

Finding Aid to the Ron Dubren Papers, 1975-2008

Summary Information

Title: Ron Dubren papers

Creator: Ron Dubren (primary)

ID: 111.7048

Date: 1975-2008 inclusive; 1980-2002 bulk

Extent: 15 linear feet (physical); 2.2 MB (digital)

Language: The majority of the materials in this collection are in English. There are a few instances of documents written in the German language; these are indicated within the finding aid.

Abstract: The Ron Dubren papers are a compilation of correspondence, game designs, notes, drawings, product descriptions, and paper prototypes created by Ron Dubren throughout his career in the toy and game industry. This collection also includes reference materials and an oral history recorded in 2008. The bulk of the materials are dated from 1980 through 2002.

Repository:

Brian Sutton-Smith Library and Archives of Play at The Strong
One Manhattan Square
Rochester, New York 14607
585.263.2700
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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 Ron Dubren papers were donated to The Strong in December 2011 as a gift from Ron Dubren, accessioned by The Strong under Object ID 111.7048. The papers were received from Ron Dubren in about 25 cubic feet of boxes containing papers, books, and toy/game catalogs. The same accession also included several hundred toy and game prototypes, video games, and board games.

Preferred citation for publication: Ron Dubren papers, Brian Sutton-Smith Library and Archives of Play at The Strong

Processed by: Julia Novakovic, June/July 2013

Revision description: Added archival materials found in trade catalog donation in November 2016.

Controlled Access Terms

Personal Names

- Dubren, Patricia
- Dubren, Ron
- Hyman, Greg

Corporate Names

- Ron Dubren & Associates
- Greg Hyman Associates, Inc.

Subjects

- Board game industry
- Board game industry--United States.
- Board games--Design and construction.
- Character toys
- Computer games industry
- Crossword puzzles.
- Electronic games industry--United States.
- Game design and development
- Games--Research
- Rich Little's VCR Charades (Game)
- Tickle Me Elmo (Toy)
- Toys--Design and construction.

Biographical Note

Ron Dubren is an American toy and game designer, author, and artist. Dubren grew up in Chicago, Illinois. He attended the University of Wisconsin for his undergraduate degree in Physiological Psychology. In 1965, Dubren moved to New York City to further his education at New York University. While studying for his doctorate, Dubren became attracted to the New York art scene and in nurturing his creative side. He joined the American Health Foundation as a research psychologist in 1973. Two years later, he received his PhD in Clinical Psychology. In 1978, Dubren decided to leave the field of psychology for more artistic pursuits.

As Dubren worked on his writing, he realized his talent for creating word puzzles. He became a self-employed feature puzzle writer, selling his creations to various syndicates for publication in newspapers. Finding success with word puzzles, Dubren next focused his attention on strategy and board games. He attended the American International Toy Fair (commonly referred to as the New York Toy Fair) in 1980 to learn the ropes of the game industry. That same year, Dubren founded Ron Dubren & Associates (RDA) to develop and license original products. He soon sold his first creation: Chinese Chess. Dubren concentrated mainly on games during the 1980s, successfully selling dozens of inventions. He also worked on developing video games, computer games, and VCR games. Dubren continually attended the annual Toy Fair and provided consulting services for other game design firms.

In the 1990s, Dubren shifted his attention to toys and the possibility of incorporating new technology into their design. In these endeavors, he collaborated with several electrical engineers, including Greg Hyman. By 1992, Dubren and Hyman had formed a partnership which ultimately resulted in the wildly popular Tickle Me Elmo doll. Following the Tickle Me Elmo sensation, Dubren and Hyman developed spin-offs of the doll, featuring other Sesame Street characters and various versions of moving/talking Elmos. Since 2008, Dubren has shifted his attention to writing and creating art, though he is still active in product development for the toy and game industry.

Collection Scope and Content Note

The Ron Dubren papers contain materials from 1975 through 2008, with the bulk of the material dated between 1980 and 2002. This collection comprises business records from Ron Dubren & Associates, toy and game designs, notes, game advertisements, graphics, sample paper game components, correspondence, receipts, newspapers articles, VHS cassettes, and more. Within Series II (Toy and game designs) are notes, drawings, sketches, graphics, sample paper prototypes, and other papers documenting Dubren's creative process during his career in the game industry. Additional scope and content information is listed for each series under the "Contents List" section of this finding aid.

The Ron Dubren papers are arranged into seven series, two of which are further divided into subseries. The physical collection is housed in 31 archival document boxes. Digital files comprise one series, located on the internal network of The Strong.

