



A Matrix for Video Game Collecting

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#NTTW4 / Budapest / December 6th 2019

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

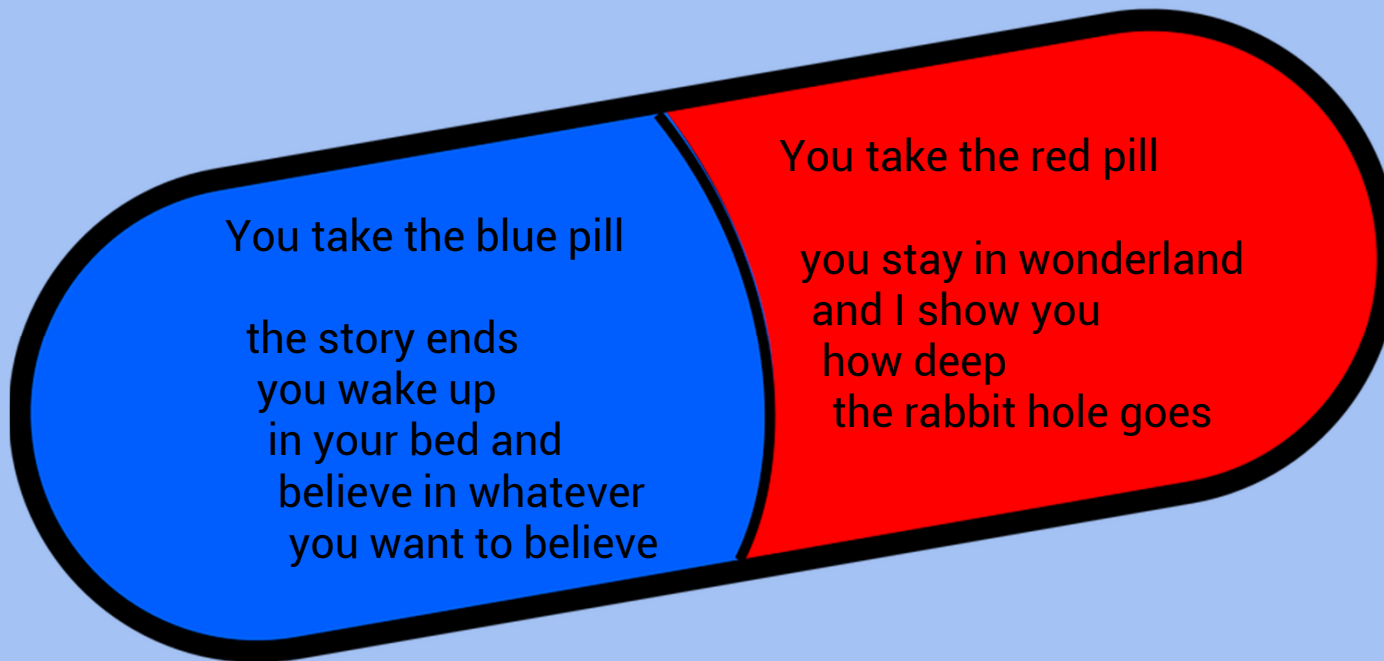
- Deciding what to collect
 - Fit with collecting remit
 - Collecting could mean different things to different institutions
- How to create the bigger picture
 - How do you coordinate multiple organisations that want to collect the same work?
- Communicating complexities to government and other funding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



