

Finding Aid to the Game Developers Conference (GDC) Collection, 1996-2006

Summary Information

Title: Game Developers Conference (GDC) collection

Creator: Game Developers Conference (primary); Jason Scott (secondary)

ID: 116.5112

Date: 1996-2006 (inclusive); 2000-2005 (bulk)

Extent: 8 linear feet

Language: The materials in this collection are in English.

Abstract: The Game Developers Conference (GDC) collection contains five boxes of VHS and Betacam tapes of recordings from various years of the GDC, including keynote speeches, sessions, presentations, and awards, all of which were compiled and donated by Jason Scott of the Internet Archive.

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.

Custodial History: The Game Developers Conference (GDC) collection was donated to The Strong from 2014-2016 as separate shipments from Jason Scott of the Internet Archive. The materials were accessioned by The Strong under Object ID116.5112 and were received from Jason Scott in four boxes and one bin.

Preferred citation for publication: Game Developers Conference (GDC) collection, Brian Sutton-Smith Library and Archives of Play at The Strong

Processed by: Robert Ramos, September 2016

Controlled Access Terms

Personal Names

- Brooks, Frederick P., Jr., 1931-
- Carmack, John
- Falstein, Noah
- Gates, Bill, 1955-
- Glaser, Robert
- Harrison, Phil
- Hillis, W. Daniel
- Koster, Raph, 1971-
- O'Donnell, Martin

- Perry, David, 1967-
- Rubin, Jason, 1970-
- Scott, Jason, 1970-
- Spector, Warren

Corporate Names

- Internet Archive (Firm)
- Nintendo of America, Inc.
- Sega of America (Firm)
- Sony Computer Entertainment

Subjects

- Game design and development
- Game Developers Conference
- Nintendo video games
- Sony video games
- Video games and children
- Video games and society
- Video games and teenagers
- Video games industry

Historical Note

The Game Developers Conference (GDC) is the largest annual gathering of professional video game developers in the world, hosting awards, expos, lectures, networking events, presentations, and other activities that focus on the business management, development, production, and importance of video games within society. Originating in 1988 as the Computer Game Developers Conference, it began with 27 designers in attendance. Following its success, the second conference attracted 125 developers, and has since grown to about 18,000 attendees as of 2008. The prefix “Computer” was dropped from the name in 1999 to reflect the growing influence of console gaming. Microsoft, Sony Computer Entertainment, and Nintendo regularly deliver presentations and keynotes at GDC as well as at E3, showcasing their upcoming games and products. Since its inception, the GDC has been an influential outlet for game developers to showcase their projects to the world.

The Archives of the 2000-2012 Game Developers Conferences are available from UBM TechWeb’s [website archives page](#).

Collection Scope and Content Note

The Game Developers Conference (GDC) collection comprises both Betacam SP and VHS recordings of the GDC conference, showcasing awards, expos, lectures, presentations, sessions, and workshops. (Jason Scott of the Internet Archive digitized these recordings, designating The Strong as the physical repository for the tapes.) Additional scope and content information is listed for each series under the “Contents List” section of this finding aid.

The Game Developers Conference (GDC) collection is arranged into three series, each of which has been further divided into subseries. The materials are housed within six records cartons and three rectangular object boxes.

System of Arrangement

Series I: Awards, 1997-2006

Subseries A: Betacam SP

Subseries B: VHS

Series II: Presentations, 1996-2006

Subseries A: Betacam SP

Subseries B: VHS

Series III: Sessions, 1997-2006

Subseries A: Betacam SP

Subseries B: VHS

Contents List

Series I: Awards, 1997-2006

Scope and Content Note: This series contains audiovisual recordings of various Game Developers Conference award presentations and ceremonies from 1997-2006.

Subseries A: Betacam SP

Scope and Content Note: The items included in this subseries are Betacam SP tapes, which contain recordings of various Game Developers Conference award presentations and ceremonies.

Box 1

- Object 1 “CGDC Awards - Master Playback Reel 04/28/97,” (Betacam SP), 1997
- Object 2 “GDC 2006 Awards, 03/22/06, tape 2,” (Betacam SP), 2006
- Object 3 “GDC Awards Night, 03/9/05, 6:45-8:15pm, tape #1,” (Betacam SP), 2005
- Object 4 “GDC Awards Night, 03/9/05, 6:45-8:15pm, tape #2,” (Betacam SP), 2005
- Object 5 “GDC Choice Awards #2,” (Betacam SP), 2002
- Object 6 “GDC Edit Reel 2,” (Betacam SP), n.d.
- Object 7 “GDC05 CC16, 3-11, 9A,” (Betacam SP), 2005
- Object 8 “Sixty Minute Loop: IGF '99 Finalists; GDC '99 Game Art Screening Room,” (Betacam SP), 1999

Subseries B: VHS

Scope and Content Note: The items within this subseries are VHS tapes, which contain recordings of various Game Developers Conference award presentations and ceremonies.

