

Finding Aid to the Kevin O'Hare Maxis/Electronic Arts Collection, 1995-2003

Summary Information

Title: Kevin O'Hare Maxis/Electronic Arts collection

Creator: Kevin O'Hare (primary)

ID: 116.2087

Date: 1995-2003 (inclusive)

Extent: 0.2 linear feet

Language: The materials in this collection are in English.

Abstract: The Kevin O'Hare Maxis/Electronic Arts collection holds ephemera and publications from O'Hare's career at Maxis and Electronic Arts. The materials are from 1995 through 2003.

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 intellectual property rights (including, but not limited to any copyright, trademark, and associated rights therein) have not been transferred, The Strong has permission to make copies in all media for museum, educational, and research purposes.

Custodial History: The Kevin O'Hare Maxis/Electronic Arts collection was donated to The Strong in December 2015 as a gift of Kevin O'Hare. The papers were accessioned by The Strong under Object ID 116.2087 and were received from O'Hare along with more than 100 video games, card games, apparel, posters, and other Maxis- and Electronic Arts-branded ephemera (Activity ID 12650).

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Controlled Access Terms

Personal Names

- O'Hare, Kevin

Corporate Names

- Electronic Arts (Firm)
- Maxis (Firm)

Biographical Note

Kevin O'Hare, an American software engineer, worked for Maxis from 1991-2003. His credits include *SimAnt* (1991), *Sim Farm* (1993), *Sim City 2000* (1993), *SimTown* (1995), *SimCopter* (1996), *SimCity 3000* (1999), *The Sims: House Party* (2001), and *SimCity 4* (2003).

(Maxis was founded in 1987 by Will Wright and Jeff Braun to publish *Sim City* for home computers. Maxis became well-known for its series of simulation games. In 1997, Electronic Arts acquired Maxis. Since 2015, Maxis has been part of the EA Mobile division, which then joined EA Worldwide Studios in 2016.)

Collection Scope and Content Note

The Kevin O'Hare Maxis/Electronic Arts collection holds ephemera and publications from O'Hare's career at Maxis and Electronic Arts. Additional scope and content information can be found in the Contents List section of this finding aid.

The Kevin O'Hare Maxis/Electronic Arts collection is arranged in one series, and the materials are housed in one document box.

Related Materials

Kevin O'Hare donated more than 100 video games, card games, apparel, posters, and other Maxis- and Electronic Arts-branded ephemera to The Strong.

System of Arrangement

Series I: Maxis and Electronic Arts internal documentation, 1995-2003

Contents List

Series I: Maxis and Electronic Arts internal documentation, 1995-2003

Scope and Content Note: This series houses archival materials donated by Kevin O'Hare, former employee at Maxis and Electronic Arts. The *Maxis Literary Review* in Folder 2 may have been the only volume printed of this internal creative outlet for staff members. The *Electronic Arts Journal* in Folder 7 documents EA's development efforts and contains technical articles on various internal technologies. Also included here are information about the Maxis offices in Walnut Creek, California (following a move from Orinda) with staff lists and ephemera created during a development team retreat in 1999.

Box 1

- Folder 1 "Maxis: Welcome to Our New Headquarters," Walnut Creek, California, n.d. [c. 1995]
- Folder 2 *Maxis Literary Review*, Vol. 1, 1995
- Folder 3 Maxis phone list – internal extensions and staff list, n.d. [c. late 1990s]
- Folder 4 Maxis "Greatness Bux" – internal recognition certificates, n.d. [c. 1999]
- Folder 5 Maxis staff index card of notes/ideas, n.d. [c. 1999]
- Folder 6 Electronic Arts "One Billion Dollars, Fiscal Year 1999" audio CD, 1999 [instrumental music, 21 tracks]
- Folder 7 Electronic Arts Journal, Vol. 2, No. 1, March 2001
- Folder 8 *Fortune* magazine, "Best 100 Companies to Work For" issue, January 20, 2003, with accompanying staff memo from Rusty Rueff, 2003