Collecting Matrix

bit.ly/videogamesmatrix





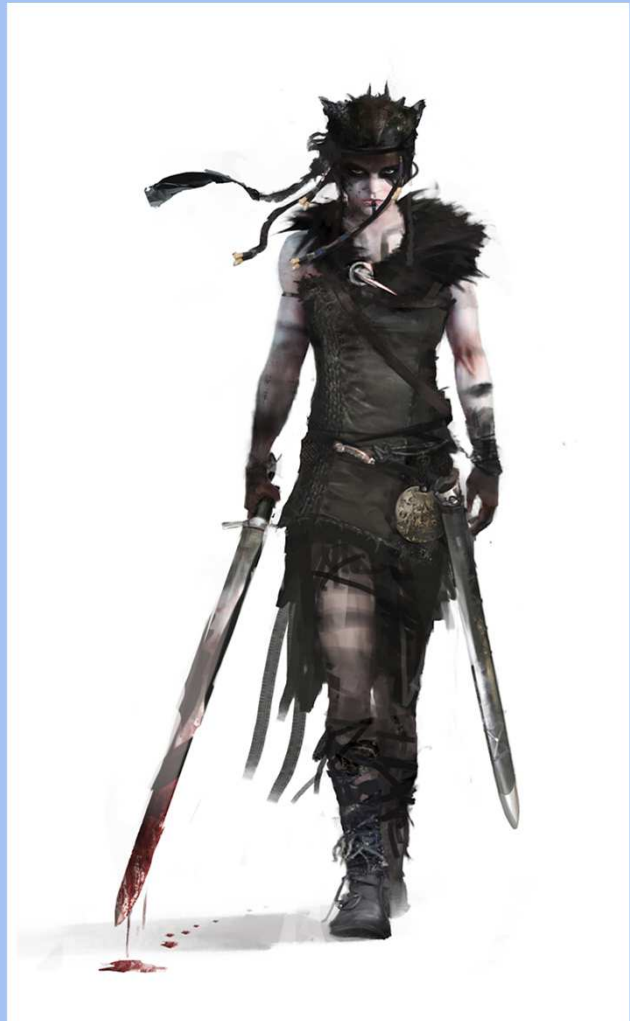
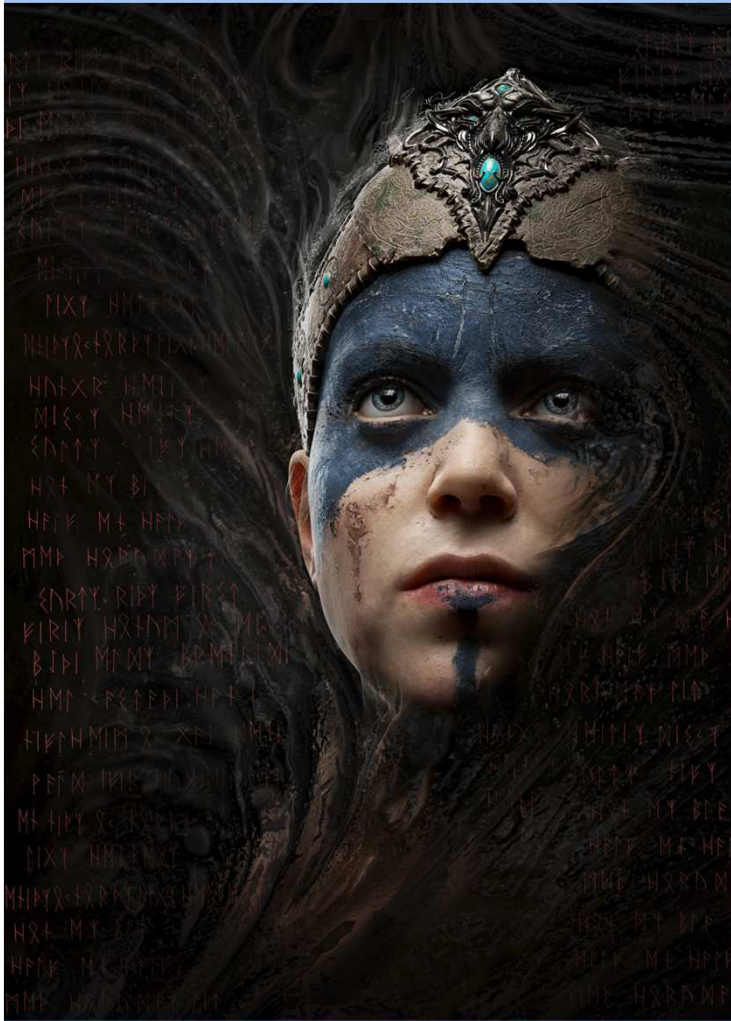
You take the blue pill

the story ends
you wake up
in your bed and
believe in whatever
you want to believe

