A Matrix for Video Game Collecting

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Outline

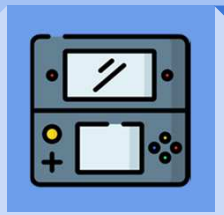
- Introducing the challenge
- Why Collecting Video Games is Complex
- Preservation and Access subgroup
- Collecting matrix
  - Template
  - *Hellblade* case study
- Next steps

Introducing the Challenge

- What would a distributed national initiative to collect, preserve, and provide access to video games look like?
- Consortium of collecting organisations:
  - BFI, British Library, Tate, V&A, Science Museum Group, Wellcome Collection, Museum of London, British Games Institute, National Videogame Museum
- Three subgroups
  - Preservation and Access
  - Advocacy
  - Strategy

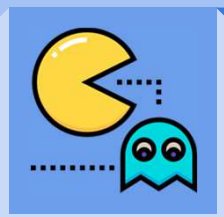
Why Collecting Video Games is Complex

- Defining the work
- Looking at who's collecting games in the UK and abroad
- Preservation work outside the context of collecting organisations
  - Heavily proprietary game companies
  - Pirate community
- Knowing / anticipating what users want to access



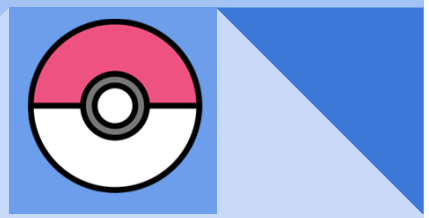
Preservation and Access Subgroup

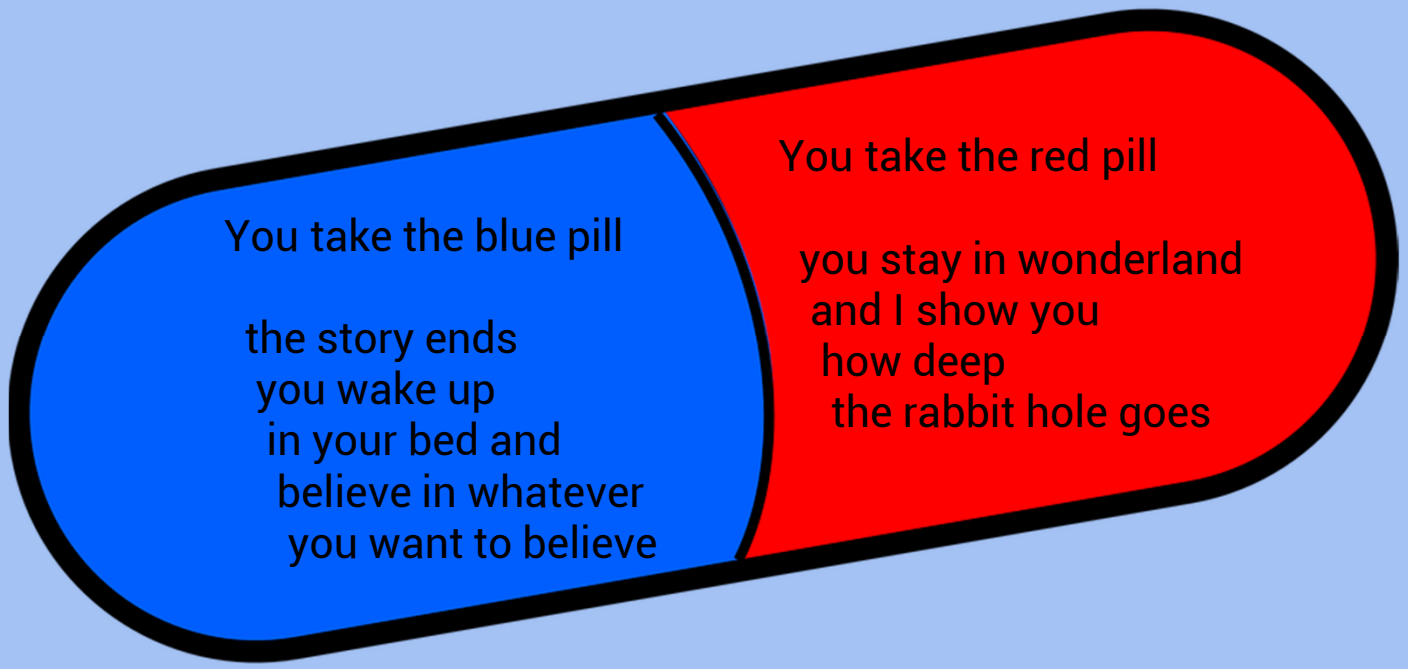
- Deciding what to collect
  - Fit with collecting remit
  - Collecting could mean different things to different institutions
- How to create the bigger picture
  - How do you coordinate multiple organisations that want to collect the same work?
- Communicating complexities to government and other funding bodies
- Engagement with industry and makers
- Orphan works licence for video games