System of Arrangement

Series I: Ron Dubren & Associates corporate records, 1979-2004

Subseries A: Correspondence

Subseries B: Company history

Subseries C: Contacts

Subseries D: Meeting notes and conferences

Subseries E: Publicity

Subseries F: Product development

Subseries G: Miscellaneous files

Series II: Toy and game designs, 1975-2006

Subseries A: Crossword puzzles

Subseries B: Board games and card games

Subseries C: Computer and video games

Subseries D: Dolls and toys

Subseries E: Telephone programs

Subseries F: VCR games

Subseries G: Books

Subseries H: Candy and food novelties

Subseries I: Other designs

Series III: Television game show plans, 1980-2001

Series IV: Toy/game company information, 1979-2002

Series V: Reference materials, 1983-1994

Series VI: Oral history, 2008

Series VII: Digital files, 1985-1995

Contents List

Series I: Ron Dubren & Associates corporate records, 1979-2004

Subseries A: Correspondence

Scope and Content Note: This subseries includes both original and copied correspondence between Ron Dubren & Associates (RDA) and various companies in the toy and games industry. Dubren retained both subject and chronological correspondence files within his office. Additional correspondence can be found throughout specific toy and game design files in Series II and III.

Box 1

- Folder 1 A+ Disk Magazine, agreement and notes on Jig Jags, c. 1984
- Folder 2 Bantam Books, notes, correspondence, and agreements, 1980-1981
- Folder 3 CBS Toys, correspondence and agreements, 1983-1985
- Folder 4 Distribuidora Kay, S.A. de C.V., correspondence and receipts, 1991-1992
- Folder 5 David Nutting Associates, correspondence and agreements, 1981-1983
- Folder 6 Edwin Schlossberg, Inc., correspondence, 1983
- Folder 7 16 City Games, consulting project for Edwin Schlossberg, Inc., 1983
- Folder 8 16 City Games review for Edwin Schlossberg, Inc., 1983
- Folder 9 Electronic Games Magazine, correspondence and article on Atari Millipede, 1982
- Folder 10 Games Magazine, correspondence and notes, 1979-1980
- Folder 11 Microsoft Corporation, correspondence and notes, 1983
- Folder 12 Mike Hirtle (Hasbro) correspondence, 2002-2004
- Folder 13 PC Disk Magazine, correspondence and agreements, 1983-1985
- Folder 14 RCA Video Disk Player consulting work, 1984-1989

Box 2

- Folder 1 Science Research Associates, correspondence and notes, 1980-1989
- Folder 2 United Media - Electronic Media Services, correspondence and notes, 1984
- Folder 3 Ziff Davis Publishing Company, correspondence and agreements, 1983-1988
- Folder 4 Copies of correspondence, 1981
- Folder 5 Copies of correspondence, 1983
- Folder 6 Copies of correspondence, 1984
- Folder 7 Copies of correspondence, 1985-1986
- Folder 8 Personal correspondence, 1983

Box 3

- Folder 1 RDA business Christmas cards, 1996
- Folder 2 Calls for inventors, 2000s
- Folder 3 Letter documents index, 1988-1998
- Folder 4 List of letters in Easy Writer program, 1988-1998

Subseries B: Company history

Scope and Content Note: This subseries contains biographical information on Ron Dubren and an overview of the company history at Ron Dubren & Associates (RDA), written in 1993. Also, lists of RDA-created licensed and optioned products through 1997 are included here. For further historical and biographical information, see also Series VI: Oral history.

Box 3

- Folder 5 RDA synopsis and bios, 1993-1994
- Folder 6 RDA licensed and optioned products, 1980-1997

Subseries C: Contacts

Scope and Content Note: This subseries houses handwritten lists and reference materials on industry contacts in the 1980s. (For more details on toy and game companies, see Series IV: Toy/game company information.) Also included here is an itemized list of assorted American game-producing companies and their in-house inventors.

Box 3

- Folder 7 RDA contacts, domestic, 1981-1984
- Folder 8 RDA contacts, overseas, 1981-1986
- Folder 9 RDA video game contacts, 1980s
- Folder 10 List of inventors, list and correspondence, late 1990s

Subseries D: Meeting notes and conferences

Scope and Content Note: Within this subseries are notes on product meetings and conference brochures retained in Dubren's corporate file. Additional notes and correspondence between RDA and other companies can be found throughout Series II, III, and IV.