Box 7

- Object 1 “GD Choice Awards 2001,” (VHS), 2001
- Object 2 “GD Choice Awards 2001,” (VHS), 2001
- Object 3 “GD Choice Awards 2001,” (VHS), 2001
- Object 4 “GD Choice Awards March 2001,” (VHS), 2001
- Object 5 “GD Choice Awards March 2001,” (VHS), 2001

Series II: Presentations, 1996-2006

Scope and Content Note: This series contains audiovisual recordings of various presentations, speeches, and talks from several Game Developers Conferences between 1996 and 2006.

Subseries A: Betacam SP

Scope and Content Note: The items included in this subseries are Betacam SP tapes, which contain recordings of various Game Developers Conference presentations, speeches, and talks. The tapes cover a wide range of video game development news and information, such as character development, graphics, and multiplayer development.

Box 1

- Object 9 "1001 Nightmares, J2/3, 3/21/01, 10:30-11:30am," (Betacam SP), 2001
- Object 10 "A3 03/25/04 9am Raph Koster," (Betacam SP), 2004
- Object 11 "A3, 03/25/04, 12pm-1pm, Chris Cross," (Betacam SP), 2004
- Object 12 "A3, 03/25/04, 3-5pm, Peter Pike Sloan, tape #1 of #2," (Betacam SP), 2004
- Object 13 "A3, 03/25/04, 3-5pm, Peter Pike Sloan, tape #2 of #2," (Betacam SP), 2004

Box 2

- Object 1 "Cinemattech 310, GDC Version, Not for Air," (Betacam SP), n.d.
- Object 2 "Danny Hillis: Importance of Gaming," (Betacam SP), 2000
- Object 3 "Fourth Session Graphics, 03/23/02, 3:30pm-4:30pm," (Betacam SP), 2002
- Object 4 "Friday 3-4pm 7 Mar 2003, "Dynamics for Designers," Will Wright," (Betacam SP), 2003
- Object 5 "Game Developers 2001, 03/24/01, J2/J3 5:30-6:30, Design Patterns for Massively Multiplayer Environments," (Betacam SP), 2001
- Object 6 "GDC 03/21/01 J2/3 Guidelines for Developing Successful Games, 10:30-11:30am," (Betacam SP), 2001
- Object 7 "GDC 2001 3/22/01 "The Basics of Team AI" Rm J213," (Betacam SP), 2001
- Object 8 "GDC 2001 3/24/01 - 4-5pm - "BSP Collision Detection as Used in MDK2 and Neverwinter Nights," Stan Melay," (Betacam SP), 2001
- Object 9 "GDC 2001 3/24/01 Saturday 2:30-3:30pm "Programs, Emotions, and Common Sense," Marvin Hinsky," (Betacam SP), 2001
- Object 10 "GDC 2006 Keynote," (Betacam SP), 2006
- Object 11 "GDC 2006, Nintendo, 03/23/2006," (Betacam SP), 2006
- Object 12 "GDC 2006, Nintendo, 03/23/2006," (Betacam SP), 2006
- Object 13 "GDC Bender Helper Impact, 05/08/00," (Betacam SP), 2000

Box 3

- Object 1 "GDC Keynote -Battlestar Galactica, 03/22/06," (Betacam SP), 2006
- Object 2 "GDC Keynote -Battlestar Galactica, 03/22/06," (Betacam SP), 2006
- Object 3 "GDC Sony 9:00am Keynote - Phil Harrison, Computer ISO (slide show cam)," (Betacam SP), 1999
- Object 4 "GDC, Molyneux, 03/11/00, 4pm," (Betacam SP), 2000

- Object 5 "Great Game Graphics: Who Cares?, Jason Rubin, 03/08/03, 10:30-11:30am," (Betacam SP), 2003
- Object 6 "Great to Be Back, Abash, Friday 03/10/00," (Betacam SP), 2000
- Object 7 "Halo: Development Evolved, Jaime Giesmer, Mat Noguchi, Marty O'Donnell, 03/07/03 4:30pm-5:30pm," (Betacam SP), 2003
- Object 8 "J2, 03/24/04, 9am," (Betacam SP), 2004
- Object 9 "John Carmack Keynote (not awards)," (Betacam SP), 2001
- Object 10 "John Crocker, Wed. 03/24/04, 2:30-3:30pm, RM-A5-6," (Betacam SP), 2004
- Object 11 "Keynote - GDC ISO tape, 13:54," (Betacam SP), 2003
- Object 12 "Keynote GDC 03/06/03 Program Tape ," (Betacam SP), 2003
- Object 13 "Little to Big: What Changes?, Fred Brooks, 9-10am keynote," (Betacam SP), 2003