You take the red pill

you stay in wonderland
and I show you
how deep
the rabbit hole goes

obligatory quote from The Matrix

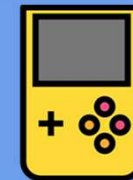
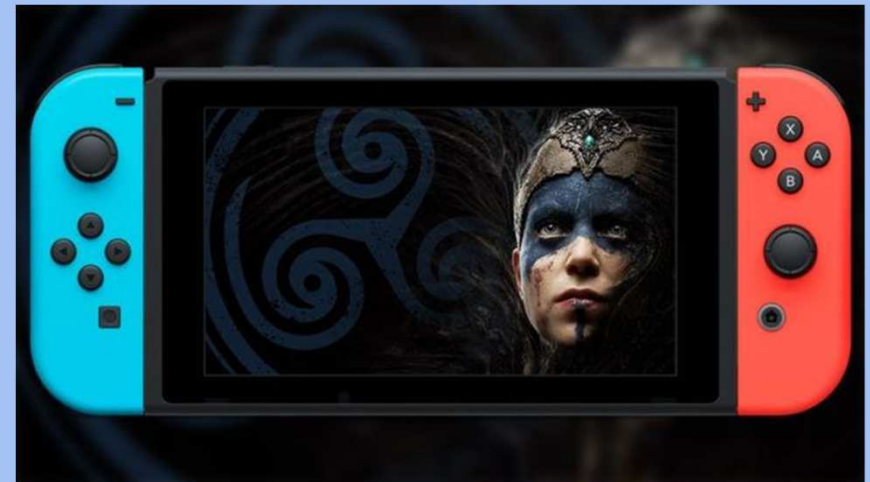


Hardware

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

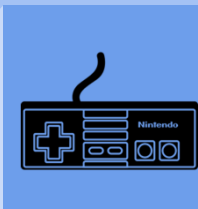


Patch notes

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



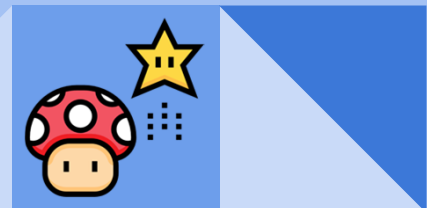
Packaging

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

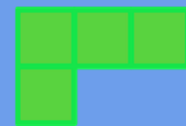


Enhancement devices

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



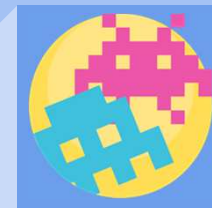
Marketing materials

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 R2, 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)

Valave Poster



Original | Mobile (1080 x 1920)

Surtr Poster

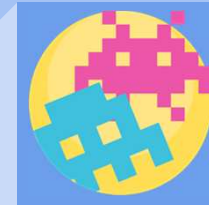


Original | Mobile (1080 x 1920)

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



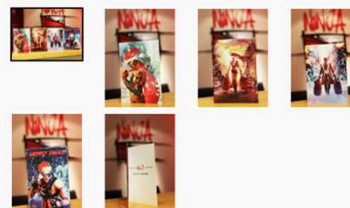
Collectibles and ephemera



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 x 210 millimeters or 5.83 x 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

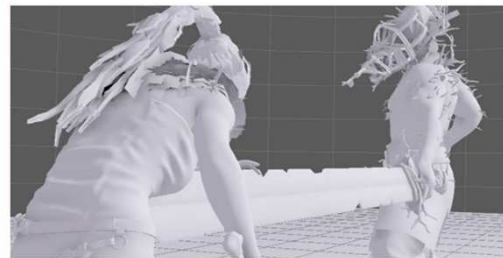
15 SEP DEVELOPMENT DIARY 3: SENUA

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 · 37 Comments · 2 Likes · Share

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



Design documentation



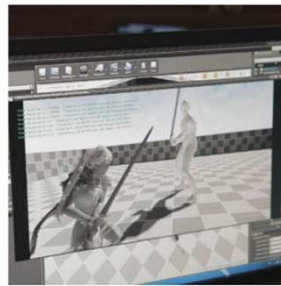
Hellblade Development Diary 24 – Hearing Voices
Behind The Blade, Video



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

HELLBLADE
SENUA'S SACRIFICE



HAIR, HEADPIECE & MAKE-UP DETAILS
SENUA'S HEADPIECE IS TIED IN THREE PLACES WITH BRAIDED LEATHER CORD. THERE ARE FINE DETAILS ALONG THE SIDES AND ON THE FRONT, PARTICULARLY IN THE METAL CENTREPIECE.