Box 3

- Folder 11 Meeting notes, 1983-1985
- Folder 12 Conventions information, 1989-1994

Subseries E: Publicity

Scope and Content Note: This subseries holds published advertisements, press releases, and articles highlighting RDA-created products. Featured toys and games include Chinese Chess, Quink, The Game of Sniglets, LetterRing, Lifestyles of the Rich and Famous Game, Name This Game, The Next Word, Tickle Me Elmo, and more.

Box 3

- Folder 13 Advertisements for RDA-created products, 1981-1986
- Folder 14 Press releases, ads, and articles about RDA products, 1979-1996
- Folder 15 "Name This Gamer," Phil Wiswell, *Electronic Fun With Computers and Games* magazine, May 1983
- Folder 16 Quink game reviews, 1985
- Folder 17 Tickle Me Elmo speeches, Ron Dubren, NYU and New York Venture Group, 1997

Subseries F: Product development

Scope and Content Note: This subseries contains folders of “to-do” lists and notes on toy and game ideas to review. Folders are named according to Dubren’s original folder titles. Products within these development files also often appear in Series II.

Box 4

- Folder 1 RDA “Ideas to develop,” 1980-1982
- Folder 2 Various software game ideas (Gallows/Swap/Atari), 1981
- Folder 3 RDA “To-do lists,” early 1980s
- Folder 4 Various development notes, early 1980s
- Folder 5 Video disk game ideas, 1983-1984
- Folder 6 Audio game ideas, notes, 1986
- Folder 7 “Non-adult game ideas,” notes, late 1980s
- Folder 8 RDA “Game ideas for review,” 1987-1991
- Folder 9 Development ideas, 1989
- Folder 10 Re-edit of “It’s a Wonderful Life,” 1989-1993
- Folder 11 RDA “To-do lists,” 1990-1991
- Folder 12 “Game ideas for review,” 1991-1992
- Folder 13 Toy and game ideas for development, 1992-1996
- Folder 14 “Not-so-hot ideas to develop,” 1993
- Folder 15 Interactive games, reference, 1994-1996

Box 5

- Folder 1 Presentations, 1994-1996
- Folder 2 CD-ROM game ideas, 1995
- Folder 3 Web technology, notes and reference, 1996
- Folder 4 Development file, 1997-1998
- Folder 5 Development ideas, 1999-2001
- Folder 6 “Products to develop,” 2002-2003
- Folder 7 Uneeda doll development, notes and correspondence, 2003
- Folder 8 “Adult social interactive game ideas,” notes, n.d.
- Folder 9 Computer punch card game patent application draft, n.d.
- Folder 10 Travel game ideas, n.d.
- Folder 11 List of games documents in Easy Writer program, 1988-1998

Subseries G: Miscellaneous files

Scope and Content Note: This subseries houses blank stationery, forms, and notes used by Ron Dubren.

Box 5

- Folder 12 Ron Dubren, Ph. D., letterhead (blank), n.d.
- Folder 13 Fun Features stationery (blank), n.d.
- Folder 14 RDA stationery (blank), 1980s
- Folder 15 RDA business cards, n.d.
- Folder 16 Presentation status charts (blank), n.d.
- Folder 17 RDA Playtester non-disclosure forms (blank), n.d.
- Folder 18 Dubren notes on Easy Writer program, 2002

Series II: Toy and game designs, 1975-2006**Subseries A: Crossword puzzles**

Scope and Content Note: This subseries documents Ron Dubren & Associates' foray into the game industry via syndicated crossword puzzles and cryptograms. Spanning the late 1970s through the 1980s, these documents include notes, crossword grids, correspondence, reference, and published puzzles.

Box 6

- Folder 1 Concentration Crosswords, 1981-1982
- Folder 2 Cross Clues/Cross Quest, 1979-1980
- Folder 3 Cross-Wit/Cross Clash, 1982
- Folder 4 Double-Cross/Cross-Bluff, n.d.
- Folder 5 Garbles, 1977-1984
- Folder 6 Letter-oku, n.d.
- Folder 7 Various crossword-related puzzle/game ideas, 1979-1981
- Folder 8 Various grid-based crossword games, 1980s
- Folder 9 Various word game ideas, 1981-1988
- Folder 10 Word puzzle design notes, 1980s

Subseries B: Board games and card games

Scope and Content Note: This subseries contains notes, correspondence, and other documents supporting the design of numerous board games, card games, strategy games, and puzzles by Ron Dubren & Associates. Original folder titles were retained when possible; multiple names proposed for the same design are indicated on the folder labels, separated by a forward slash. Occasionally, Dubren recycled the same name for designs of different products (e.g., "Missing Links" or "Lingo"). Some folders contain graphics or paper prototypes only.

