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Cataloging, Archiving
and Exhibiting Digital Games

Central and Eastern European Historical Games Workshop 2024

25–26/11/2024
Ponrepo Cinema
Prague

25TH NOVEMBER

8.30–9.00	**Registration**
9.00–9.20	**Introduction**
9.20–9.50	**Gaming cultural heritage in Europe: status quo, meaning, framework conditions, requirements, opportunities** – Andreas Lange, EFGAMP (Keynote 1)
9.50–10.00	Discussion
10.00–10.20	Coffee break
10.20–10.40	**Preserving Polish Digital Games** – Paweł Frelik, Poland (online)
10.40–11.00	**Preserving Hungarian Digital Games** – Tamás Beregi, Hungary
11.00–11.10	Discussion
11.10–11.30	Coffee break
11.30–12.00	**Games as national heritage – Reflections on 25 years of collecting Danish videogames** – Jakob Moesgaard, Royal Danish Library (Keynote 2)
12.00–12.10	Discussion
12.10–13.20	Lunch
13.20–13.40	**If the world ends, I'm going to Vienna. Everything happens there ten years later** – Jogi Neufeld, Austria
13.40–14.00	**In search of lost gameplay – Pixelarchiv.cz** – Jan Kremer, Czechia
14.00–14.10	Discussion
14.10–14.30	Coffee break
14.30–15.00	**Preservation through use** – Natalia & Jukka Kovalainen, Embracer Game Archive (Keynote 3)
15.00–15.10	Discussion
15.10–15.20	Conclusion and Organization
15.40–17.00	**Let's Play Czech(oslovak) Digital Games History** – interactive presentation of historical games by Retroherna.org

26TH NOVEMBER

9.00–9.20	**Introduction & Organization**
9.20–9.50	**Collaborative game preservation at the Finnish Museum of Games** – Niklas Nylund, Finnish Museum of Games (Keynote 4)
9.50–10.00	Discussion
10.00–10.20	Coffee break
10.20–10.40	**Preservation of Creative Software Distribution and Grassroots Publishing Practices of the 1980s** – Gaja Zornada, Slovenia
10.40–11.00	**LVLUP!** – Camille Laurelli, Estonia
11.00–11.10	Discussion
11.10–11.30	Coffee break
11.30–11.50	**Videogames Museum** – Miloš Jovanović, Romania
11.50–12.10	**Slovak Design Center** – Adam Kysler & Vojtěch Straka, Slovakia
12.10–12.20	Discussion
12.20–13.20	Lunch
13.20–15.00	**Final Discussion & Conclusion**

The conference is open to the public, admission is free. All participants have to register at the entrance.
To follow the workshop on Zoom and Discord please request access at pixelarchiv@nfa.cz. Presentations will be recorded and published on Národní filmový archiv YT channel.

Conference Venue
kino Ponrepo
Bartolomějská 11
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www.nfa.cz/en/ponrepo-cinema