

KEEP Final Conference 2012

Emulation strategies for long-term preservation of digital games and complex digital objects: project outputs and legal implications

Location: Bibliothèque nationale de France, Paris
Date: 17.2.2012

Abstract

For three years the KEEP project (www.KEEP-project.eu) has conducted research on emulation strategies for the long term preservation of video games and other complex digital objects. This effort was supported by the 7th Framework Programme of the European Union and is now coming to an end. The main outputs of the project will be presented in a final conference in Paris.

KEEP has provided a successful solution and proven that emulation can be a true alternative strategy for digital preservation. The final KEEP conference will present hands on results of the project. The presentations will show the technical possibilities of the outcomes and, in expert discussion panels, the relevance for the community will be highlighted and as well as the long-term outputs from KEEP.

A specific focus will be given to the legal implications of the project. Games are also a relevant factor for the orphan works discussion. The event will highlight how games and other digital objects encounter special problems, which are not so far a way from other audiovisual content and software. It has emerged that no provision was made for the special requirements of video games, when setting up national and European legislation. This event will highlight the different possibilities to address the preservation needs of games and complex digital objects and show where the controversies lie.

This conference is dedicated to memory institutions, game developers as well as political decision makers. Please join us for this one day conference to find out more about the KEEP project outputs and how you can use them in your own digital long-term preservation programmes.

The event is free of charge, but we kindly ask you to register for the event in <http://keep-final.eventbrite.co.uk/> on the February 9th 2012 at the latest.



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Draft programme

Moderator of the day: Malte Behrmann, European Games Developer Federation

9.30-10.00: Coffee and registration

10.00-10.30: Opening and introduction to KEEP – Bibliothèque nationale de France

Session 1: KEEP as successful solution – Emulation as true alternative strategy for digital preservation

10.30: The KEEP Emulation Framework (demonstration): Jeffrey van der Hoeven, Koninklijke Bibliotheek & Bram Lohman, Tessella plc

11.00: The KEEP Media Transfer Tool & Totem database: David Anderson, University of Portsmouth

11.15: The KEEP Virtual Machine: Hans Pufal, Joguin sas

11.30 – 12.30: Panel Discussion

Lunch

14.00-14.10: Declaration of Bruno Racine, BnF president and Europeana Foundation president

14.10-14h30: How KEEP will be used by partners? Andreas Lange, Computerspiele Museum & Marcus Dindorf, Deutsche Nationalbibliothek

Session 2: Legal Implications – Games as a relevant factor of orphan works

14.30-14.40: Greetings Marietje Schaake, Member of European Parliament

14.40-14.50: The legal findings of KEEP: Harold Codant, BnF

14.50- 16.00: Panel Discussion

16:00: Guided Tour of the BnF Labo

