

Contents

Foreword: The Hard Work of Henry Lowood ix

Matthew G. Kirschenbaum

Acknowledgments xv

Editor's Introduction: Henry's Many Hats 1

Raiford Guins

Part One: Archives, Documentation, and the Preservation of Historical Software

Author's Introduction 35

- 1 The Hard Work of Software History 41
- 2 Shall We Play a Game: Thoughts on the Computer Game Archive of the Future 57
- 3 Video Capture: Machinima, Documentation, and the History of Virtual Worlds 72
- 4 It Is What It Is, Not What It Was 94
- 5 Screen Capture and Replay: Documenting Gameplay as Performance 112
- 6 Software Archives and Software Libraries 132

Part Two: Game Histories and Historiography

Author's Introduction 157

- 7 Game Studies Now, History of Science Then 163
- 8 Video Games in Computer Space: The Complex History of *Pong* 169
- 9 Game Engines and Game History 198

- 10 Putting a Stamp on Games: Wargames, Players, and PBM 215
- 11 Game Counter 231
- 12 War Engines: Wargames as Systems from the Tabletop to the Computer 237

Part Three: Further Directions: Sports Games and e-Sports

Author's Introduction 271

- 13 "Beyond the Game": The Olympic Ideal and Competitive e-Sports 277

Part Four: Interview with Henry Lowood

T. L. Taylor

Bibliography 331

Index 349