

## Finding Aid to the 1UP Collection of Electronic Gaming Media Coverage, 1999-2004

### Summary Information

**Title:** 1UP collection of electronic gaming media coverage

**Creator:** Various 1UP.com staff members (primary)

**ID:** 111.477

**Date:** 1999-2004 (inclusive)

**Extent:** 5.5 linear feet

**Language:** The materials in this collection are in English.

**Abstract:** The 1UP collection of electronic gaming media coverage is a combination of VHS cassettes, Beta cassettes, a CD-ROM, and a DVM cassette containing recorded news stories, recordings of G4 Television, and various live recordings of festivals and conventions, all of which relate to video games of the late 1990s and early 2000s.

**Repository:**

Brian Sutton-Smith Library and Archives of Play at The Strong  
One Manhattan Square  
Rochester, New York 14607  
585.263.2700  
library@museumofplay.org

### Administrative Information

**Conditions Governing Use:** This collection is open for research use by staff of The Strong and by users of its library and archives. Though the donor has not transferred intellectual property rights (including, but not limited to any copyright, trademark, and associated rights therein) to The Strong, he has given permission for The Strong to make copies in all media for museum, educational, and research purposes.

**Conditions Governing Access:** Researchers wishing to utilize this collection may need to request or provide their own additional audiovisual equipment. Please contact the repository prior to visiting.

**Custodial History:** The 1UP collection of electronic gaming media coverage was donated to The Strong in January 2011 as a gift from Frank Cifaldi, on behalf of 1UP.com. The materials were accessioned by The Strong under Object ID 111.477 and received from Frank Cifaldi, along with a donation of magazines and electronic games.

**Preferred citation for publication:** 1UP collection of electronic gaming media coverage, Brian Sutton-Smith Library and Archives of Play at The Strong

**Processed by:** Robert Ramos, April 2016

### Controlled Access Terms

#### Personal Names

- Boyer, Crispin
- Green, Jeff
- Hsu, Dan
- Intihar, Bryan
- Leahy, Dan

- Mielke, James
- Zuniga, Todd

**Corporate Names**

- Cable News Network (CNN)
- G4 (Television station: Los Angeles, Calif.)

**Subjects**

- E3 (conference)
- Special events television coverage
- Video gamers
- Video games and children
- Video games and teenagers
- Video games industry

**Historical Note**

During the 1990s, American publisher Ziff Davis owned two major magazine titles which contained coverage of the video game world: *Computer Gaming World* (concentrating on computer games) and *Electronic Gaming Monthly* (covering home console video games). These magazines offered game reviews, strategy articles, recurring columns, news, and other commentary on the gaming world. In 2003, Ziff Davis launched 1UP.com as an online expansion of *Electronic Gaming Monthly*.

Various cable news stations and television shows aired interviews with journalists from these magazines during segments about the video game industry. Staff from both *Computer Gaming World* and *Electronic Gaming Monthly* appeared on air, discussing video games and their ratings, content, and appeal to gamers. While *Computer Gaming World* ceased publication in 2006, *Electronic Gaming Monthly* still produces monthly issues and has expanded its content to include computer games.

**Collection Scope and Content Note**

The 1UP collection of electronic gaming media coverage contains VHS cassettes, Beta cassettes, a CD-ROM, and a DVM cassette from the late 1990s and early 2000s. These cassettes contain recorded news stories on various games, recordings of G4 Television, and various live recordings of festivals and conventions about video games. The bulk of the materials are dated between 2000 and 2004. Additional scope and content information can be found in the “Contents List” section of this finding aid. This collection is part of ICHEG’s *Computer Gaming World* collection, a large group of magazines and review copies of games donated to the museum in 2011 by 1UP.

The 1UP collection of electronic gaming media coverage is arranged into three series, one of which is further divided into subseries. The materials are housed in eight archival document boxes.

### **Related Materials**

The 1UP collection of electronic gaming media coverage is part of ICHEG's *Computer Gaming World* collection, which also includes more than 1,000 personal computer games that had been sent to the magazine *Computer Gaming World* for possible review.

The Brian Sutton-Smith Library and Archives of Play at The Strong houses issues of *Computer Gaming World* and *Electronic Gaming Monthly*, also donated by 1UP.com.

