DIGITAL PASTS, DIGITAL FUTURES

speaker series

Georgia Tech | School of Literature, Media and Communication

digitalmedia

Game Archaeology Lab

retroTECH

Welcome from Dr. Richard Utz

Chair and Professor

School of Literature, Media, and Communication

Welcome from Bruce Henson

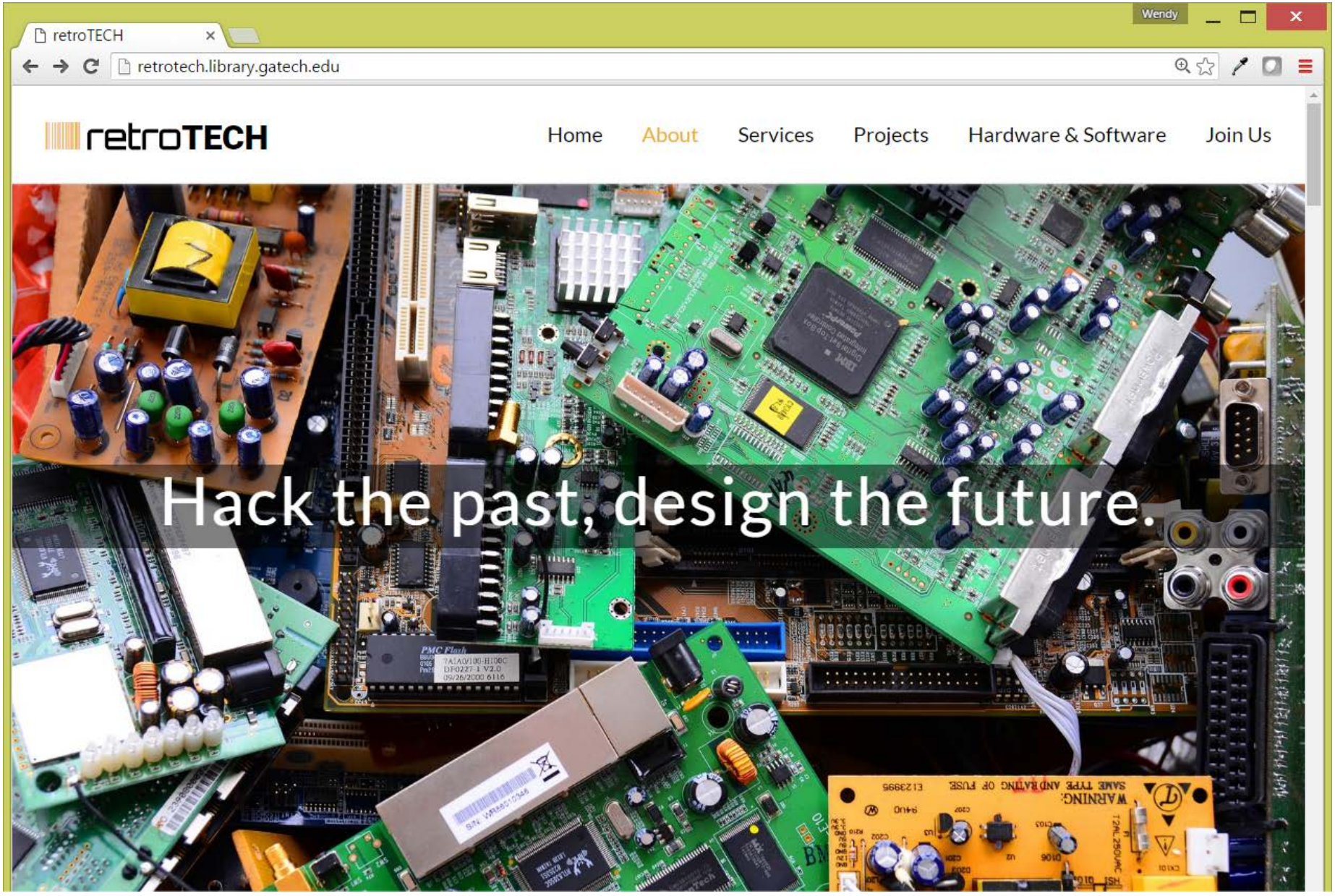
Associate Dean of Libraries

Research & Learning Services

Welcome to retroTECH

Georgia Tech Library retroTECH Team:
Erin Edmond
Wendy Hagenmaier
Heidi Lowe
Andrew Slembarski
Jody Thompson
Alison Valk