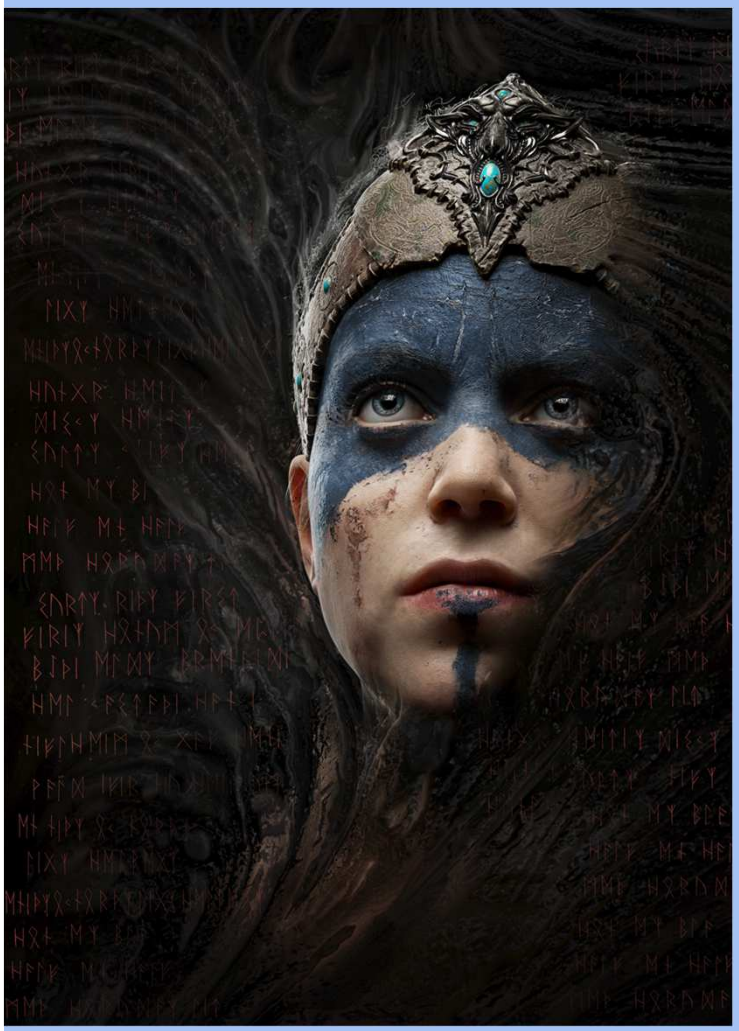
Collecting Matrix

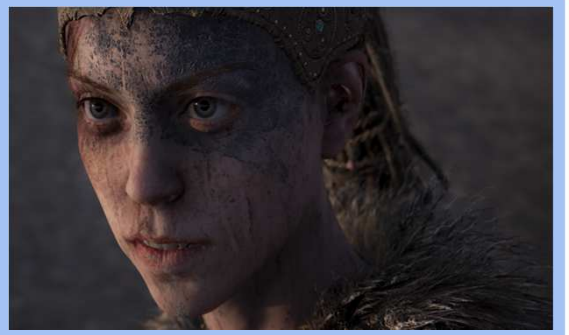
bit.ly/videogamesmatrix





obligatory quote from The Matrix

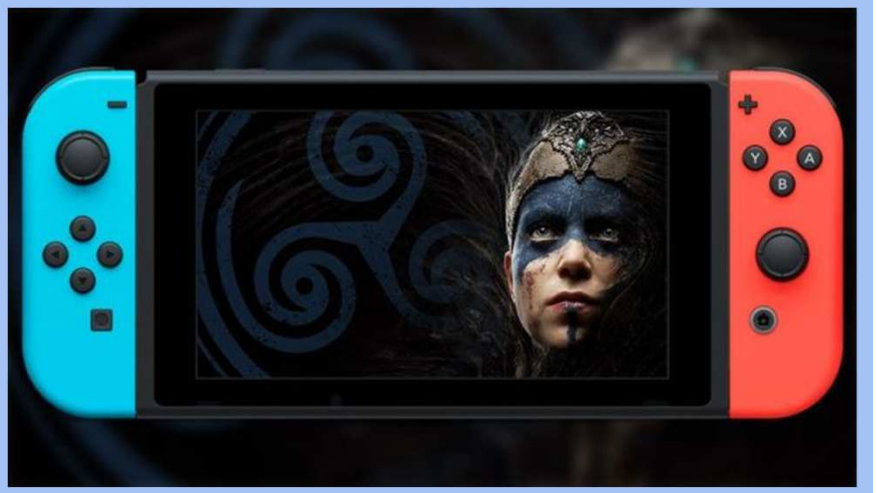




HELLBLADE

Hardware

Physical device that outputs a video signal to display a video game



Hellblade

- Created for PC, then PS4, then XBox1, then Nintendo Switch
- PC and PS4 versions have VR component

Controllers

Input device for video games

Hellblade

- Standard proprietary controllers for all versions
- Keyboard for PC version

Source code

Code written using a human-readable programming language

Hellblade

- Ninja Theory (UK-based) are developer and rightsholder, so we could assume they retained all source code
  - Where / how is the code stored? Would it make sense to an organisation trying to collect the game?

Released code

Executable files interpreted by the console

Hellblade

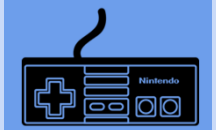
- Released physically on disc, but the updates are not
  - Typical model for disc-based games
  - Updates over internet are more common when playing disc-based game
- 'Day 1 patch' followed by bugfix patches when needed

Patch notes

Documentation of updates - released alongside the update - on Twitter or Steam, or in-game popup, or elsewhere online.

Hellblade

- Release and patch notes on *Hellblade* website



DLC (downloadable content)

