



October 28, 2013

Agenda:

- Game Jam recap
- 2nd Checkpoint Presentations/ Peer Review—November 4
- Interesting Article—*Classic games now preserved, accessible on Archive.org (Gamasutra)*
- Article of the Week—*It's Annoying to Explain You're Not Making A Mobile or Social Game (Kotaku)*
- A note on the articles this week...
- Still need people to fill out those Sign Up forms, typos and all
- I promised candy to anyone who filled out that scholarship form...
- Internship with WinterLeaf Entertainment
- Meet with groups

Interesting Article (but not the AOTW)

Classic games now preserved, accessible on Archive.org by Kris Ligman (Gamasutra)

http://gamasutra.com/view/news/203244/Classic_games_now_preserved_accessible_on_Archiveorg.php

The Internet Archive has announced [the Historical Software Archive](#), a curated collection of historically significant older software runnable in a browser -- including many games.

The collection is made possible through [JSMESS](#), a Javascript port of the Multi Emulator Super System (MESS), which enables computer users to play increasingly inaccessible older software from a wide range of platforms. JSMESS ports that emulation to most modern browsers (currently Firefox, Chrome, Safari and Internet Explorer), allowing for exceedingly straight-forward emulation.

"We have the ability to watch video, listen to music, and read documents right in our browsers," says Jason Scott, the Internet Archive's software curator as well as one of the JSMESS project organizers. "Not so with classic software... Until now."

The Historical Software Archive's initial collection consists of a few dozen works, spanning "peak-of-perfection designs to industry-crashing classics." Included in the collection are games ranging from Roberta Williams's *Mystery House* and Jordan Mechner's *Karateka* to Atari's famously misbegotten *E.T.: The Extra-Terrestrial*, among many other titles.

"Turning computer history into a one-click experience bridges the gap between understanding these



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older programs and making them available in a universal fashion," says Scott. "Accessibility is where knowledge and lives change for the better. The JSMESS interface lets users get to the software in the quickest way possible."

You can start exploring the Historical Software Archive [here](#).

Article of the Week

It's Annoying to Explain You're Not Making A Mobile or Social Game *by Patricia Hernandez (Kotaku)*

<http://kotaku.com/explaining-youre-not-making-a-mobile-or-social-game-so-520721298>

Some devs like to keep it simple: no in-app purchases or microtransactions—hell, no app at all; no forcing you to rope your friends to play. Just, you know: player gives dev money, player gets entire game. That game is probably priced at more than 99 cents to boot.

It's an approach that may seem strange in the age of mobile and social games. For Tim Keenan, selling *A Virus Named TOM* in a simple, traditional approach sounds like it resulted in some majorly annoying conversations with other people judging from this funny puppet theater reenactment.

"I guess it's more the frustration of all the random advice you get, telling you to do whatever is hot at the moment. Though I recognize it's usually with the best intentions ;)," Keenan [explained in a Reddit thread](#).

"It's almost therapeutic making these. I may make one on the joy of dealing with publishers next."

Videos:

"Indie Life #1: PC Game": <http://www.youtube.com/watch?v=JHtxqPjbm80>

"Indie Life #2: Publishers": <http://www.youtube.com/watch?v=iMQeRNHK0yg>

Developer site: <http://www.avirusnamedtom.com/>