Physical prototypes for dozens of Dubren's game designs exist within the collections of the National Museum of Play and can be viewed on-site at The Strong.

Box 7

- Folder 1 15 Minutes of Fame, notes, n.d.
- Folder 2 23 Skidoo, notes and designs, 1984
- Folder 3 Abominable Snowman (Regis' Co.), correspondence and notes, 1990
- Folder 4 Action Yahtzee, notes and reference, 2005
- Folder 5 Aladdin's Lamp, notes, designs, and sample graphics, 1999
- Folder 6 Alpha-Bet, notes, 1983-1986
- Folder 7 America's Funniest Home Videos, notes and articles, 1990
- Folder 8 Amnesia/Flashbacks, notes and reference, 1994
- Folder 9 Auction Game, notes and designs, 1982
- Folder 10 Babble-On, promotional cards, 1992-1993
- Folder 11 Balance of Opinion, notes and designs, 1989-1992
- Folder 12 Bank of the World, notes, designs, and correspondence, 1982
- Folder 13 Blab Trap/Jabbertrap, notes, correspondence, and reference, 2000
- Folder 14 Blankety-Blank/Missing Links, notes, 1993
- Folder 15 Blast Off, notes and drawings, 1992

- Folder 16 Botticelli, notes, 1981
Folder 17 Brainstorms/Missing Links, notes, n.d.
Folder 18 Brainstorms/Missing Links, notes, n.d.

Box 8

- Folder 1 Brainstorms/Missing Links, notes, n.d.
Folder 2 Brainstorms, graphics, n.d.
Folder 3 Bulls Eye, notes and graphics, n.d.
Folder 4 Bumpers/Knock Off/Watch Your Step, notes and designs, 1981-1982
Folder 5 Buzz Off/Jailbirds, notes, n.d.
Folder 6 Buzz Off, graphics, n.d.
Folder 7 Celebrity Birthday Party Game, notes and graphics, n.d.
Folder 8 Certain Knowledge/Trivialitease, notes, 1993
Folder 9 Channel Surfer's Guide to the Universe, notes and correspondence, 1994-1995
Folder 10 Chess Timer Games, notes and designs, 1992
Folder 11 Chinese Chess, publicity, 1981
Folder 12 Clue: Mystery at the Mall, notes, correspondence, designs, and reference, 1996-1997
Folder 13 Count Dracula's Puzzles, notes, 1996
Folder 14 Count Mania/Count Dracula, notes, correspondence, and graphics, 1993-1996
Folder 15 Cover Ups, notes and designs, 1984
Folder 16 Crystal Ball/Groupthink, notes, n.d.
Folder 17 Cube word game ideas, notes, 1981
Folder 18 Di-ominoes/21 Skidoo, notes, graphics, and correspondence, 1986-1988
Folder 19 Dotto, graphics, n.d.
Folder 20 Eggs-A-Scramblin/Scrambled Eggs/Clock-A-Doodle-Doo, notes, graphics, and correspondence, 1992-1994
Folder 21 Face Race/Blind Date/Pix/Quickpics, notes and graphics, 1992-1993
Folder 22 Fascinations variant, notes, n.d.
Folder 23 Fast Food Frenzy, graphics, n.d.
Folder 24 F.B.I. trading cards, notes and correspondence, 1991
Folder 25 Fib or Fact, notes and graphics, n.d.
Folder 26 Finger Ringers, notes, n.d.
Folder 27 Flipside, presentation notes, 1981
Folder 28 Flutter-flys/Bubble Trouble, notes and designs, 1991
Folder 29 Fly in My Soup, notes, 1991

Box 9

- Folder 1 Fortune Finders/Collector's Game, notes, 1980-1981
Folder 2 Frivia, notes, designs, and reference materials, 1991-1992
Folder 3 Frivia, graphics and notes, n.d.
Folder 4 Funetics, notes, n.d.
Folder 5 Funny Bones/Jay Leno's Comedy Game, notes, 1986, 1989
Folder 6 Funny Money, graphics, n.d.
Folder 7 Go Round, animal graphics, n.d.
Folder 8 The Great American Word Game, notes, 1983-1986