Dr. Joshua Hussey, Brittain Postdoctoral Fellow, School of Literature, Media, and Communication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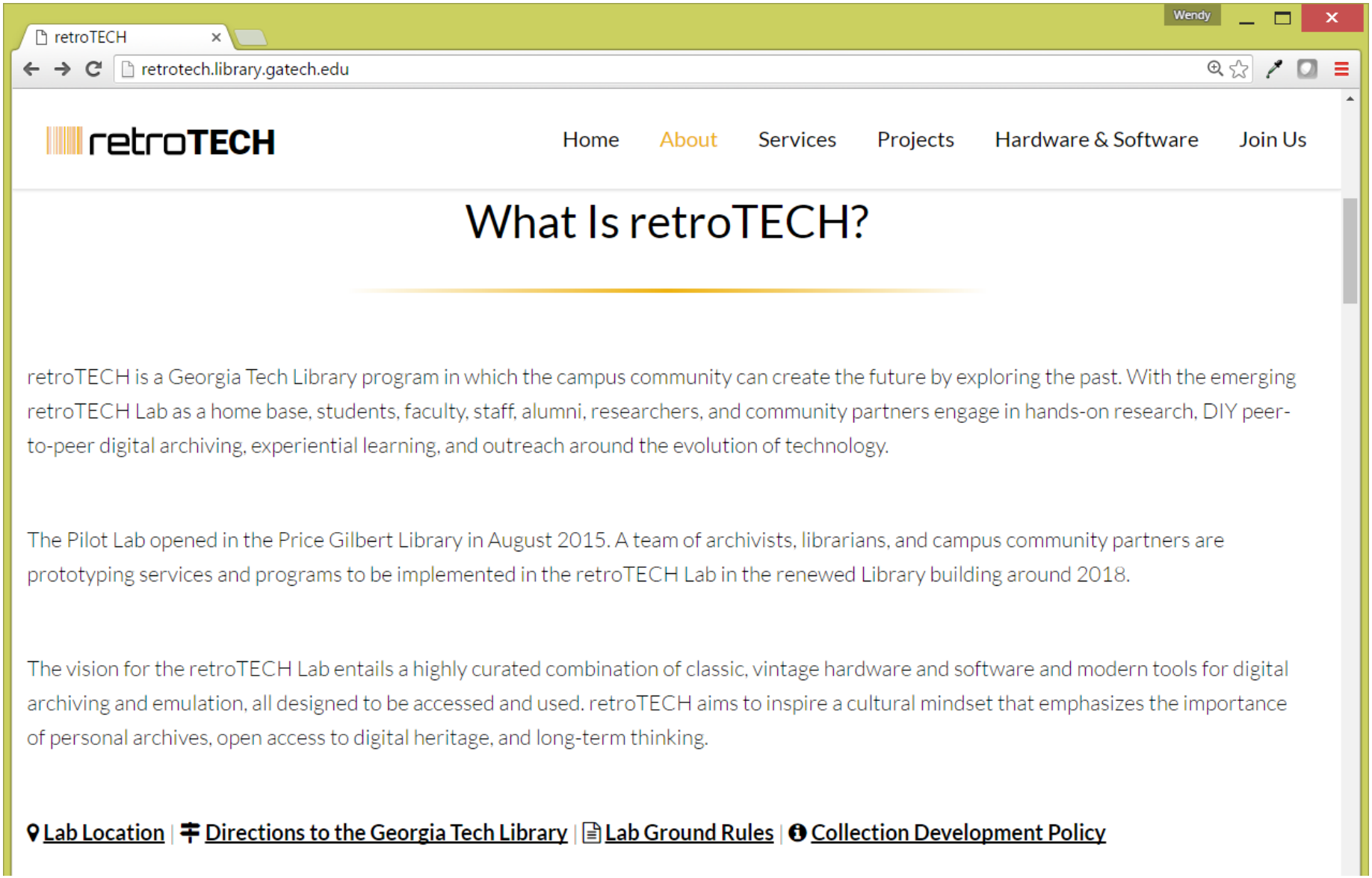
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What Is retroTECH?
retroTECH is a Georgia Tech Library program in which the campus community can create the future by exploring the past. With the emerging retroTECH Lab as a home base, students, faculty, staff, alumni, researchers, and community partners engage in hands-on research, DIY peer-to-peer digital archiving, experiential learning, and outreach around the evolution of technology.
The Pilot Lab opened in the Price Gilbert Library in August 2015. A team of archivists, librarians, and campus community partners are prototyping services and programs to be implemented in the retroTECH Lab in the renewed Library building around 2018.
The vision for the retroTECH Lab entails a highly curated combination of classic, vintage hardware and software and modern tools for digital archiving and emulation, all designed to be accessed and used. retroTECH aims to inspire a cultural mindset that emphasizes the importance of personal archives, open access to digital heritage, and long-term thinking.
Lab Location | Directions to the Georgia Tech Library | Lab Ground Rules | Collection Development Policy

