

## Press Announcement

Berlin, Feb. 5, 2009

### **Computer Game Museum is partner of the major EC research project KEEP**

The Computer Game Museum is partner of the major European research project KEEP (Keeping Emulation Environments Portable), which is funded by the European Community with 3,15 Mio. Euro. KEEP plays a central role in researching sustainable strategies for the longterm preservation of our digital heritage and is lead by the National Library of France. Further partners besides others are the national libraries of Germany and Holland, the University of Portsmouth and the European Games Developer Federation (EGDF). For the first time established memorial institutions meet with institutions, which are based on the computer game culture, in a common major research project. Aim of the project is to utilize the preservation tools, which are mainly created in the gamer community, for a broader range of users and purposes.

"We are very happy to be an integral partner of the project contributing our collections and our know how, which we gained in the last twelve years", says Andreas Lange, director of the Computer Game Museum. "The invitation to join the project is a clear sign of the growing recognition of the cultural impact of our collections. We are also very glad, that we succeeded on the basis of the research project to establish computer games as cultural artefacts of the same grade as traditional artefacts", he adds.

The outcome from KEEP will be a milestone towards our aim to preserve works of digital interactive culture and making them accessible in the long term. KEEP starts in February 2009 and will run for three years.

Further details and information about the other partners can be found here:

<http://www.computerspielemuseum.de/index.php?lg=en&main=News&site=02:00:00&id=186&part=10>

### Computer Game Museum (in fjs e.V.)

In 1997, the Berlin-based Computer Game Museum opened the first permanent exhibition of digital interactive entertainment culture in the world. Since that date, it has been responsible for 30 national and international exhibition projects, both autonomously and in co-operations. The Museum has received the German children's culture award 2002 (Deutscher Kinderkulturpreis, special award of the Bundesministerium für Familie) and hosts Europe's largest collection of entertainment software and hardware. On that basis it plans to reopen its permanent exhibition, which was closed in the year 2000. The Museum is member of ICOM (International Council of Museums), nestor - the German Network of expertise in Digital long-term preservation funded from the German Ministry of Research and Education, SIG Games of the German Gesellschaft für Medienwissenschaft/ GfM (Society for Media Studies) and DIGAREC – Digital Games Research Center of the University of Potsdam.

The body responsible for the museum is the Förderverein für Jugend und Sozialarbeit e. V. As a non-profit organisation it is responsible for a broad range of projects. In the area of the New Media, besides the Computer Game Museum, it has also been sponsoring the USK (Unterhaltungssoftware Selbstkontrolle) since 1994, which is appointed by the German states to rate computer and video games in age groups, as well as the entertainment software database *Zavatar.de*.