

## **Paper Report on**

### *The Internet Is Not Forever: Challenges and Sustainability in Video Game Archiving and Preservation*

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#### 1. The approached subject

The paper explores the challenges and sustainability issues in archiving and preserving video games. Unlike traditional media, video games present unique problems in preservation due to their reliance on hardware, and dependence on online communities. The study investigates the informal and community-driven efforts of amateur game archivists. They modify, adapt, and share video game content to keep these games accessible despite corporate restrictions and technological degradation.

#### 2. Its relevance (paper's motivation)

The motivation behind this research comes from the rising in significance of video games as cultural artifacts and the corresponding need to preserve them. With major gaming companies often deprecating older games and platforms, much of gaming history is at risk of being lost. This loss includes not only game code but also the social and interactive experiences these games facilitate. Preservation challenges, like intellectual property restrictions, hardware obsolescence, and high costs, complicate this process even more. The authors argue that without some sustainable preservation practices, future generations will lose access to these culturally significant artifacts.

### 3. (Most important) Results reported in the paper

- Community-driven efforts: Informal preservation efforts by hobbyists are essential to sustaining video games, especially through the distribution of game code across online forums. These communities foster knowledge-sharing, often filling gaps left by official preservation efforts.
- Challenges of legal constraints and technological degradation: Game companies frequently impose legal barriers on modification and emulation, while the physical media used in older games deteriorate over time. These challenges limit the ability of both formal and informal archivists to preserve games.
- Emphasis on cultural memory: The study emphasizes that games are not only software artifacts but also communal experiences. Thus, preserving games involves capturing the shared player experiences, nostalgic elements, and cultural significance they hold.

### 4. Conclusion: the core idea enclosed by the paper

The core idea of the paper is that sustainable video game preservation is essential but under threat due to legal, technological, and cultural challenges. The authors conclude that community-led archiving is a critical solution, as it bridges gaps that formal institutions cannot address due to legal and financial limitations. The paper suggests that supporting these preservation efforts, through legal reform or collaborative partnerships with companies, would help ensure video games last as cultural artifacts for generations.