Emulation:

Arcade Cabinet:

Marion L. Brittain Postdoctoral Fellows, Dr. Josh Hussey and Dr. J. Stephen Addcox built a custom arcade cabinet for retroTECH, to support academic research and course-integrated projects related to the history and user experience of arcade games.

✱ Coming in Fall 2016! The EMULATION TIME MACHINE!

This modern workstation on wheels will include software required to emulate various vintage or contemporary software and computing environments.

DIY Peer-to-Peer Digital Archiving:

✱ Coming in the Fall 2016! The ARCHIVE-O-MATIC!

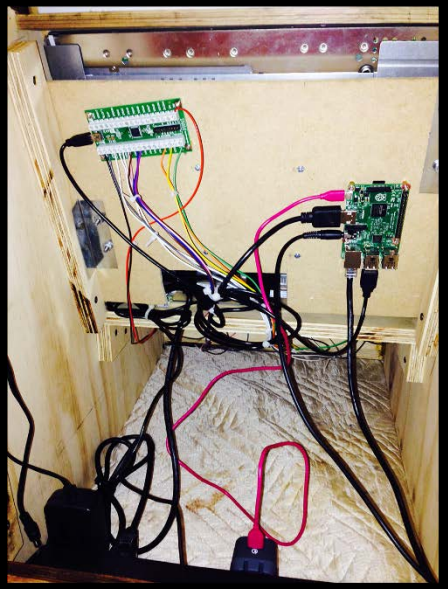
This modern workstation on wheels will include hardware and software to support recovery, access, and preservation of personal or academic born-digital materials, and will enable users of the Lab to conduct digital archiving activities for research or for donation to the Georgia Tech Archives.

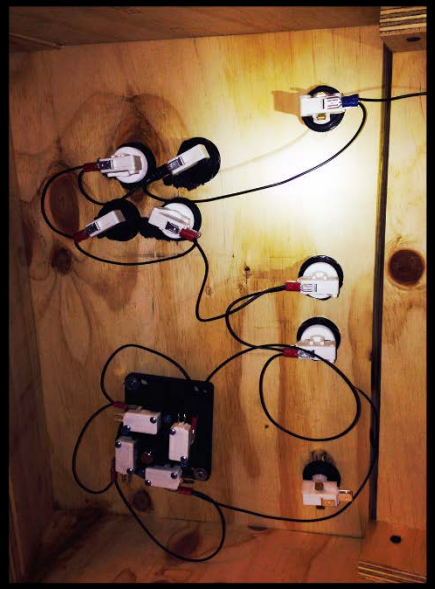
M.A.M.E. Cabinet

Multiple Arcade Machine Emulator

Purposes:

- Support the retroTECH lab with content (preservation material)
- Designed for projects in LMC and ENGL courses