Additional content (e.g. expansion packs) created by developer for download over the internet

Hellblade
No downloadable content for this game

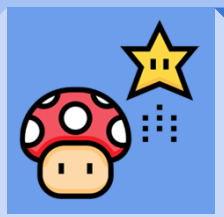
Packaging

Could include, but not limited to:

- Plastic case w/ cover
  - System requirements
  - Health warning
- Physical instructions

Hellblade

- Physical case w/
  - Cover and disc inside
  - System requirements
  - Health warning



Gameplay accessories

Specialty input devices to need to play a game

- e.g. VR headsets, steering wheels

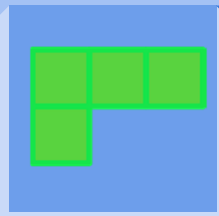
Hellblade

- VR-specific controllers apply for VR versions

Enhancement devices

Older games - plug ins for power boost, for example.
Nintendo 64 and *Sega Saturn* boost allowed higher resolution gameplay.

Hellblade
No devices - less relevant for modern games



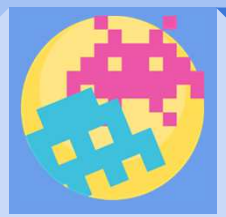
Marketing materials

Broad range of material types:

- press kit
- moving image trailer
- website
- wallpapers
- etc

Hellblade

- all of the above, and more
- marketing as a rich art form



Marketing materials

Hellblade: Senua's Sacrifice, Winged Demon Wallpaper

Mobile

1140 x 2560 | 750 x 1134 | 640 x 1136

08 AUG HELLBLADE 2ND ANNIVERSARY

Posted at 15:33h in R1. Uncategorized by Fran Mead - 8 Comments - 2 Likes - Share

Hellblade: Senua's Sacrifice was released 2 years ago today!