- Folder 9 Green Stuff Puzzle, graphics, n.d.
- Folder 10 Gripple, correspondence and notes, 1990
- Folder 11 Guys Next Door (based on TV show), notes, designs, correspondence, photographs, and reference, 1990-1991
- Folder 12 Haunted House, notes, 1990
- Folder 13 Hit or Miss, notes, 1987-1992
- Folder 14 Honk!, notes and graphics, 1981
- Folder 15 Hot Potato, notes, 1981
- Folder 16 Hotseat, graphics, n.d.
- Folder 17 Hot Streak Word Game, graphics, n.d.
- Folder 18 How to Host a Home Video Party game, notes and correspondence, 1990

Box 10

- Folder 1 I've Got the Munchies, graphics, n.d.
- Folder 2 Jenga Jam-Up, notes and designs, 2002
- Folder 3 Jiggle, notes, n.d.
- Folder 4 Jig-Saw Games, notes and drawings, n.d.
- Folder 5 Jitters, notes, 1981
- Folder 6 Joker Poker, notes, 1988
- Folder 7 Kniffel/Card Yahtzee/Quinto, notes, graphics, sample cards, and instructions, 1988-1989
- Folder 8 Last to No, notes and game designs, 1993
- Folder 9 Leaning Tower of Pizza, notes, 1989
- Folder 10 Letter Ring, notes, 1984
- Folder 11 Letter Ring/Ringo Lingo, notes, photographs, prototypes, correspondence, and advertisements, 1984-1986
- Folder 12 Letter-Roo, notes, n.d.
- Folder 13 Lingo/Lingo Bingo, notes and designs, 1981-1983
- Folder 14 Logjam/Russian Roulette/Pegasus/Can of Worms/Penetration, notes, instructions, designs, and graphics, 1993-1996
- Folder 15 Looney Bin Puzzle Box, notes, correspondence, and legal opinion, 1981-1982
- Folder 16 Mad Cards, reference and photocopies, 2002
- Folder 17 Mad Libs Game, notes and graphics, 1991
- Folder 18 Matchability/Matchmakers/Connections, notes, designs, prototypes, and instructions, 1988-1991
- Folder 19 Memory Word/Underwords, notes, 1996
- Folder 20 Miami Dice, graphics, n.d.

Box 11

- Folder 1 Millennium: The Game of the Future/Crystal Ball, notes, 1990
- Folder 2 Mish Mash/E-Z Does It, notes, 1981-1982
- Folder 3 Missing Links, notes, 1993
- Folder 4 Missing Links, notes, n.d.
- Folder 5 Mixmaster, notes, 1981-1982
- Folder 6 Momentum, graphics, n.d.
- Folder 7 Monster Mountain, graphics, n.d.

- Folder 8 New Boggle variations, notes, 1986
- Folder 9 New Perfections, notes, 1981
- Folder 10 New Words/Fast Words, notes, 1986
- Folder 11 Noggle/Number Boggle/Numble/Number Challenge, notes, 1983
- Folder 12 Not!, graphics, n.d.
- Folder 13 Number Quest/The Next Word, instructions, c. 1987
- Folder 14 Number Ring, notes, instructions, and prototype, c. 1985-1986
- Folder 15 Olympics puzzles for Nabisco, notes, designs, and correspondence, 1986
- Folder 16 Othello II, notes, 1980
- Folder 17 Overturn, instructions, 1993
- Folder 18 Pac-Man board game, notes and designs, 1982
- Folder 19 Party Action Yahtzee, notes, 2006
- Folder 20 Peek-Tac-Toe/Touch-Tac-Toe, notes, 1992
- Folder 21 Penetration, notes, 1980s
- Folder 22 People's Court/L.A. Law game, notes and reference, 1987
- Folder 23 Perfect Match/Most Likely To..., notes and designs, 1989-1990
- Folder 24 Perfecto!, notes, 1981-1984
- Folder 25 Pet Peeves, notes, 1988

Box 12

- Folder 1 Phony Baloney, graphics, n.d.
- Folder 2 Phraze Frenzy, graphics, n.d.
- Folder 3 Picture Perfect, notes and reference, 1989
- Folder 4 Pitfall, notes and drawings, n.d.
- Folder 5 Pop-o-matic words, notes, 1981
- Folder 6 Poppopens, notes and reference, 1988
- Folder 7 Pot O'Gold, graphics, n.d.
- Folder 8 Power Vision trading cards, notes, designs, and correspondence, 1994-1995
- Folder 9 Q-Bits, notes, 1993
- Folder 10 Q-Bockl/Pandora's Box, notes, designs, and correspondence, 1986-1988
- Folder 11 Quest, notes, n.d.
- Folder 12 Quickstix, graphics, n.d.
- Folder 13 Quota, notes, 1986-1987
- Folder 14 Read My Lips, notes, correspondence, press releases, and photographs, 1989-1990
- Folder 15 Real American Heroes, notes, n.d.
- Folder 16 Ringmaster, notes, 1984
- Folder 17 Ring Yer'Neck, notes, 1994
- Folder 18 Rip Van Twinkle, notes and designs, 1993
- Folder 19 Rubik's Word Cube, notes, designs, and draft paper prototype, 1981
- Folder 20 Scrabble cards, graphics, n.d.
- Folder 21 Search Lights, notes and designs, 1996
- Folder 22 Second Guesses, notes and graphics, 1991-1992

