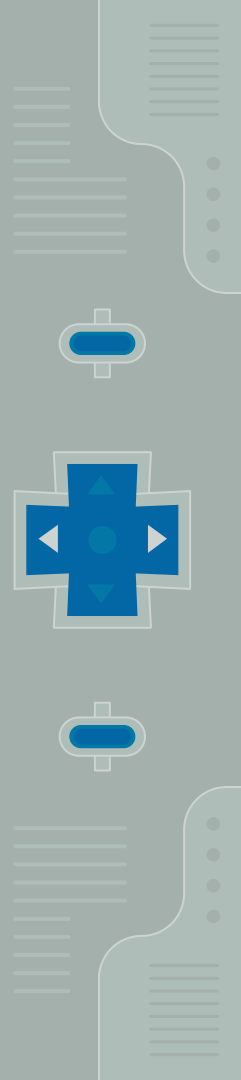


VIDEO GAME PRESERVATION 101

A brief conversation



QUICKSTART GUIDE

01

INTROS

Who am I? What is Hit Save, anyway?

02

HIT SAVE!

Defining preservation and how it's being done

03

Y THO?

The what and why behind preservation

04

WHAT WE DO

The Hit Save! Approach to preservation

05

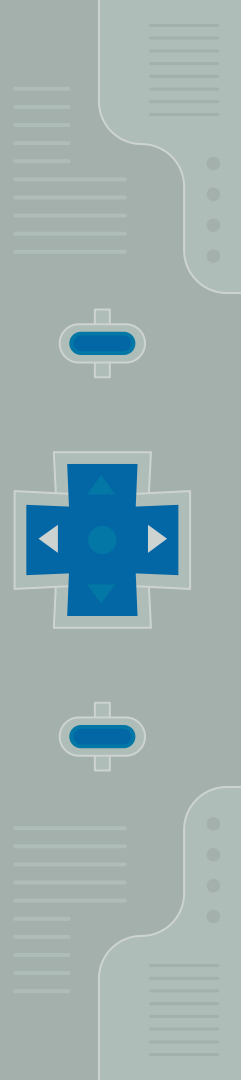
SUPPORT

How you can support preservation

06

Q&A

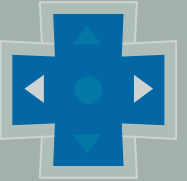
Ask me questions!



01

INTROS

Who is this human and why is she here?

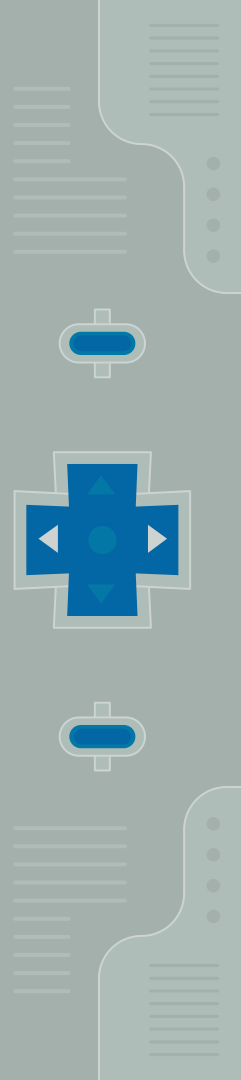




HELLO!

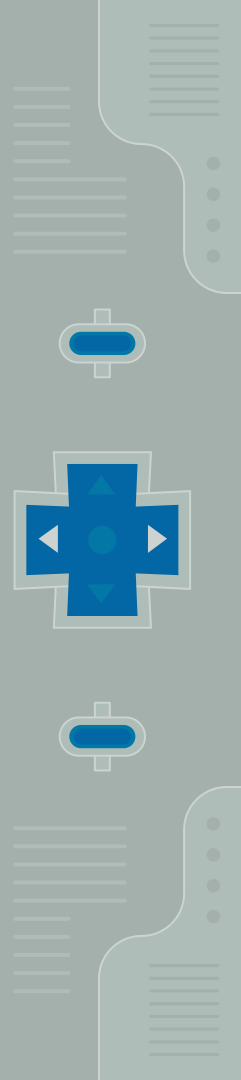
I'm Manda (Amanda) Farough!

