Augmented Exploration of Library Videogame Holdings by Techniques from Computational Linguistics

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Abstract. Large collections often present a challenge for researchers and patrons wishing to locate disparate items that are related in ways not revealed through standard archival discovery methods, or that are too nuanced for any single archivist to consider. For physical software collections this is even more difficult, due to the need to execute software to understand its use and visual appearance. In a joint collaboration between Stanford University Library’s Department of Special Collections and UC Santa Cruz’s Center for Games and Playable Media, we present GameNet [1, 2], a tool for exploring the implicit relationships between computer and video game software items in Stanford’s Cabrinety Collection on the History of Microcomputing.

To be presented at the 9th Annual Society of American Archivists Science, Technology, and Healthcare Roundtable, Cleveland, Ohio, August 21, 2015.

References