Box 13

- Folder 1 Second Guesses, notes, designs, and correspondence, 1992-1993

- Folder 2 Second Guesses, notes and graphics, 1992-1993
- Folder 3 Second Sight/Foresight/Polarizer, notes, designs, and negatives, 1980-1981
- Folder 4 Secret Word, instructions and graphics, 1997
- Folder 5 Secrets and Lies, notes, 1988-1989
- Folder 6 Silly Sentences, notes, 1996-1997
- Folder 7 Slime Ball, notes, 1994
- Folder 8 Sniglets, correspondence and instructions, 1990
- Folder 9 Snippoptamus, notes and designs, 1993
- Folder 10 The Snowman Game, notes and graphics, 1990
- Folder 11 Sound Bites, notes and audio files, 2001-2002
- Folder 12 Sound Traxx, notes, n.d.
- Folder 13 Sound Zone, notes and correspondence, 1998-1999
- Folder 14 Spaced Out/Boob Tubes/Drop Out, notes, 1981-1982
- Folder 15 Spelldown, notes, 1986
- Folder 16 Spell Four, notes, n.d.
- Folder 17 Stack-ominoes, drawings, n.d.
- Folder 18 Stamp N Play, notes and graphics, 1992
- Folder 19 Straw Poll, notes and reference, 1992
- Folder 20 Swap, notes and draft card samples, 1981
- Folder 21 Tabloid Teasers, notes, ideas, and correspondence, 1989-1991

Box 14

- Folder 1 Tabloid Teasers, notes, ideas, and correspondence, 1989-1991
- Folder 2 Take-Along Games/Pen Games/Playpens, notes, 1998
- Folder 3 Tetris board game, correspondence, notes, and reference, 1989-1990
- Folder 4 Tic Tac Trap, notes, n.d.
- Folder 5 Tower of Babel, notes, 1979
- Folder 6 Tri-Tactics/Triad, notes, n.d.
- Folder 7 Turn 'N Take Magic 8 Ball game, notes, 1995
- Folder 8 The Turtle Game, notes, 1981
- Folder 9 TV Fun N'Games, notes and reference, 2000-2002
- Folder 10 TV Guide Game, notes and correspondence, 1995-1997
- Folder 11 Twister Hop/Stomp the Music, notes and graphics, 2000
- Folder 12 Uno Match Blast, notes, 2004
- Folder 13 Uno puzzles, notes and designs, 1988
- Folder 14 Uno Wild Words, notes, 1988
- Folder 15 Visionary/Outta Sight, notes, instructions, photographs, and advertisements, 1995-1997 (some in German)
- Folder 16 Waldo Puzzle Box, graphics, n.d.
- Folder 17 Web Wars, notes and graphics, 1996
- Folder 18 Wheel of Fortune game cards, notes and reference, c.1990-1991

Box 15

- Folder 1 Wiggily Squiggles, notes, n.d.
- Folder 2 Wild Guess, notes and ideas, 1986-1987
- Folder 3 Wild Guess, notes and graphics, c.1989

- Folder 4 Wild Guess, notes and designs, 1989-1991
- Folder 5 Winstinct, notes, prototypes, and instructions, 1990
- Folder 6 Word Circle, notes, 1986
- Folder 7 Word Gammon, notes, 1981-1982
- Folder 8 Work is Hell game, notes, 1991
- Folder 9 X-It, notes and correspondence, 2000

Subseries C: Computer and video games

Scope and Content Note: This subseries holds notes, product descriptions, graphics, and reference materials on computer and video game proposals from Ron Dubren & Associates.