- ★ 15 years in the industry
- ★ Hit Save! Board (2020-Now)
- ★ Producer, Narrative Designer, Writer, and Business Human
- ★ Virtual Economy co-host
- ★ Author
- ★ Former business journalist
- ★ Zillions of other things!



WHAT IS HIT SAVE?

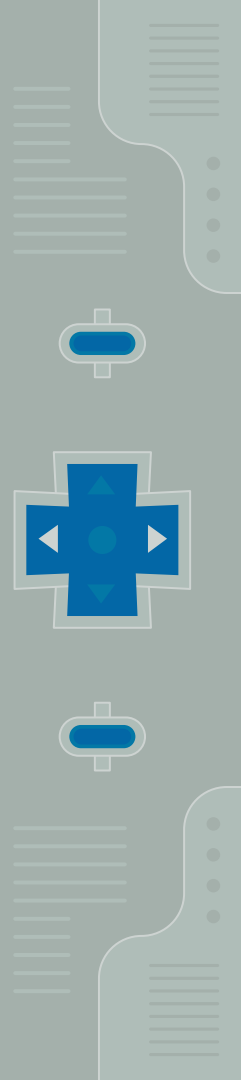
- ★ Dedicated to the preservation of video games, their history, and related physical and digital materials
- ★ Focus on preserving indie and niche games and their development stories
- ★ Sponsor individuals and groups with proper hardware, software, and guidelines, so that community-driven efforts can be as efficient as possible





HIT SAVE

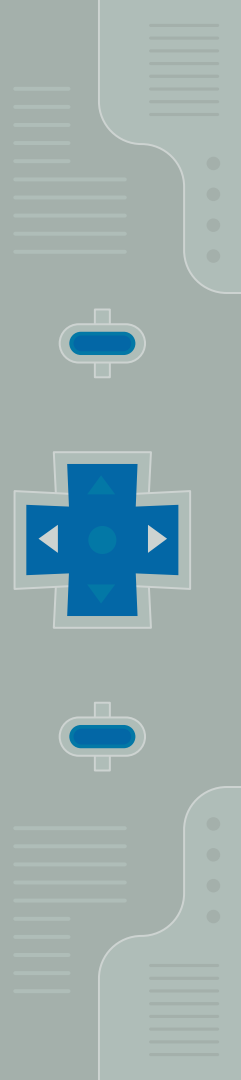
Defining video game preservation



87% of classic video games
released in the United States
are critically endangered

—VIDEO GAME
HISTORY FOUNDATION

Source: [87% Missing: the Disappearance of Classic Video Games](#) | Video Game History Foundation



DEFINING PRESERVATION



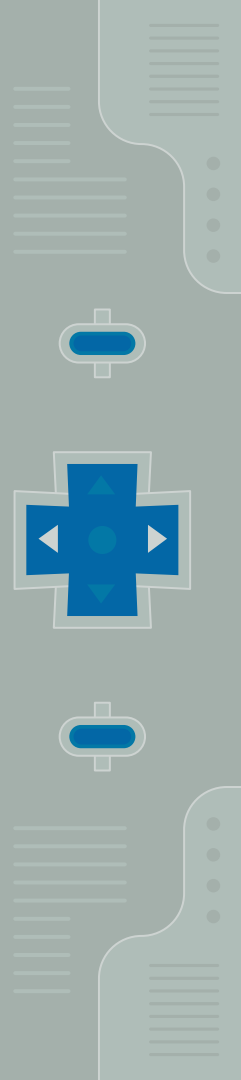
Decorative sidebar on the right side of the slide, featuring a light blue background with white outlines of text boxes and navigation icons. The icons include a blue pill, a blue cross with four arrows pointing towards the center, and another blue pill.