HELLBLADE
SENUA'S SACRIFICE



ACCESSORIES DETAILS
SENUA WEARS A CELTIC PENNANULAR BROOCH OVER THE FURS ENCIRCLING THE NECKLINE ON HER SHIRT. DILLION'S HEAD HAS BEEN BOUND WITH A ROUGH PIECE OF FABRIC, THE LOOSE END OF WHICH IS ATTACHED TO SENUA'S BELT ON HER LEFT SIDE BEHIND HER SWORD.

Hellblade: Senua's Cosplay



Luke Plunkett

9/10/18 10:17PM • Filed to: HELLBLADE



9.1K



40



5



You don't see much *Hellblade* cosplay around, but this shoot by [Moleva](#) and [photographer Aku](#) more than makes up for a lack



Becoming Senua - Hellblade Senua's Sacrifice cosplay

335 views • Sep 9, 2018

31 0 SHARE SAVE ...

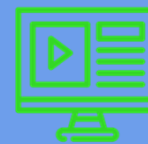
Walkthroughs and guides

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

Hellblade: Senua's Sacrifice Wiki Guide




Hellblade: Senua's Sacrifice - Tips And Tricks Video



Walkthrough Sections

The Road to Hel			
The Gate to Hel:			
Vairavyn's Keep	Surtr's Domain		
The Bridge to Hel			
Shipwreck Shore			
The Trials of Odin:			
Labyrinth Shard Trial	Tower Shard Trial	Swamp Shard Trial	Blindness Shard Trial
The Sea of Corpses			
Helheim			
Hela's Sanctum			



HELLBLADE SENUA'S SACRIFICE Walkthrough Gameplay Part 1 - Prologue

2,440,367 views · Aug 7, 2017


52K 1.1K SHARE SAVE ...




Gameplay video

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


🔍 FILTER

 PART 1 42:58


HELLBLADE SENUA'S SACRIFICE Walkthrough Gameplay Part 1 - Prologue
theRadBrad • 2.4M views • 2 years ago
Hellblade Senua's Sacrifice Walkthrough Gameplay Part 1 includes a Review and Story Prologue of this Hellblade Senua's ...

 10:01

10 Minutes of New Hellblade: Senua's Sacrifice Gameplay
IGN • 1.7M views • 2 years ago
Senua heads across the treacherous bridge to Helheim, the land of dead. ————— Follow IGN for more!

 7:22:27

Hellblade: Senua's Sacrifice Full Playthrough (No Commentary)
Hihsasuke • 185K views • Streamed 2 years ago
This is a silent, blind, immersive playthrough of Hellblade: Senua's Sacrifice for the PlayStation 4. Enjoy!

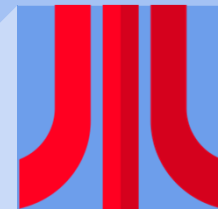
 BEFORE YOU BUY 6:53

Hellblade: Senua's Sacrifice - Before You Buy
gameranx • 992K views • 2 years ago
Hellblade (PC, PS4) is Ninja Theory's latest game. Is this shorter, cheaper third person adventure worth your time? Let's talk.



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



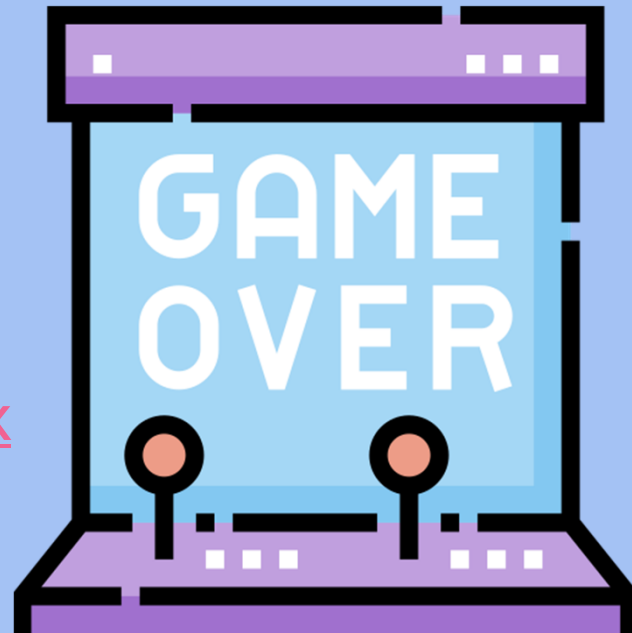
Thank you!

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cs2059@cam.ac.uk

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