

International cooperation and development of the game preservation activities in Japan

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1. Development of public policy about the game preservation in Japan

Agency for Cultural Affairs and the National Diet Library has signed " Agreement on secure succession of valuable cultural sources in Japan to the next generation (May 2011)". And also this agreement included the promotion of the game preservation as one of the materials that have historical and cultural value of Japan. In addition, the Agency for Cultural Affairs has been implementing "Project to construct Media Arts Digital Archive (2010 -)" and "Project to construct Media Arts Information Base / Consortium (2010 -)" as the more aggressive game-related policy. Especially, in the "Media Arts Digital Archive" project, various digital archive of Japanese Manga, Animation, Game, and Media Art which are defined as the "Media Arts" by the agency are progressing.

2. Framework for game preservation as a public policy

Ritsumeikan University Center for Games Studies(RCGS) has joined the "Media Arts Digital Archive" project as a leader of the game field and advance a step toward building the comprehensive digital game archive from constructing the integrated database of other fields. We decided to limit the object of digital archive to the console games, PC games, arcade games and mobile games for the time being. And then we proposed that the content and level of the archive should go to advance step by step, namely 1) Basic Database, 2) Model Archives and 3) Self-Archiving System. In present we are thinking that the following issues should be resolved to construct the comprehensive digital game archive. That is to say, 1) the difficulties in building the Basic Database, 2) the selection criteria and object to be collected of the Model Archives, the range of related information of game (the middle of a primary source and a secondary source) , and also a specific method to preserve games for long-term, 3) the format and content of Self-Archiving System that let game developers and companies to want to continue with the building archives voluntary.

3. Toward international cooperation of the game preservation activities

Recently, the people around the world is getting quite active about "game preservation endeavour". Many enthusiasts as well as researchers is particularly interested in preserving console and handheld game titles. We are discussing continuously on the global cooperation with the Library of Stanford University and the UK National Video Game Archive. In the discussion, we have organized the issues as followings. Namely 1) establish the international standard ID of game titles, 2)organize the holl game titles into some genre or categories, 3)make an emulator for game preservation experimentally, 4)establish the standard of Model Archives.

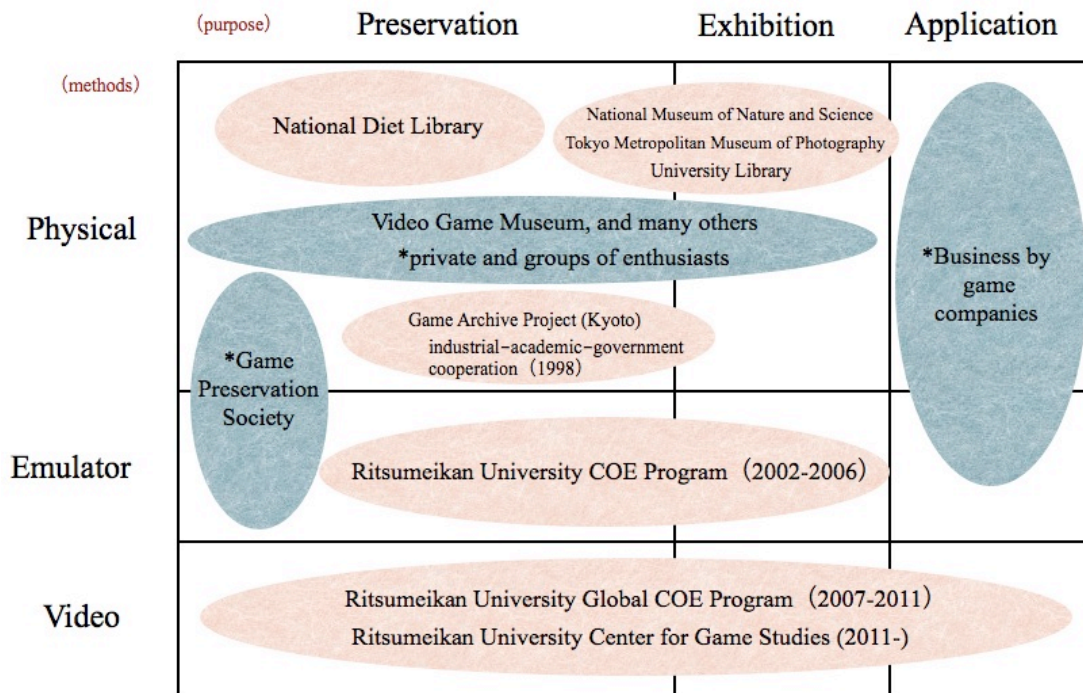


Fig. Purpose=Methods mapping about game preservation
note: * are not public sectors

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