Box 4

- Object 1 "Microsoft GDC, Bach/Allard, Program 1, 03/24/04," (Betacam SP), 2004
- Object 2 "Microsoft GDC, Bill Gates Keynote (without animation), 03/13/00, 41:00," (Betacam SP), 2000
- Object 3 "Phil Harrison: Sony PS2 Preview, Sat. 03/11/00," (Betacam SP), 2000
- Object 4 "Practical Physics for Articulated Characters, J2, 03/25/04 9-10am," (Betacam SP), 2004
- Object 5 "Procedural Shaders, J2, 03/24/03 4pm," (Betacam SP), 2003
- Object 6 "Sony GDC 03/22/2006," (Betacam SP), 2006
- Object 7 "Storytelling, Bates, Friday, 03/10/00, 2:30pm," (Betacam SP), 2000
- Object 8 "Thursday 4:30pm 03/06/03 "Sequels and Licenses," Warren Spector," (Betacam SP), 2003
- Object 9 "Tricks of the Programming Trade, John Bentley, 56:00," (Betacam SP), 2000
- Object 10 "Wed 03/24/04 - 12p-1p Room A5/6 Eskil Steenberg," (Betacam SP), 2004
- Object 11 "Wed 03/24/04 5:30pm A3/4 Dave Perry," (Betacam SP), 2004

Subseries B: VHS

Scope and Content Note: The items within this subseries are VHS tapes, which contain recordings of various Game Developers Conference presentations speeches, and talks. The tapes cover a wide range of video game development news and information, such as in-game music, graphics, and specific games.

Box 7

- Object 6 "Fred Banks Keynote, "Little to Big: What Changes," 03/8/03 9-10am," (VHS), 2003
- Object 7 "GDC 1996 - "Show Don't Tell," Noah Falstein," (VHS), 1996
- Object 8 "GDC 1996 - "TheXder Meets Win 95," Makovsky," (VHS), 1996
- Object 9 "GDC 1999 - Keynote Speaker - Bernie Stolar, Sega," (VHS), 1999
- Object 10 "GDC 1999 - Keynote Speaker - Phil Harrison, Sony," (VHS), 1999
- Object 11 "GDC 2001 - "The Digital Distribution Revolution: Lessons Learned from Napster," Rob Glaser, 03/24/01," (VHS), 2001
- Object 12 "GDC Microsoft Keynote 03/09/05 10:30am-11:30am," (VHS), 2005
- Object 13 "GDC Microsoft Keynote Address 03/24/04," (VHS), 2004

Box 8

- Object 1 “GDC Nintendo 03/10/05 10:30am-11:30am,” (VHS), 2005
- Object 2 “Jason Rubin, "Great Game Graphics: Who Cares?" 03/8/03 10:30-11:30am,” (VHS), 2003
- Object 3 “Keynote - GDC Program Tape,” (VHS), 2003
- Object 4 “Legends of Game Design 1997 CDGC keynote, 04/27/97,” (VHS), 1997
- Object 5 “Mass Market Interactive Entertainment: The New Art Form, 04/27/97,” (VHS), 1997
- Object 6 “Music on Computers - A 5-Year Projections from Project Bar-B-Q Think Tank, 04/27/97,” (VHS), 1997
- Object 7 “Sega 9am Keynote: Dreamcast, 03/17/99,” (VHS), 1999
- Object 8 “Svarovsky 03/19/99,” (VHS), 1999
- Object 9 “Thurs 4:30pm "Sequels and Licenses," Warren Spector,” (VHS), 2003
- Object 10 “Thurs 4:30pm "Sequels and Licenses," Warren Spector,” (VHS), 2003

Series III: Sessions, 1997-2006

Scope and Content Note: This series contains audiovisual recordings of various Game Developers Conference informational sessions, specials, and workshops from 1997-2006.

Subseries A: Betacam SP

Scope and Content Note: The items included in this subseries are Betacam SP tapes, which contain recordings of various Game Developers Conference informational sessions, specials, and workshops.

