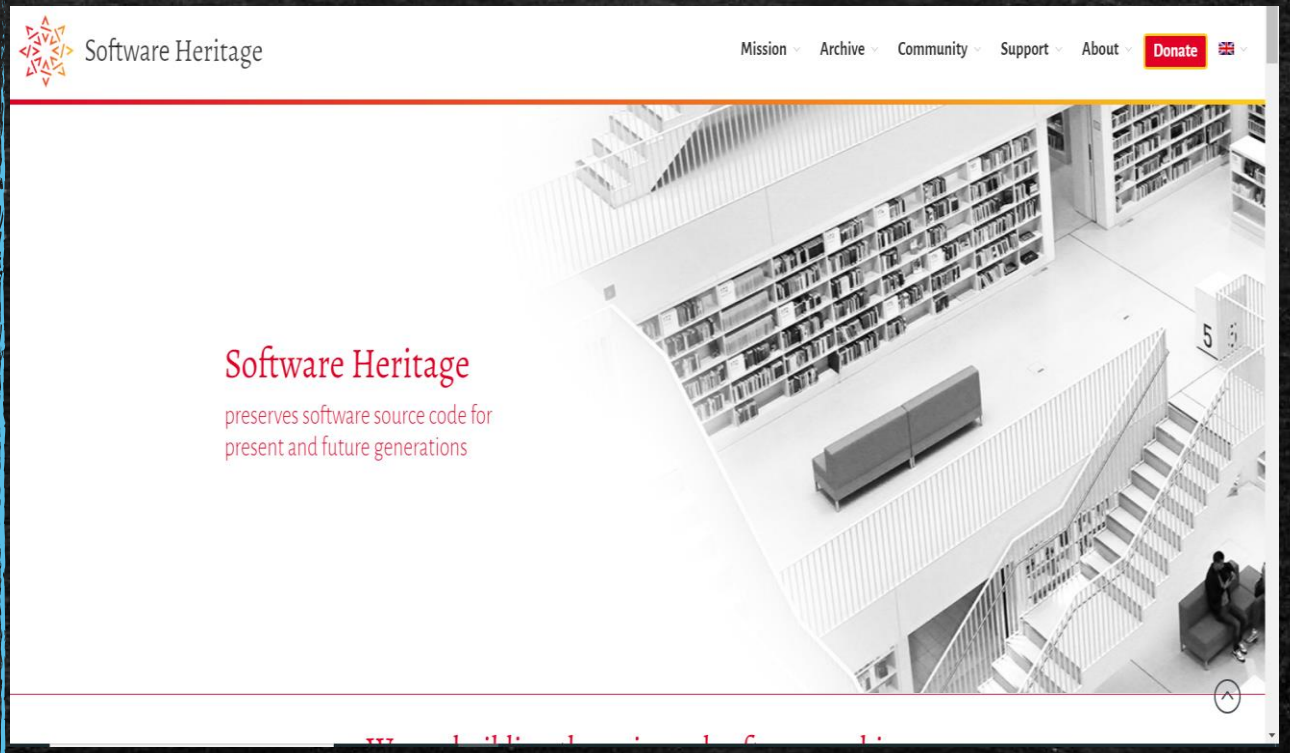
Software is a precious part of our cultural heritage. We curate and make accessible all the software we collect, because only by **sharing** it we can guarantee its preservation in the very long term.



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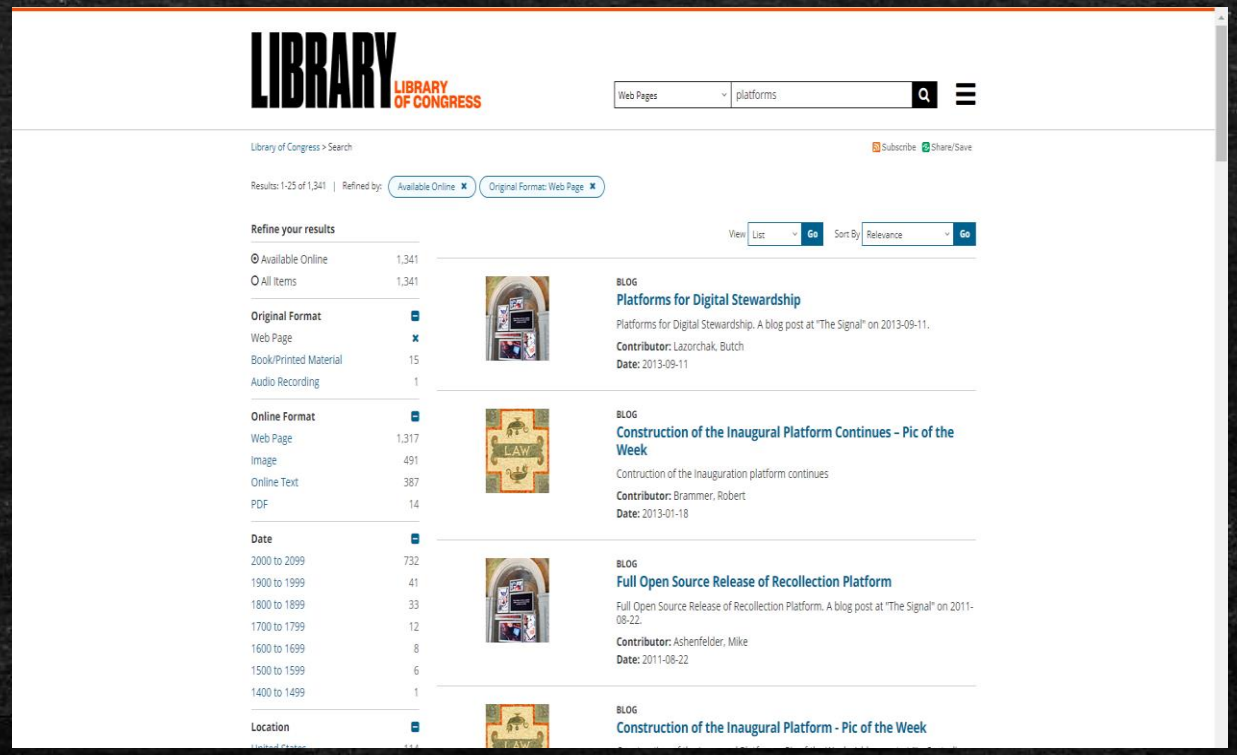