Box 15

- Folder 10 Computer Bingo, notes, n.d.
- Folder 11 Jig Jags, notes and designs, 1983-1984
- Folder 12 Memory CD-ROM game, notes and graphics, 1995
- Folder 13 Projectileless Gun Game, notes and reference, 1984
- Folder 14 Quest Masters, notes, 1984
- Folder 15 Quink, notes, n.d.
- Folder 16 Sentence Challenge, notes and reference, n.d.
- Folder 17 Tic Tac Go!, correspondence and notes, 1984
- Folder 18 Tickle Me Elmo computer game, notes, 2002
- Folder 19 Wild Words, notes, 1981-1986
- Folder 20 Wordhunter, notes and examples, 1984

Subseries D: Dolls and toys

Scope and Content Note: This subseries houses notes, correspondence, and other documents supporting the design of numerous dolls, action figures, plush toys, electronic games, and outdoor toys by Ron Dubren & Associates. Original folder titles were retained when possible; multiple names proposed for the same design are indicated on the folder labels, separated by a forward slash. Of note is early information on Tickle Me Elmo, arguably Dubren's most successful product and the result of collaboration with Greg Hyman. Some folders contain graphics only.

Physical prototypes for dozens of Dubren's doll and toy designs exist within the collections of the National Museum of Play and can be viewed on-site at The Strong.

Box 16

- Folder 1 Action Animator/Magic Viewer, notes, 1999
- Folder 2 Baby Needs Me, notes and designs, 1992-1997
- Folder 3 Baby 'Scuse Me/'Scuse Me Bear, notes, designs, and correspondence, 1996-1998
- Folder 4 Baby Talk, graphics, n.d.
- Folder 5 Bean Birds, notes and reference, 1998
- Folder 6 Bella Button, notes, 2001
- Folder 7 Belly Button Buddies/Tummy Bears, notes and reference, 2002
- Folder 8 Big Hugs Teletubbies, notes and correspondence, 1998

- Folder 9 Birthday Bear/Clap Time Teddy Clock, notes, correspondence, and reference, 2002
- Folder 10 Bubble Blaster, correspondence and design, 1997-1998
- Folder 11 Chatter Boxers, notes and correspondence, 1997
- Folder 12 Clap Happy, notes, n.d.
- Folder 13 Crash Smash, notes, 1984, 1989
- Folder 14 Critter Litters, notes and drawings, 1993
- Folder 15 Disk Darts, notes and patent reference material, 1992
- Folder 16 Dizzy Head Ernie, notes, n.d.
- Folder 17 Doodle Drawing Toy, correspondence, 1999
- Folder 18 Double Headers, notes and reference, 1992
- Folder 19 Elmo's Barbershop Quartet, notes, n.d.
- Folder 20 Elmo's Whistling Magic Flute, notes, 1998
- Folder 21 Finger Dance Dance Revolution, notes and reference, 2002
- Folder 22 Fingerman, notes and correspondence, 1991
- Folder 23 Flexxors and Dinomen, notes and correspondence, 1994
- Folder 24 Flickers, notes, 1998
- Folder 25 Flik-n-Stick/Sticky Fingers, notes, correspondence, and news articles, 1991-1996
- Folder 26 Funsters, notes, correspondence, and reference, 1994
- Folder 27 Fuzzies, notes, 1992
- Folder 28 Ghostwriter, notes, n.d.
- Folder 29 Gizmos, notes, correspondence, and photographs, 1995
- Folder 30 Good Vibes Teddies, notes, 1986
- Folder 31 Great American Teddy Bear, notes, 1998
- Folder 32 Handball, notes and graphics, n.d.
- Folder 33 Happy Time Elmo, notes, n.d.
- Folder 34 Holly Hide N Seek/Hide Me Heidi, notes, 1992
- Folder 35 The Hug Bunch/Best Buddies, notes and photograph, 1992-1994
- Folder 36 Hummy Bear, notes, 1996

Box 17

- Folder 1 Instant Replay, notes, 1994
- Folder 2 Jitter Bug, notes, n.d.
- Folder 3 Joke-A-Rama/Joke Riot, notes, correspondence, and reference, 1995-1999
- Folder 4 Keane Eyes, notes and reference, c. 2003
- Folder 5 Kelly Kazoo/Froggy Kazoo, notes and designs, 1997-1998
- Folder 6 Koochy Coo Baby, notes, 1998
- Folder 7 Koosh Blocks, notes, n.d.
- Folder 8 Koosh Strings, notes and reference, 1996
- Folder 9 Letter Stacker/Letter Learner, notes and graphics, n.d.
- Folder 10 Lights Out game ideas, notes, 1996
- Folder 11 Little Miss of America, notes, correspondence, and reference, 1991
- Folder 12 Magic Hat Elmo, notes and drawings, 2003
- Folder 13 Magic Lite Answer Pen, notes and reference, 1986
- Folder 14 Magic Motion Barbie/Pixie*Land, notes, 1994
- Folder 15 Magnadoodle games, notes and correspondence, 1997