Box 4

- Object 12 “A3, 03/26, 9-10am, Chris Oat,” (Betacam SP), n.d.
- Object 13 “A-3. 03/26/04, 4-5pm, Deferred Shading on the DX 9 Class Hardware and the Xbox, Rich Geldreich and Matt Pritchard,” (Betacam SP), 2004
- Object 14 “Ch 1: English; Ch 2: English; 03/25/04 J3 4:15-5:15pm, Schofer, 68:00,” (Betacam SP), 2004
- Object 15 “Ch 1: English; Ch 2: Japanese; 03/24/04 J3 12:00-1:30 Sakurai, 82:00,” (Betacam SP), 2004

Box 5

- Object 1 “Ch 1: English; Ch 2: Japanese; 03/24/04 J3 2:30-3:30 Kawase,” (Betacam SP), 2004
- Object 2 “Ch 1: English; Ch 2: Japanese; 03/24/04 J3 4:00-5:00 Aonuma,” (Betacam SP), 2004
- Object 3 “Ch 1: English; Ch 2: Japanese; 03/25/04 J3 9:00-10:00am, Hasagawa,” (Betacam SP), 2004
- Object 4 “Ch 1: English; Ch 2: Japanese; 3-4pm, Iwotani, 60:00,” (Betacam SP), 2004
- Object 5 “EXP Game Workshop, J2, 03/25/04 3pm, reel 1 of 3,” (Betacam SP), 2004
- Object 6 “EXP Game Workshop, J2, 03/25/04 3pm, reel 2 of 3,” (Betacam SP), 2004
- Object 7 “EXP Game Workshop, J2, 03/25/03 3pm, reel 3 of 3,” (Betacam SP), 2003
- Object 8 “Fifth session camera, 5-6pm, 03/23/02,” (Betacam SP), 2002

- Object 9 "Game Xecutive Conference, 03/07/00, tape 1 of 8," (Betacam SP), 2000
- Object 10 "Game Xecutive Conference, 03/07/00, tape 2 of 8," (Betacam SP), 2000
- Object 11 "Game Xecutive Conference, 03/07/00, tape 3 of 8," (Betacam SP), 2000
- Object 12 "Game Xecutive Conference, 03/07/00, tape 4 of 8," (Betacam SP), 2000
- Object 13 "Game Xecutive Conference, 03/07/00, tape 5 of 8," (Betacam SP), 2000

Box 6

- Object 1 "Game Xecutive Conference, 03/07/00, tape 6 of 8," (Betacam SP), 2000
- Object 2 "Game Xecutive Conference, 03/07/00, tape 7 of 8," (Betacam SP), 2000
- Object 3 "Game Xecutive Conference, 03/07/00, tape 8 of 8," (Betacam SP), 2000
- Object 4 "GDC 05 AA15 3-11 10:30am," (Betacam SP), 2005
- Object 5 "GDC 05 CC16 3-11 9A," (Betacam SP), 2005
- Object 6 "GDC 2002, Vista Point," (Betacam SP), 2002
- Object 7 "GDC 2005 CC16 3-11 9A," (Betacam SP), 2005
- Object 8 "GDC 2005 Day 2, 12pm-1pm, 03/10/05," (Betacam SP), 2005
- Object 9 "GDC 2005 Theatre Reel, tape 1 of 2," (Betacam SP), 2005
- Object 10 "GDC 2005 Theatre Reel, tape 2 of 2," (Betacam SP), 2005
- Object 11 "GDC05 AA16, 3-11, 10:30am," (Betacam SP), 2005
- Object 12 "GDC05 AA16, 3-11, 10:30am," (Betacam SP), 2005
- Object 13 "GDC05 BB16, 3-11, 10:30am," (Betacam SP), 2005
- Object 14 "GDC05 BB16, 3-11, 10:30am," (Betacam SP), 2005
- Object 15 "Mizuguchi, J3, 03/24/04 12:00-1:00pm," (Betacam SP), 2004
- Object 16 "Sony GDC 2006," (Betacam SP), 2006

Subseries B: VHS

Scope and Content Note: The items within this subseries are VHS tapes, which contain recordings of various Game Developers Conference informational sessions, specials, and workshops.

Box 8

- Object 11 "Behind the Game, 03/06/03, final show reel," (VHS), 2003
- Object 12 "Behind the Game, 03/06/03, final show reel," (VHS), 2003
- Object 13 "G4 E3 02 Special 06/06/02," (VHS), 2002
- Object 14 "GDC 05 AA16 3-11 10:30A," (VHS), 2005

Box 9

- Object 1 "GDC 05 BB16 3-11 10:30A," (VHS), 2005
- Object 2 "GDC 05 CC16 3-11 9A," (VHS), 2005
- Object 3 "GDC Day 2, 03/10/05 12pm-1pm," (VHS), 2005
- Object 4 "Milestones and Glass Houses: Protecting Your Development Schedules from Shattering, 04/19/97, 58:00," (VHS), 1997
- Object 5 "Milestones and Glass Houses: Protecting Your Development Schedules from Shattering, 04/19/97, 58:00," (VHS), 1997