WHAT WE CAN PRESERVE

- ★ For developers: code, assets, pipelines, press materials, marketing materials, physical assets (boxes, manuals, etc.)
- ★ For publishers: marketing and press materials, physical assets, magazines, and press coverage

AND:

- ★ Hit Save goes even further than that in preservation
- ★ We also preserve the development *stories* behind the games by interviewing developers about their experiences after they ship



IMPORTANT ORGS

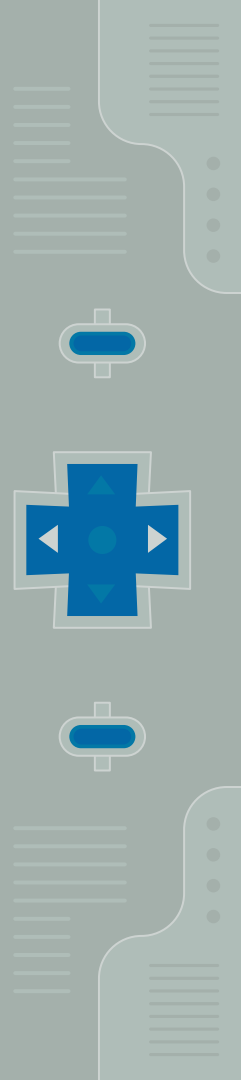
- ★ It isn't just Hit Save! doing this work, either
- ★ There are plenty of global organizations focusing on a number of different preservation activities
- ★ Many are focused on retro games ('90s and earlier, though some from the 2000s), few are focused on more recent titles
- ★ Video Game History Foundation
- ★ The Strong Museum (toys and games)
- ★ Gaming Alexandria (magazines and print preservation)
- ★ Game Preservation Society (Japan)
- ★ Swiss Video Game Archivists (Switzerland)
- ★ Arcade Vintage and Arcade Vintage Video Game Museum (Spain)
- ★ University of Toronto's Syd Bolton Collection (Canada)





Y THO

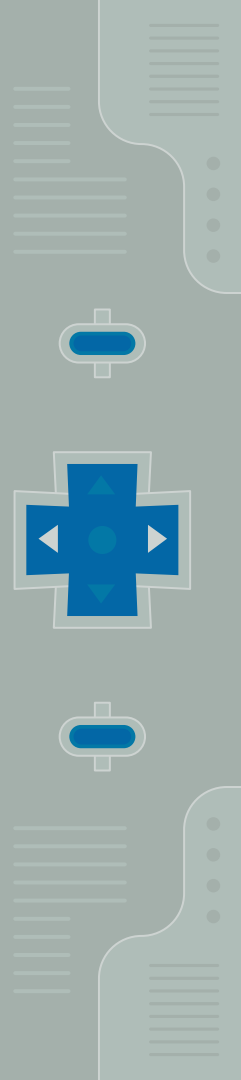
Why bother? Why does preservation matter?



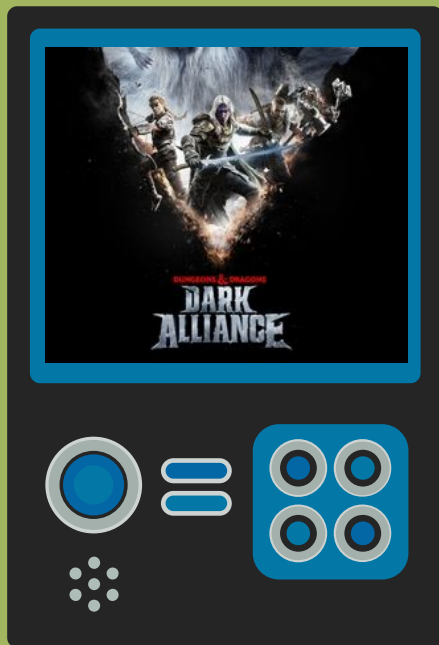
There were 14,408 titles released on Steam in 2023, which was a 16% increase from 2022

HOW MANY TITLES ARE ARCHIVED?

Source: SteamDB.com



WHY WE DO THIS



1

ART

Games are art! We need to preserve our art.

2

SCHOLARSHIP

Students need to learn from the past.