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Processing and Preserving Video Games

Saturday, April 6, 2019
11:00 am - 12:00 pm EDT
Add to calendar

Thomas Jefferson Building - Whittall Pavilion (LJG45E)
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Request ADA accommodations five business days in advance at (202) 707-6362 or ADA@loc.gov.

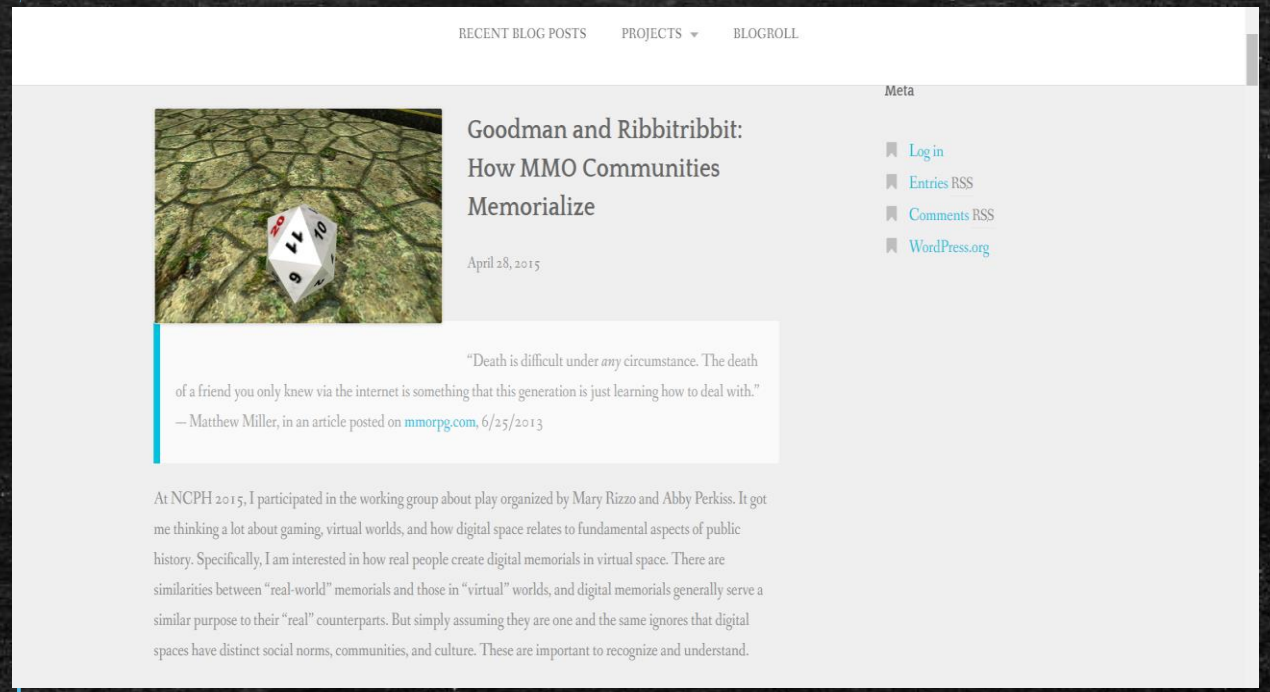
David Gibson, *Motion Picture, Broadcast and Recorded Sound Division*; **Amanda May**, *Preservation Reformatting Division*
Amanda May and David Gibson from the Library of Congress will discuss the steps that the Library takes to collect, catalog and preserve video game content, focusing on the employment of Resource Description and Access (RDA) to describe video games in the catalog and the use of specialized hardware and software to forensically recover data from fragile digital media.

Contact: 202.707.5502.

Presenters

Memorials in digital world

The games I am talking about are massively multiplayer online role-playing games, or MMOs. In these games, the player takes on the role of a player-created character (PCs) and enters a world with tens, hundreds, and sometimes thousands of other PCs. The gaming world is a persistent place, populated with diverse environments, buildings, homes, and so on.



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Goodman and Ribbitribbit: How MMO Communities Memorialize

April 28, 2015

> "Death is difficult under *any* circumstance. The death of a friend you only knew via the internet is something that this generation is just learning how to deal with."
> — Matthew Miller, in an article posted on mmorpg.com, 6/25/2013

At NCPH 2015, I participated in the working group about play organized by Mary Rizzo and Abby Perkiss. It got me thinking a lot about gaming, virtual worlds, and how digital space relates to fundamental aspects of public history. Specifically, I am interested in how real people create digital memorials in virtual space. There are similarities between "real-world" memorials and those in "virtual" worlds, and digital memorials generally serve a similar purpose to their "real" counterparts. But simply assuming they are one and the same ignores that digital spaces have distinct social norms, communities, and culture. These are important to recognize and understand.

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