### **System of Arrangement**

Series I: Video game reviews, 2000-2004

    Subseries A: *Electronic Gaming Monthly*

    Subseries B: *Computer Gaming World*

    Subseries C: *G4*

    Subseries D: *Ziff Davis Media*

    Subseries E: Other video game reviews

Series II: Video game event coverage, 1999-2004

Series III: Miscellaneous media, 1999-2004

## Contents List

### Series I: Video game reviews, 2000-2004

**Scope and Content Note:** This series includes tapes with recordings of various news segments and interviews involving video game and console reviews. Original tape labels are indicated within quotation marks.

#### Subseries A: *Electronic Gaming Monthly*

**Scope and Content Note:** This subseries contains tapes of interviews, hosted by various news stations, with editors and writers from *Electronic Gaming Monthly*.

#### Box 1

- Object 1 "Electronic Gaming Monthly," June 27, 2002
- Object 2 "Review editor-Electronic Gaming Monthly," July 4, 2002
- Object 3 "Electronic Gaming Monthly," Sept. 28, 2002
- Object 4 "Electronic Gaming Monthly," Sept. 5, 2002
- Object 5 "Electronic Gaming Monthly," Aug. 15, 2002
- Object 6 "Electronic Gaming," July 25, 2002
- Object 8 "Electronic Gaming Monthly," Oct. 3, 2002
- Object 9 "Electronic Gaming editor-in-chief," Aug. 8, 2002
- Object 10 "Electronic Gaming Monthly," June 12, 2003
- Object 11 "Electronic Gaming Monthly," Aug. 14, 2003
- Object 12 "Electronic Gaming Monthly," July 31, 2003
- Object 13 "Electronic Gaming Monthly," Nov. 20, 2003

#### Box 2

- Object 14 "Electronic Gaming Monthly," Sept. 11, 2003
- Object 15 "Electronic Gaming Monthly," Mar. 6, 2003
- Object 16 "Electronic Gaming Monthly," Aug. 22, 2002
- Object 18 "Electronic Gaming Monthly," Oct. 9, 2003
- Object 19 "Electronic Gaming Monthly," Nov. 27, 2003
- Object 20 "Electronic Gaming Monthly," Jan. 16, 2003
- Object 21 "Electronic Gaming Monthly," Jan. 2, 2003
- Object 22 "Dan Hsu/Dynasty Warrior," Dec. 11, 2004
- Object 23 "Dan Hsu," May 16, 2002
- Object 24 "Electronic Gaming Monthly," June 20, 2002
- Object 27 "Crispin Boyer-Sr. Editor of Electronic Gaming," June 9, 2002
- Object 28 "Dan Hsu/Game Boy Advancement," June 10, 2004

#### Box 3

- Object 29 "Electronic Gaming Monthly/ Bryan Intihar," June 25, 2004
- Object 30 "Electronic Gaming Monthly," Sept. 19, 2001
- Object 31 "Satellite Media Tour 'Electronic Gaming Monthly,'" Oct. 19, 2000 [This tape shows signs of damage.]
- Object 33 "James Mielke/Electronic Gaming Monthly," Oct. 22, 2000
- Object 36 "Electronic Gaming Monthly," December 26, 2002
- Object 37 "James Mielke/Electronic Gaming Monthly," Jan. 12, 2001

- Object 38      “Electronic Gaming Monthly,” June 13, 2002
- Object 39      “Todd Zuniga/Def Jam Vendetta,” Apr. 3, 2003
- Object 40      “Electronic Gaming Monthly,” Jan. 30, 2003
- Object 42      “Dan Hsu,” May 9, 2002
- Object 45      “Bryan Intihar/ Electronic Gaming Monthly,” July 9, 2004
- Object 47      “Big Game Video Hunting,” June 5, 2003

**Box 4**

- Object 48      “Electronic Gaming Monthly-Dan Shoe,” May 23, 2002
- Object 61      “James Mielke, Electronic Gaming Monthly,” June 28, 2000
- Object 73      “Electronic Gaming Monthly,” Jan. 29, 2004
- Object 80      “James Mielke-Electronic Gaming Monthly,” Oct. 19, 2000
- Object 81      “Electronic Gaming Monthly,” Jan. 23, 2003
- Object 82      “Electronic Gaming Monthly,” Jan. 9, 2003
- Object 83      “Dan Hsu/ Electronic Gaming Monthly,” May 15, 2003

**Subseries B: *Computer Gaming World***

**Scope and Content Note:** This subseries contains tapes of interviews, hosted by CNN, with editors and writers from *Computer Gaming World*.