To celebrate, we've released some new posters for you to download in both their original size and optimised for mobile. Artwork by our Principal Environment Artist, Dan Attwell.

Senua Poster

Original | Mobile (1080 x 1920)

Valravn Poster

Original| Mobile (1080 x 1920)

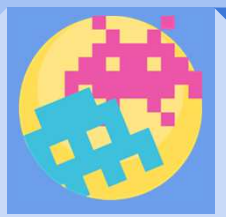
Surtr Poster

Original | Mobile (1080 x 1920)

30 NOV NEW TRACK FROM THE HELLBLADE: SENUA'S SACRIFICE SOUNDTRACK

Posted at 18:45h in R2 by Fran Mead - 9 Comments - 3 Likes - Share

Today we've released a new track from the Hellblade: Senua's Sacrifice soundtrack. The track title is 'Deeper', composed and performed by Andy LaPlegua.



Collectibles and ephemera

Huge range of collectibles:

- t-shirts, hoodies
- posters
- soundtracks released separately, even on vinyl

Hellblade

- all of the above, plus...
- scented candles

Collectibles and ephemera

Hellblade Ancient Trees & Rainfall Scented Candle

£7.00 GBP

Hellblade Helheim Hoodie

£40.00 GBP

Ninja Theory Vintage Art Christmas Cards - Pack of 6

£6.00 GBP

ADD TO CART

A pack of 6 Limited Edition assorted Ninja Theory Christmas cards featuring throwback artwork of previous Ninja Theory games

Each pack contains:

2 x Enslaved, 2 x Heavenly Sword, 1 x DMC, 1 x Fightback

The message on the inside reads: 'Have a very Ninja Christmas from all at Ninja Theory'.

Cards are A5 (148 × 210 millimeters or 5.83 ×8.27 inches) in size and come complete with envelopes.

*Christmas- Please note the last shipping dates, which can be found on the 'Shipping Info' tab if you wish to guarantee your items arrive before the festive period.

Design documentation

'Game design document', comprising

- gameplay
- character modelling and development
- lore of the game world
- storyboarding for narrative-heavy games
- concept art
- script

Hellblade

- all of the above, plus Development Diary videos

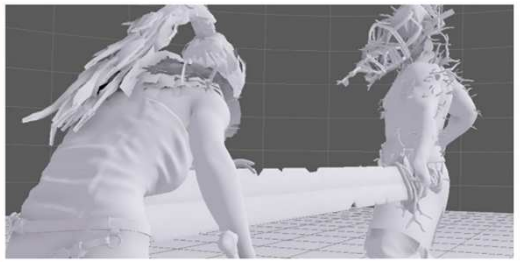
Design documentation

15 SEP DEVELOPMENT DIARY 3: SENUA

Posted at 15:30h in Art, Design, R21 by Dom • 29 Comments • 5 Likes • Share

The 3rd installment of our development diary series focuses on Hellblade's protagonist Senua. In this video we show her journey from original concept through to her look in the final teaser trailer.

In the Development Diary you will see a short glimpse of the hi-res Senua render created by our Senior Character Artist Claire in Mental Ray and Maya. Here is the render shot from the trailer, plus several other angles:



20 APR DEVELOPMENT DIARY 22: COMBAT REVISITED | PART 1

Posted at 08:27h in Design, R4 by Dom • 17 Comments • 2 Likes • Share

In our new Dev Diary video we take a look at how Hellblade's combat gameplay is progressing.