3

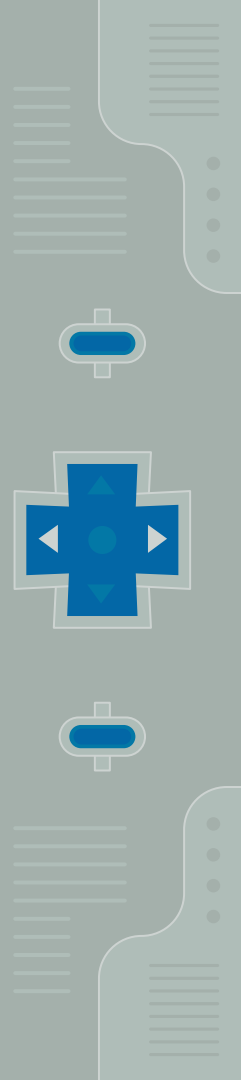
CULTURE

Games are cultural touchstones, local and global.

4

BUSINESS

Preservation is good for business (remasters, re-releases, etc.).

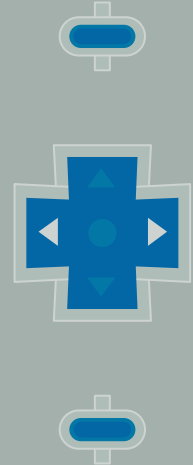


PRESERVING FOR ART

- ★ “Homebrew” retro games
- ★ Interactive exhibits (Meow Wolf)
- ★ Glitch games (made for the purpose of breaking and making art through play)
- ★ Microstudio, solo games (eg. My Father’s Long Long Legs)
- ★ Alternative controllers
- ★ Consoles and hardware



Source: [100 Button Controller – Shake That Button](#)

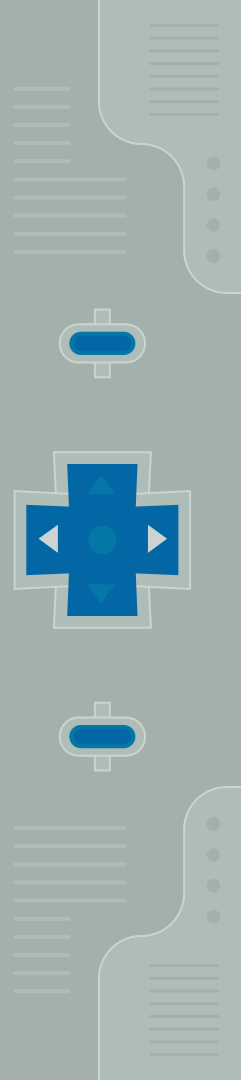


PRESERVING FOR STUDENTS

- ★ Game design and development concepts, paradigms, and implementation
- ★ Case studies and postmortems (imagine if you could share those from the 2000s?!)
- ★ Evolution of best practices in studios (crunch culture vs. mindful management)
- ★ Learn from the past to build a better future in the industry

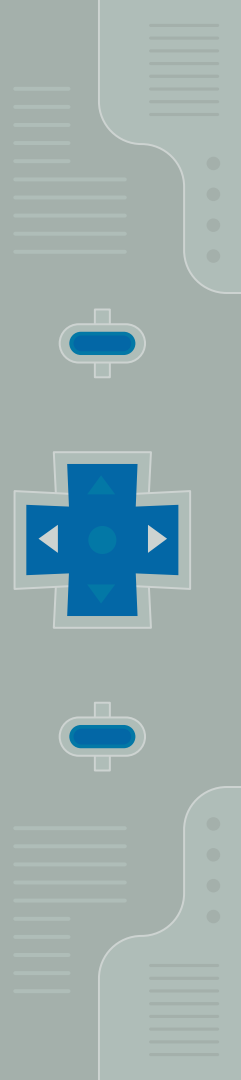


Imagine a world without examples of video games for students to learn from



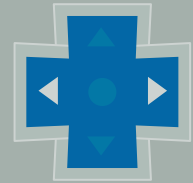
PRESERVING THE CULTURE

- ★ This isn't about “gamer” culture (what even is that) — this is about the culture that drives our games, especially locally
- ★ Our cultural stories that are reflected in our games — Brazil echoed in **Dandara**, South Asia and Canada in **Venba**, and even cities like New Orleans in **Norco** — deserve to be preserved
- ★ Micro games that release to small audiences deserve preservation, too



PRESERVATION FOR BIZ

- ★ Preservation is honestly good for business
- ★ How many remasters, re-releases, and remakes do we have because codebases have been preserved?
- ★ How many gems from past generations are lost forever because of the myopia of business, including MMOs and live service games?
- ★ Clearly a problem to be solved!





