



Game After: A Cultural Study of Video Game Afterlife (MIT Press)

By Raiford Guins

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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 What happens to video games when they are out of date, broken, nonfunctional, or obsolete?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.

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Editorial Review

Review

Raiford Guins takes readers on a romp through American memory as pixelated landscape of desire. Witty, learned, and not a little obsessive, *Game After* is an exploration of what video games mean to us in this, the era of collection, when antiquarians have become hipsters and hipsters antiquarians.

(Lisa Gitelman, author of *Always Already New*)

Game After is like no other game book you have ever read. Rather than being about the games themselves, it penetrates the materiality of game culture: the fates of "obsolete" arcade machines and consoles; the collections where they have ended; the events where they are resurrected. Excavating the legendary "Atari landfill" has not been neglected either. In Raiford Guins, electronic gaming has got its first true media archaeologist.

(Erkki Huhtamo, Professor at UCLA, Departments of Design Media Arts, and Film, Television, and Digital Media; author of *Illusions in Motion: Media Archaeology of the Moving Panorama and Related Spectacles*)

Throughout the book, Guins maintains both a lively, wry narrative of his quest for knowledge and a sharp, thorough grounding in game history, media theory, curation, and media archaeological practice. He has provided a theoretical framework, an excellent guide to the resources available in the United States, and several strong examples of what the material history of video games can accomplish.

(Thomas H. Rouse *American Journal of Play*)

For scholars interested in game studies or the history of videogames, this book is a must have.

(*IEEE Annals of the History of Computing*)

About the Author

Raiford Guins is Associate Professor of Culture and Technology at Stony Brook University. He is also founding principal editor of the *Journal of Visual Culture* and curator of the William A. Higinbotham Game Studies Collection.

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Richard Redd:

The book *Game After: A Cultural Study of Video Game Afterlife* (MIT Press) gives you the sense of being enjoy for your spare time. You should use to make your capable a lot more increase. Book can to get your

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Leslie James:

A lot of people always spent their own free time to vacation or maybe go to the outside with them household or their friend. Do you realize? Many a lot of people spent these people free time just watching TV, or playing video games all day long. If you wish to try to find a new activity honestly, that is look different you can read a book. It is really fun for you personally. If you enjoy the book that you simply read you can spent the whole day to reading a publication. The book *Game After: A Cultural Study of Video Game Afterlife* (MIT Press) it is quite good to read. There are a lot of people who recommended this book. These folks were enjoying reading this book. If you did not have enough space to bring this book you can buy the particular e-book. You can m0ore easily to read this book from a smart phone. The price is not to fund but this book offers high quality.

Robert Wilkes:

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Evelyn Ross:

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