Design documentation

Hellblade Development Diary 24 – Hearing Voices

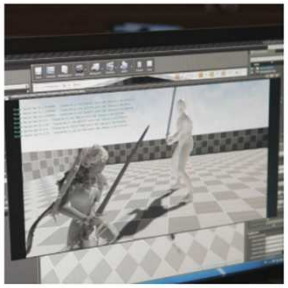
Behind The Blade, Video

Development Diary 9: The Music

Behind The Blade, Video

Development Diary 14: New Perspectives

Behind The Blade, Video



Development Diary 6: Camera, Controls & Combat

Behind The Blade, Video

Development Diary 2: Art Inspiration

Behind The Blade, Video

Ragnarok Trailer

Trailer, Video

Development Diary 25: Becoming Senua

Behind The Blade, Video

Environment Art Style Tests

Behind The Blade, Video

Development Diary 7: Creating Cover Art

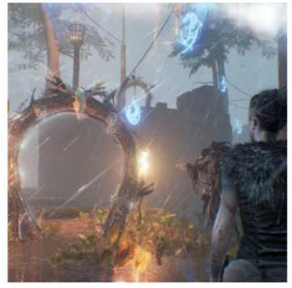
Behind The Blade, Video

Development Diary 3: Senua

Behind The Blade, Video

Development Diary 15: Binaural Audio Test

Behind The Blade, Video



Development Diary 26: Myths & Madness

Behind The Blade, Video

Fan-produced materials

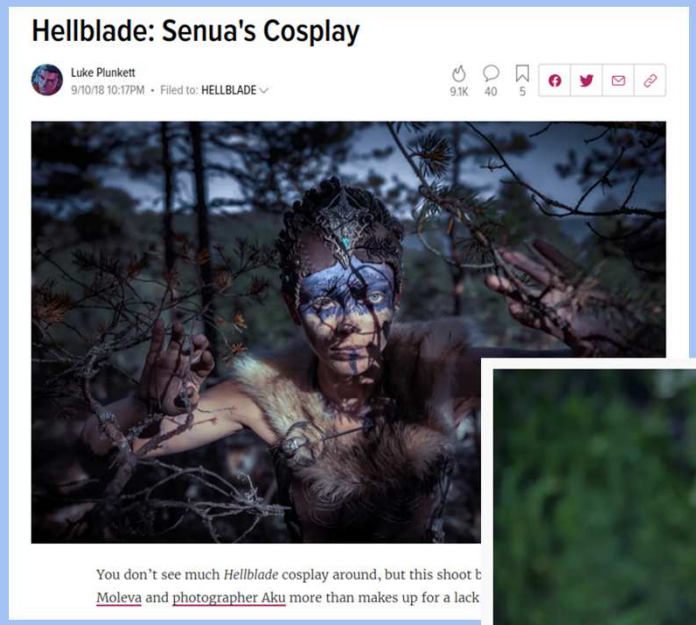
Expos, cosplay, fanart, etc.

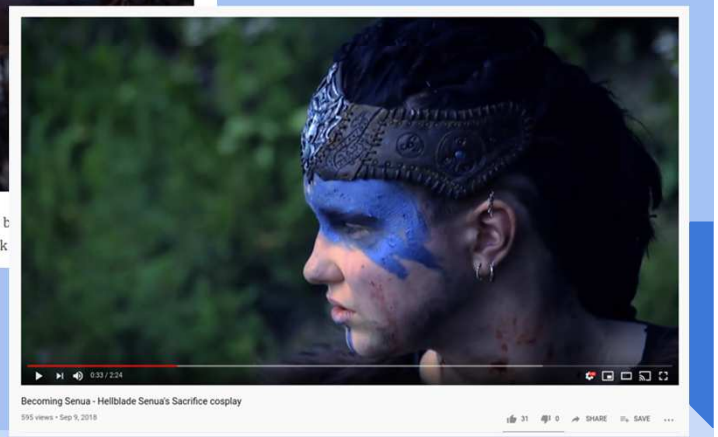
- digital or physical
- sometimes official component eg cosplay guide
- pinterest boards, facebook groups