04

OUR APPROACH

What Hit Save! does



HOW WE WORK

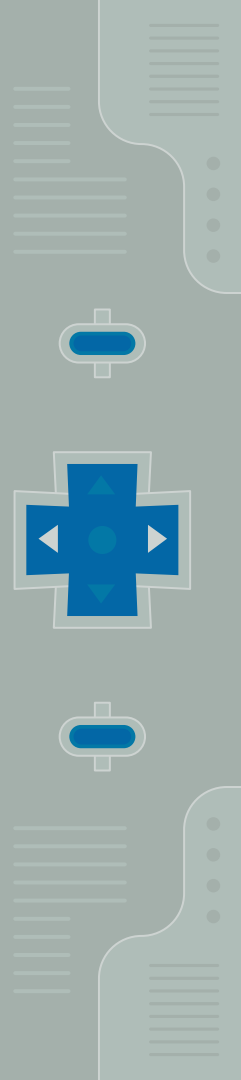
hitsave.org/projects

- ★ We worked with Versus Evil (RIP) to begin to preserve their published games, press materials, and development docs
- ★ We fund specific initiatives, like the e-Reader Crew and Aaru's development, as well as Open Source Project Funding, which you can apply for
- ★ We interview developers about their games to ensure their stories are preserved
- ★ We provide kits for community members to dump carts (preserve cartridge games)
- ★ We create guides for dumping carts and scanning printed materials

05

PRACTICAL TIPS

How you can support preservation directly



FOR DEVELOPERS

- ★ You already do a lot of preservation activities as part of the dev process
- ★ Dev logs, Discord/Slack convos: tell your story over time (make sure you save them all offline)
- ★ Documentation (GDD, process docs, pipeline docs, etc.)
- ★ Codebase and asset management (source control)

But also:

- ★ Keep a box of the physical marketing materials (banners, cards, t-shirts, etc.)
- ★ Periodically test your finished game on new OS and updated drivers
- ★ If you're self-publishing, look into donating said box (and your game's materials, even if it's not the code itself) to orgs like Hit Save to take care of

CREDITS

Make sure your entire team (even if they've moved on) is credited

FOR PUBLISHERS

- ★ Work with devs to preserve documentation in a single place
- ★ Archive printed marketing and PR materials (including physical and digital press kits)
- ★ Digitally catalog and archive (not links) all press mentions and influencer content, if possible
- ★ Prepare to offboard the archived materials to a preservation collective/society
- ★ Ensure that access to the materials is limited in a way that makes sense for the game and the IP (private, scholars only, etc.)
- ★ Make sure the game's development story is told!

FOR GAMERS

- ★ Collections of retro games are amazing — don't throw them away, donate them to preservation collectives!
- ★ Old magazines are gold — scan them yourself using Hit Save's guide or donate them
- ★ Flyers, business cards, postcards, art, anything you get at events can be scanned and archived, too
- ★ Spread the word! Teach others about preservation and why it matters for players, too
- ★ Support preservation efforts by learning about dumping media and doing it yourself with a kit (from Hit Save)
- ★ Donate money to your favourite preservation collective, especially if they're local b/c it costs money to store everything!

SUPPORTING HIT SAVE

Submit your Open Source Projects,
join our volunteers, join our Discord
server, watch our Twitch stream, and
if you're feeling it: donate!
(hitsave.org)



COME GET A
HIT SAVE
STICKER!

Find Me Online:

Bluesky & Instagram: writualmagic

LinkedIn: Amanda Farough

amandafarough.carrd.co

hitsave.org

virtualeconcast.com

THANK YOU!

06

Q&A

Time for questions!