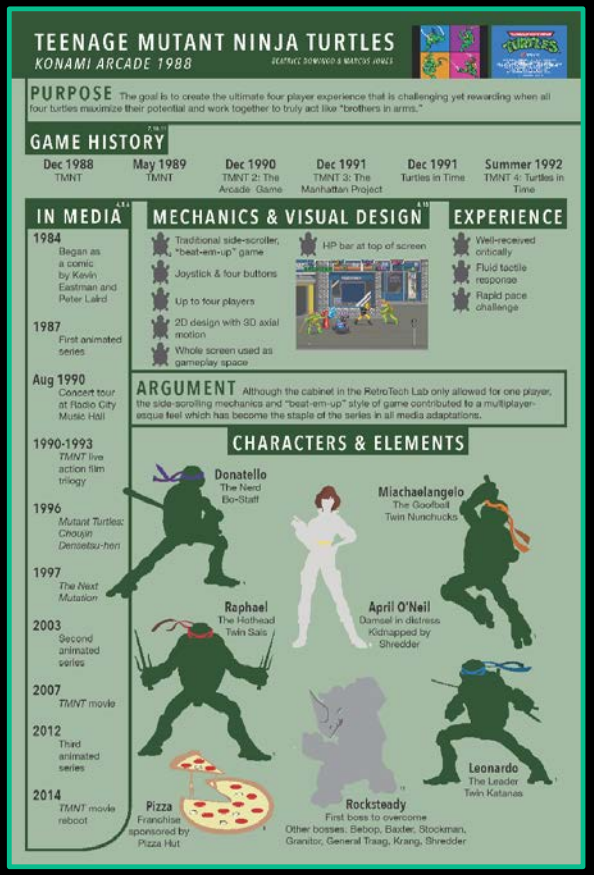




Front end software: PiPlay (Shea Silverman and Mark Holgate)

Assignments & Experiments with Retro Games

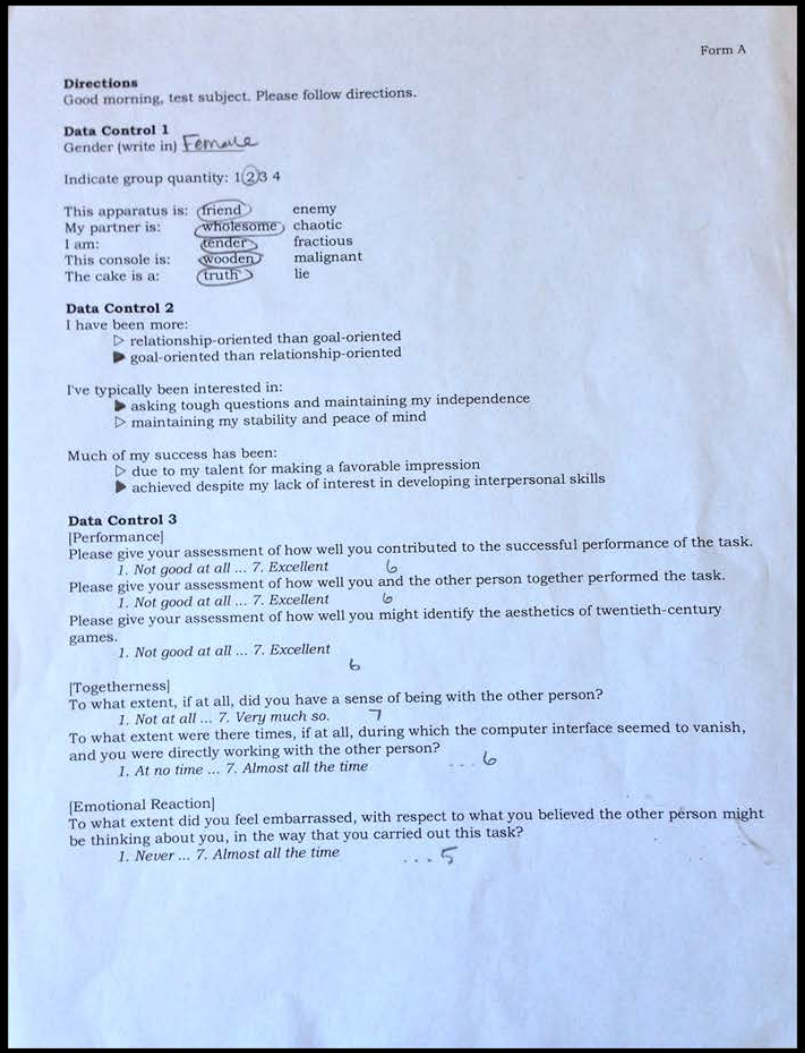
- Summer 2015, construction of MAME cabinet for GT Archives with LMC grant
  - Purposes: meaningful archival content, conversations about preservation, game history, user interface/experience, aesthetic design
- Team-taught composition courses themed around games
  - Narrative in Videogames (Spring 2014): http://joshuahussey.lmc.gatech.edu/gamingthesystem/
  - Folklore in Videogames (Fall 2015): http://joshuahussey.lmc.gatech.edu/folkgames/
- Projects on game histories and design:
  - Critical essays (Spring); Poster projects (Fall)
- Fall 2015 experiment surveyed users on performance of tasks, presence/absence of partner/machine (togetherness), and emotional responses to tasks



***Teenage Mutant Ninja Turtles*. Students Beatrice Domingo and Marcus Jones.**

Human Experiments with retroTECH equipment

- Surveyed users on performance of tasks, presence/absence of partner/machine (togetherness), and emotional responses to tasks
  - adapted from Durlach & Slater (2000), *Presence in Shared Virtual Environments and Virtual Togetherness*; Basdogan, Ho, Srinivasan, & Slater (2000), *An Experimental Study on the Role of Touch in Shared Virtual Environments*



Form A

Directions
Good morning, test subject. Please follow directions.