Hellblade

- plentiful cosplay
- even an official guide by Ninja Theory

Fan-produced materials



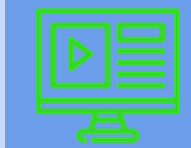


Walkthroughs and guides

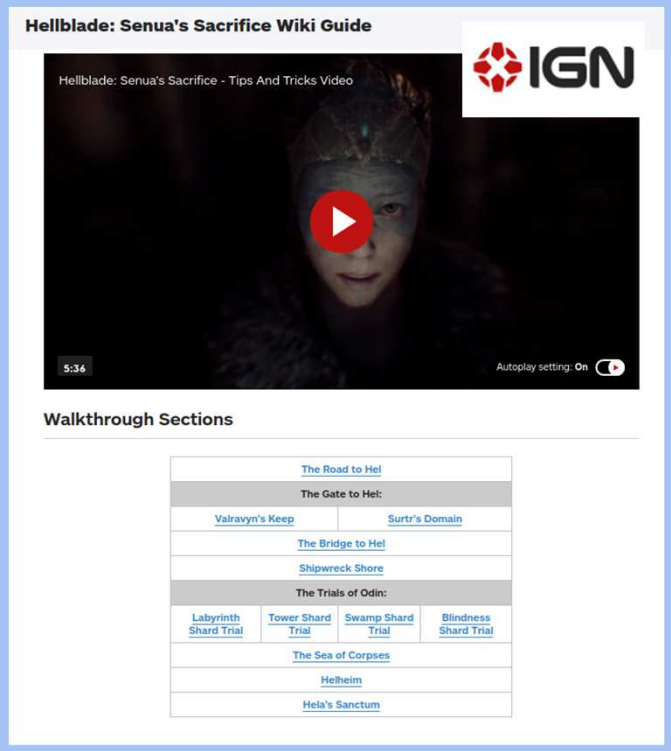
Digital online walkthroughs and guides, made by fans and professional sites such as IGN.
Also still published guidebooks, and artbooks.

