



Game Preservation SIG



Join Us ... this year at GDC at the Game Preservation SIG roundtable, Friday, 2.30pm, Room 113, North Hall

Read ... our new White Paper, *Before It's Too Late*, either in print available via www.lulu.com or as a free download (see the SIG wiki for details).

Take ... one or both surveys designed by Rachel Donahue of the Univ. of Maryland iSchool as part of her study of game preservation and the game industry:

“Records Management in the Game Industry” or “Preservation Activities in the Video Game User Community.”

For information on taking these surveys, visit <http://terpconnect.umd.edu/~donahrm/survey/> or read the questions first in the White Paper.

SIG Activities

- **Information**
Forum, Wiki, Memorials Project, access to worldwide projects
- **Call to Action**
Before It's Too Late: A Digital Game Preservation White Paper
- **Activities**
Annual Game Preservation Roundtable@GDC
Join us!
- **Contacts**
The SIG can be reached via email at: preservation_sig@igda.org

IGDA Game Preservation SIG

The purpose of the IGDA's **Game Preservation SIG** is to serve as a meta-resource, hub and community for those interested in digital game preservation and history. The SIG aims to be a one-stop-shop for all game preservation related news and projects, and will work towards setting standards and guidelines for assisting companies and cultural institutions in establishing preservation efforts.

*Help Save Our History
...Before it's too late.*

If you are interested in advice on caring for your own collection or assisting in the work of an existing preservation project, join us at the Game Preservation Roundtable at GDC.

*Games: Fun. Culture. Art.
... History.*