Data Control 1
Gender (write in) Female

Indicate group quantity: 1 (2) 3 4

This apparatus is:	(friend)	enemy
My partner is:	(wholesome)	chaotic
I am:	(tender)	fractious
This console is:	(wooden)	malignant
The cake is a:	(truth)	lie

Data Control 2
I have been more:
- ▷ relationship-oriented than goal-oriented
- ▶ goal-oriented than relationship-oriented

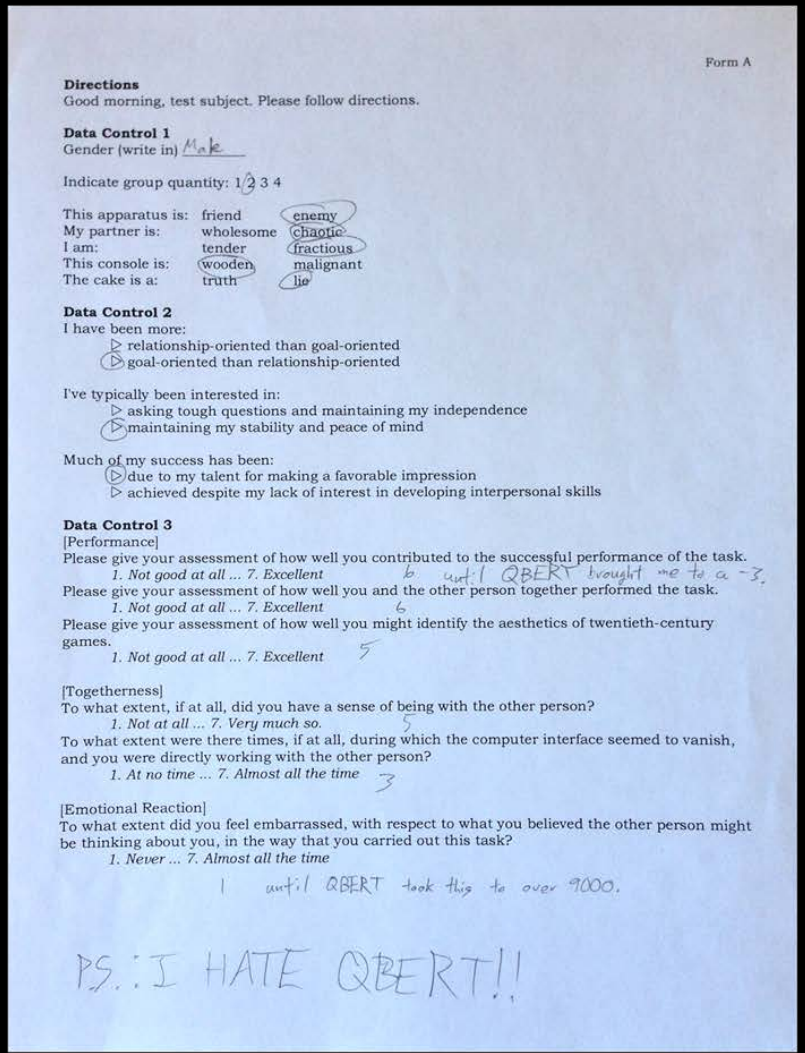
I've typically been interested in:
- ▶ asking tough questions and maintaining my independence
- ▷ maintaining my stability and peace of mind

Much of my success has been:
- ▷ due to my talent for making a favorable impression
- ▶ achieved despite my lack of interest in developing interpersonal skills

Data Control 3
[Performance]
Please give your assessment of how well you contributed to the successful performance of the task.
1. Not good at all ... 7. Excellent 6
Please give your assessment of how well you and the other person together performed the task.
1. Not good at all ... 7. Excellent 6
Please give your assessment of how well you might identify the aesthetics of twentieth-century games.
1. Not good at all ... 7. Excellent 6

[Togetherness]
To what extent, if at all, did you have a sense of being with the other person?
1. Not at all ... 7. Very much so. 7
To what extent were there times, if at all, during which the computer interface seemed to vanish, and you were directly working with the other person?
1. At no time ... 7. Almost all the time ... 6

[Emotional Reaction]
To what extent did you feel embarrassed, with respect to what you believed the other person might be thinking about you, in the way that you carried out this task?
1. Never ... 7. Almost all the time ... 5



Form A

Directions
Good morning, test subject. Please follow directions.