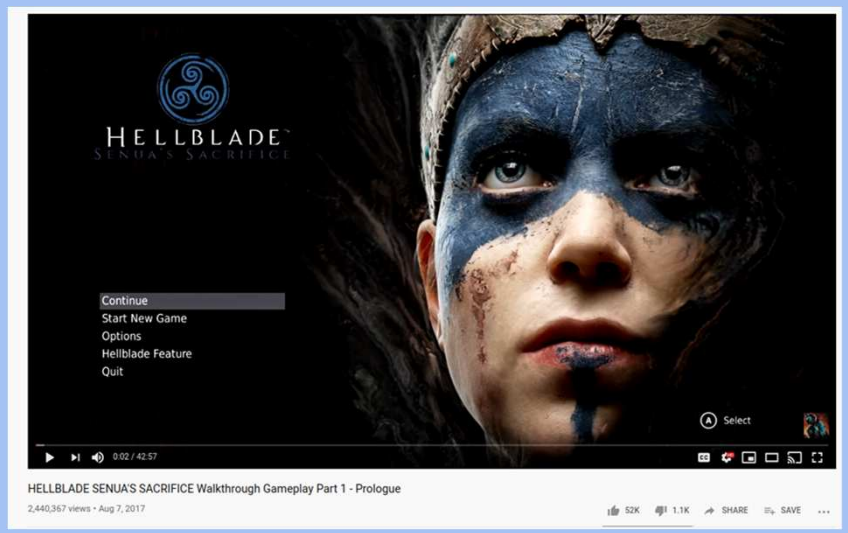
Hellblade

- fan-created, on YouTube, Vimeo, etc
- IGN professional guides



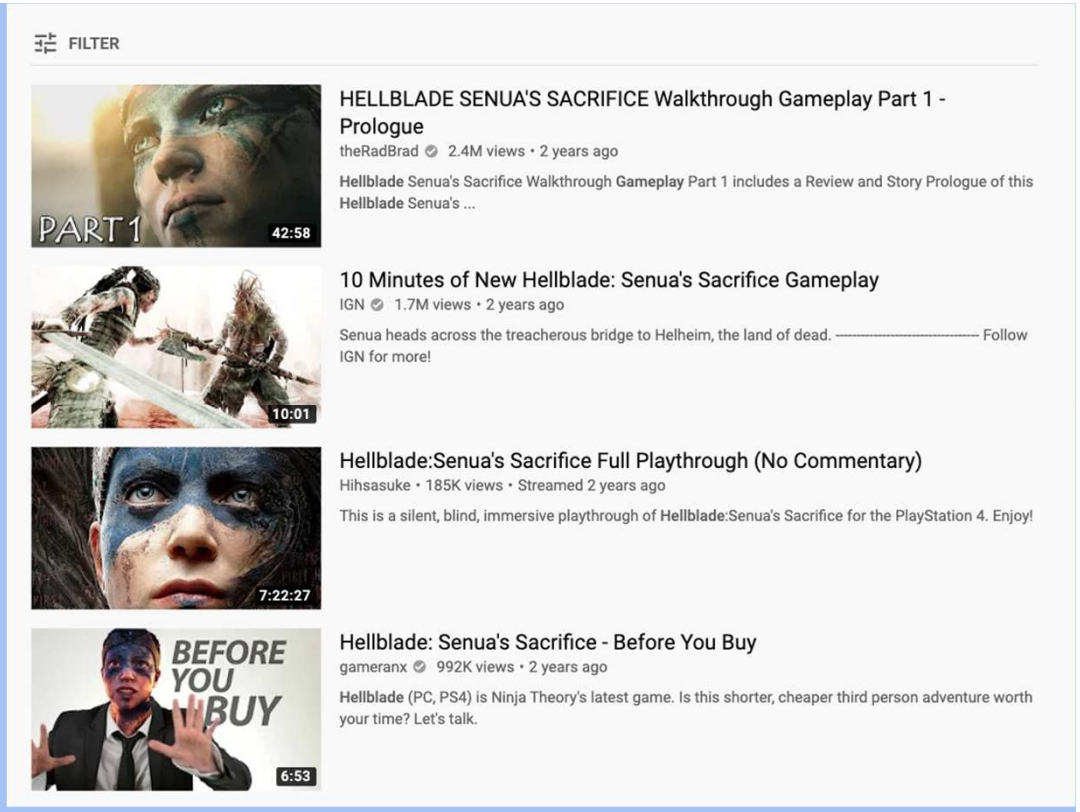
Walkthroughs and guides





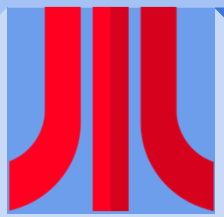
Gameplay video

- Video footage of the game
  - E.g. promotional trailer
  - Fan-produced gameplay video
    - Crossover with walkthroughs and guides



Next Steps

- Develop a subject specialist network (SSN)
- Build networks of other collecting organisations
- Engage pirate community (...maybe...)
- Test matrix for *Hellblade*
- Apply matrix and case studies to designing a data model



Thank you!

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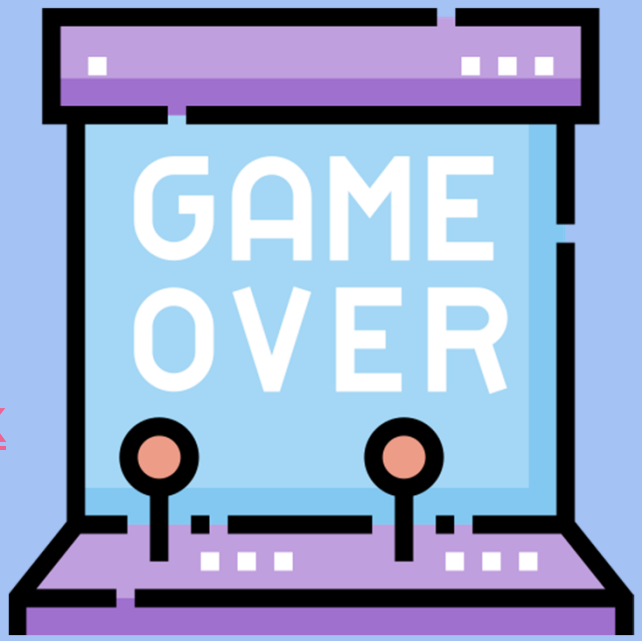
Stephen.McConnachie@bfi.org.uk



Thanks to Stuart Burnside, Ninja Theory, and NTTW programme committee for making this presentation possible