



*TUESDAY Seminar*

**17 NOV | 4 PM**

via Zoom (see email)

## **ATTENDING TO PROCESS AND DATA: FINDING HISTORY IN COMPUTER GAME AND CULTURAL SOFTWARE ARCHIVES**

**Dr. Eric Kaltman, CSUCI**



Access to development records is a significant impediment to the historical investigation of computer games and other cultural software objects. Even when records are available, parsing production related data is a difficult task requiring clear historical research questions and the technical ability to interpret deprecated technology and development techniques. In this talk, Dr. Eric Kaltman will talk about efforts in software preservation and the emerging discipline of computational archival science to better organize, process and analyze historical development work. Key to this process is understanding what we can learn from legacy records and systems, and how that understanding can help historians of science and technology develop better critical analysis techniques. How have development practices changed over time? Are there better ways to communicate the tacit knowledge of "what it is like" to work on technical projects if we have more access to development records?

COMPUTER SCIENCE SEMINAR SERIES

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