

1. Record Nr.	UNISA996391177403316
Titolo	Answers for the Earl of Lauderdale [[electronic resource]] : to a printed paper, (entituled, The case of John Swinton, in relation to his fathers forefaulture) and to the pretended reasons of reduction of the said forfaulture, alledged to be now depending before the Parliament
Pubbl/distr/stampa	Edinburgh, : Printed by the heir of Andrew Anderson, 1690
Descrizione fisica	[37] p
Altri autori (Persone)	LauderdaleCharles Maitland, Earl of, <d. 1691.>
Soggetti	Forfeiture - Scotland
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Initial letter. Reproduction of the original in the National Library of Scotland.
Sommario/riassunto	eebo-0097

2. Record Nr.	UNINA9910790963103321
Autore	Guins Raiford
Titolo	Game after : a cultural study of video game afterlife / / by Raiford Guins
Pubbl/distr/stampa	Cambridge, Massachusetts : , : MIT Press, , [2014] ©2014
ISBN	0-262-32017-7
Descrizione fisica	1 online resource (371 p.)
Disciplina	794.8
Soggetti	Video games - Social aspects
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Contents; Foreword; Acknowledgments; Introduction: Persistent Games; 1 Museified; 2 Thinking Inside the (Archival) Box; 3 After the Arcade; 4 Thinking Outside the (Game Cartridge) Box; 5 Landfill Legend; 6 Game Saved; Final Walkthrough; Appendix; Notes; Bibliography; Index
Sommario/riassunto	Overview: We purchase video games to play them, not to save them. What happens to video games when they are out of date, broken, nonfunctional, or obsolete? Should a game be considered an "ex-game" if it exists only as emulation, as an artifact in museum displays, in an archival box, or at the bottom of a landfill? In Game After, Raiford Guins focuses on video games not as hermetically sealed within time capsules of the past but on their material remains: how and where video games persist in the present. Guins meticulously investigates the complex life cycles of video games, to show how their meanings, uses, and values shift in an afterlife of disposal, ruins and remains, museums, archives, and private collections. Guins looks closely at video games as museum objects, discussing the recontextualization of the Pong and Brown Box prototypes and engaging with curatorial and archival practices across a range of cultural institutions; aging coin-op arcade cabinets; the documentation role of game cartridge artwork and packaging; the journey of a game from flawed product to trash to memorialized relic, as seen in the history of Atari's infamous E.T. The Extra-Terrestrial; and conservation, restoration, and re-creation stories told by experts including Van Burnham, Gene Lewin, and Peter Takacs. The afterlife of

video games-whether behind glass in display cases or recreated as an iPad app-offers a new way to explore the diverse topography of game history.