**Box 4**

- Object 7      “Computer Gaming/Jeff Green,” Sept. 12, 2002
- Object 26      “Dan Leahy,” May 17, 2002

**Subseries C: *G4***

**Scope and Content Note:** This subseries contains tapes of various segments of the video game channel, *G4*, and its video game reviews.

**Box 4**

- Object 52      “Filter 213” n.d. [c. 2003-2004]
- Object 53      “Filter 217” n.d. [c. 2002-2004]
- Object 54      “G4 Special 2003 Holiday Hit List,” 2003

**Box 5**

- Object 55      “Video Games/Jennifer Tsao,” March 21, 2004
- Object 68      “Filter 215,” 2003
- Object 69      “G-Phoria ’03 Pulse Wrap-Up Special,” 2003
- Object 70      “Filter 218,” 2002
- Object 71      “G-Phoria ’03,” 2003

**Subseries D: *Ziff Davis Media***

**Scope and Content Note:** This subseries contains tapes of various *Ziff Davis* video game reviews and discussions about games.

**Box 5**

- Object 17      “Editor of Ziff Davis Game Group,” May 2, 2002
- Object 35      “Dale Strang, Ziff Davis, on SEGA/Nintendo,” Dec. 27, 2002
- Object 49      “Joey-audition tape,” n.d. [c. 1997-2002?]
- Object 85      “ZD 101,” Sept. 14, 2003

Object 86      “ZD 101,” Sept. 14, 2003  
**Subseries E: Other video game reviews**  
**Scope and Content Note:** This subseries holds other tapes containing various reviews of video games.

**Box 5**

Object 58      “Johnny Liu/Big Video Hunting,” Feb. 12, 2004  
Object 59      “Johnny Liu/Big Video Hunting,” Feb. 12, 2004  
Object 62      “PlayStation 2,” Oct. 25, 2000  
Object 75      “Johnny Liu/Big Video Hunting,” Feb. 12, 2004

**Box 6**

Object 77      “Gamer TV 100-international version,” Nov. 13, 2002  
Object 79      “Video Gaming/Dan Hsu,” Nov. 21, 2004

**Series II: Video game event coverage, 1999-2004**

**Scope and Content Note:** This series includes tapes consisting of video game event coverage, including awards ceremonies and conferences. Original tape labels are indicated within quotation marks.

**Box 6**

Object 25      “Annual Electronic Entertainment Expo/Dan Hsu,” May 17, 2003  
Object 34      “1UP Awards loop tape,” Jan. 7, 2004  
Object 41      “E3,” May 11, 2000  
Object 51      “UPN ‘Family Feud,’” Oct. 2, 2000  
Object 56      “Go-Go Tokyo,” 2002  
Object 64      “Computer Gaming World Awards video loop,” Feb. 20, 1999  
Object 66      “1UP Awards loop video,” Jan. 4, 2004  
Object 67      “Electronics Boutique ‘Family Feud,’” Oct. 18, 2000  
Object 72      “Game Blast 2000 Awards,” Jan. 20, 2000  
Object 74      “Gaming Summit” n.d. [c. 2000]

**Box 7**

Object 76      “Game Blast 2000 Awards,” Jan. 20, 2000  
Object 78      “Game Blast 2000 Awards,” Jan. 20, 2000  
Object 87      “E3,” May 11, 2000  
Object 88      “Gaming Summit,” n.d.  
Object 92      “1UP Show-Gears of War 2 preview,” n.d.

**Series III: Miscellaneous media, 1999-2004**

**Scope and Content Note:** This series includes various tapes formats and a CD-ROM, which contain game promos, segments from CNN and C-SPAN, and other video game content. Original tape labels are indicated within quotation marks.

**Box 7**

- Object 32      "Frontline: 'The Merchants of Cool,'" 1999
- Object 43      "Video Game Invasion," Mar. 21, 2004
- Object 44      "Game Blast 2000," Jan. 16, 2000
- Object 46      "Digital gaming survey," Aug. 6, 2002
- Object 50      "ZD promo video preview," Jan. 26, 2001
- Object 57      "ZD promo video," Jan. 31, 2001
- Object 60      "ZD airport promo video version 2," Feb. 6, 2001
- Object 63      "Blast 2000," Jan 17, 2000
- Object 65      "GSN Upfront 2003," March 20, 2003

**Box 8**

- Object 84      "Marketing Violent Material to Children," Sept. 16, 2000
- Object 89      "The EB Show," May 4, 1999
- Object 90      "The EB Show," May 4, 1999
- Object 91      "Roper Starch," Dec. 18, 2002