Save Game – Legal Challenges in Game Preservation
Expert Workshop

22 April 2015   **Humboldt-Universität zu Berlin**
10:30 – 17:00   Georgenstraße 47, 10117 Berlin

http://digitalebewahrung.de/gamesworkshop2015/

Introduction

The German Informatics Society (Gesellschaft für Informatik) has identified the long-term preservation of access to digital cultural heritage as one of the grand challenges of computer science to be solved over the coming decades. In addition to the technical challenges there are numerous other issues that impede the long-term preservation of digital cultural artefacts. Copyright regulations in particular – both at the national and European level – pose a serious problem. This is especially relevant when dealing with complex multimedia artefacts such as computer games.

The European Commission has launched a review process of copyright legislation in order to adapt the current regulations in response to these technological changes.

Using computer games as an example, the workshop will try to gain insights into the failure of current copyright legislation and its negative impact on the preservation of our cultural heritage. Furthermore, we will begin the process of finding solutions – both technical and legislative – for inclusion in a white paper that will be submitted as a recommendation as part of the current EU review process.

We have invited experts with research and commercial backgrounds to discuss the problems of preservation and ensuring access to digital cultural heritage from the perspective of computer scientists, lawyers and media theorists.

Programme

10:30 *– Registration –*

10:45 Opening and Welcome, EU Statement Games Preservation

11:00 How to Preserve Games - The Perspective of Cultural Heritage Institutions (EFGAMP)
Winfried Bergmeyer (Computer Games Museum Berlin), *Jakob Moesgaard* (The Royal Library of Denmark), *Christian Bartsch* (Softpres/Kryoflux)

11:30 Panel: Technical Requirements and Challenges in Game Preservation
Emanuel Georgiew (SEMASU GmbH), *Agata Królikowski* (SIG Internet and Society), *Jens-Martin Loebel* (SIG Long-Term Preservation)

12:00 *– Lunch Break –*

Programme
(continued from page 1)

13:00 Saving From Oblivion:
       Challenges of preserving your own digital works for future generations
       Maciej Miąsik (Pixel Crow)

13:30 Codes & Circuits. Obstacles, bypasses and short cuts in teaching and
       researching (with) vintage hard- and software
       Stefan Höltgen (Humboldt-Universität zu Berlin)

14:00 Copyright Challenges in the Digital Age:
       Archiving and Citing Electronic Games
       Christian Rauda (GRAEF Rechtsanwälte)

14:30 *– Coffee Break –*

15:00 Preserving Games as a cultural heritage from the legal perspective
       Till Kreutzer (iRights)

15:30 The EU Directive on Orphan Works
       Rike Maier (Humboldt Institute for Internet and Society)

16:00 Round Table with Feedback for Statement Draft

17:00 *– End of Talks –*
       Special: Tour of Signal Lab and Media Archaeological Fundus of the HU
       Media Science Department (*Stefan Höltgen*)

Registration
The workshop is free of charge. Registration is required due to limited seating.
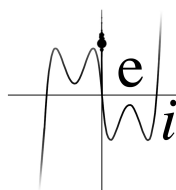**Please register by 19 April 2015** via e-mail to
register@digitalebewahrung.de

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