Data Control 1
Gender (write in) Male

Indicate group quantity: 1 (2) 3 4

This apparatus is:	friend	(enemy)
My partner is:	wholesome	(chaotic)
I am:	tender	(fractious)
This console is:	(wooden)	malignant
The cake is a:	truth	(lie)

Data Control 2
I have been more:
- ▷ relationship-oriented than goal-oriented
- (▷) goal-oriented than relationship-oriented

I've typically been interested in:
- ▷ asking tough questions and maintaining my independence
- (▷) maintaining my stability and peace of mind

Much of my success has been:
- (▷) due to my talent for making a favorable impression
- ▷ achieved despite my lack of interest in developing interpersonal skills

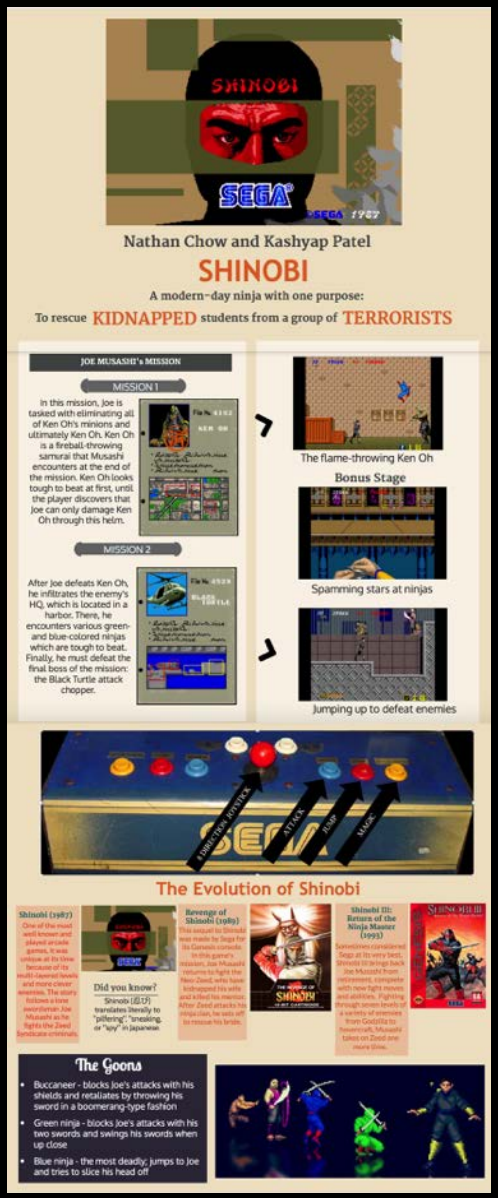
Data Control 3
[Performance]
Please give your assessment of how well you contributed to the successful performance of the task.
1. Not good at all ... 7. Excellent 6 until QBERT brought me to a -3.
Please give your assessment of how well you and the other person together performed the task.
1. Not good at all ... 7. Excellent 6
Please give your assessment of how well you might identify the aesthetics of twentieth-century games.
1. Not good at all ... 7. Excellent 5

[Togetherness]
To what extent, if at all, did you have a sense of being with the other person?
1. Not at all ... 7. Very much so. 5
To what extent were there times, if at all, during which the computer interface seemed to vanish, and you were directly working with the other person?
1. At no time ... 7. Almost all the time 3

[Emotional Reaction]
To what extent did you feel embarrassed, with respect to what you believed the other person might be thinking about you, in the way that you carried out this task?
1. Never ... 7. Almost all the time
1 until QBERT took this to over 9000.

P.S. I HATE QBERT!!

Other student examples



***Shinobi*. Students Nathan Chow and Kashyap Patel.**

***Gauntlet*. Students Michael Lin and Lucy Zheng.**

Discussion

- What colleges, schools, and departments do you represent?
- What comes to mind when you think of “digital pasts” and “digital histories”? How do these themes intersect with your areas of research and interest?
- Do you have ideas for activities, events, programs, partnerships, etc. that retroTECH or the GAL might help facilitate?

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