

TATE has published their findings regarding software preservation:

<https://www.tate.org.uk/about-us/projects/software-based-art-preservation>

Manual for the Curation and Display of Interactive New Media Art

<http://inmamanual.wordpress.com>

A guide for no-budget game events planning (developed by Lorenzo Pilia):

<https://www.slideshare.net/lorenzopilia/flowers-hashtags-tyvek-how-to-organise-an-event-about-games-with-no-budget>

Calendar with indie game events and play festivals worldwide (developed by Zuraida Buter):

<https://www.zo-ii.com/events/>

Thesis and papers on curating, collecting and conservation of videogames:

[Helen Stuckey](#) papers on preservation, curating and collectionism.

[Diffused Museums: Networked, Augmented, and Self-Organized Collections](#). John Bell & Jon Ippolito. Museum Media, Part 4. Extending the Museum. 2015

[Videogames in the museum: participation, possibility and play in curating meaningful visitor experiences](#). Gregor White & Lynn Parker, AAH 2016 - 42nd Annual Conference & Book fair, University of Edinburgh, 7-9, April 2016

[Heuristics from Curating and Exhibiting Game Art in the 21st Century](#). Lindsay Grace. DiGRA, 2017

[Contemporary video games and the museum. Whats next?](#) Sarah Brin & Michael McMaster, DiGRA, 2018

[Towards a History of Videogame Exhibitions](#). Emilie Reed, DiGRA, 2018

[Preserving Video Game Significance: A Practical Guide for Video Game Preservation, Exhibition, and their Significant Properties](#). Benjamin C. Todd. Johns Hopkins University, Museum Studies Digital Curation Certificate Program 2019

[Creando un nuevo tablero de juego. Arte y tecnología: curaduría de artgames y videojuegos experimentales en el museo](#) María Luján Oulton. Master Thesis, Fundación Walter Benjamin. Buenos Aires, 2020. (Spanish)

Talks on video game curation:

[Curating Video Game Culture: The New Wave of Video Game Events](#) Game Developers Conference, 2014

[Curating Videogames](#). A MAZE Festival, 2015 (Marie Foulston)

[Curating videogame panel](#). A MAZE Festival, 2016 (Jo Summers, Simon Bachelier, Stephan Schwingeler, Zuraida Buter)

[Curating videogames](#). Instytut Adama Mickiewicza, 2018 (Marie Foulston)

[Art of the interface](#) microtalks + open panel. GAIA, 2019 (Saisha Grayson, Stephan Schwingeler, Aden Solway)

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