- Folder 16 Magnadraw, notes, correspondence, and patent information, 1989-1991
- Folder 17 Mister Dummy, notes, 1987
- Folder 18 Monster in the Box, notes, n.d.
- Folder 19 My First Snapshots/My First Camera, notes and graphics, 1991
- Folder 20 My Guardian Angel Bear, notes and reference, 1999
- Folder 21 My Secret Club, notes and reference, 1992
- Folder 22 My Secret Friend, notes and reference, 1998
- Folder 23 Nemesis Revenge/Voice Box, notes, 2001
- Folder 24 Nerf Pre-School Shake N'Sounds Ball, notes, n.d.
- Folder 25 Ninja Wars, notes, n.d.
- Folder 26 Pet Vets, reference, n.d.
- Folder 27 Peter Pumper, notes and correspondence, 1994
- Folder 28 Pixie Starlite, notes, n.d.
- Folder 29 Play the Music/Sing the Song, notes and correspondence, 2000
- Folder 30 Playful Patty, notes, 1998
- Folder 31 Pocket Comic, notes, designs, and correspondence, 1999
- Folder 32 Pranksters, notes, correspondence, and news articles, 1995-1996
- Folder 33 Rap-It, notes, 1991
- Folder 34 Rap N Roll, graphics and templates, n.d.
- Folder 35 RSVP (electronic version), notes and reference, 1979

Box 18

- Folder 1 Say It, notes, 2000
- Folder 2 Say N' See, notes and graphics, n.d.
- Folder 3 Sergeant Buster, notes, 1999
- Folder 4 Shadow Warriors, notes and graphics, 2004
- Folder 5 Shuffleball, notes, 1989
- Folder 6 Silly Tube, graphics, n.d.
- Folder 7 Simon 3/Pandora's Box, notes, 1981
- Folder 8 Slap Happy/Flinch, notes, 1989, 1995
- Folder 9 Smart Kart, notes, 2002
- Folder 10 Snoozy Mickey/Snoozy Elmo, notes and designs, 1996
- Folder 11 Sock Buddies, notes, 2000
- Folder 12 Sound Off, notes and correspondence, 1988-1989
- Folder 13 Spin- and Swing-Me Suzie, notes, 1997
- Folder 14 Spin Me Elmo, notes, 1996
- Folder 15 Spray Doodle, notes and correspondence, 2004
- Folder 16 Spray N Slide, notes and graphics, n.d.
- Folder 17 Spray Sur-prize, notes, 2004
- Folder 18 Starlight Spinners, notes, 2002
- Folder 19 Sword Snatchers, notes, 1997
- Folder 20 Talking Flash Cards, notes, 2000-2001
- Folder 21 Teddy Twistoid/The Amazing Contorto, notes, 1995
- Folder 22 Tender Tot, notes, 1989
- Folder 23 Tickle-Me Babies/Pets, notes, 1997
- Folder 24 Tickle Me Elmo/Tickles the Chimp, notes and correspondence, 1992-1994

- Folder 25 Tickle Me Elmo Surprise, notes and correspondence, 1998-1999
- Folder 26 Tiny Toyland, notes, 1993
- Folder 27 Toss and Bounce Elmo, correspondence, 1997
- Folder 28 Twists, notes, designs, and graphics, 1992-1994
- Folder 29 Wacky Gak, notes and graphics, 1992
- Folder 30 "Where's Elmo Ticklish?" notes, 1997-1999
- Folder 31 Whispering Wendy, notes and correspondence, 1996
- Folder 32 Write-Brite, notes, 1993
- Folder 33 Yada Yada Yo-Yo, notes, 1998
- Folder 34 Photographs of various Sesame Street character toys, late 1990s

Subseries E: Telephone programs

Scope and Content Note: Within this subseries are notes, correspondence, graphics, and reference materials on various "Telephone Programs" proposed by Ron Dubren. Early programs included smoking cessation and weight loss via recorded telephone message guidance; these were developed while Dubren was still a practicing psychologist. These soon morphed from less clinical to more fun concepts, such as musical and general knowledge trivia, as well as ideas for celebrity and product promotion hotlines.

Box 19

- Folder 1 Phone Programs, 1975-1984
- Folder 2 Tip Talk Hotline, 1980s
- Folder 3 Call-It Company, work notes and news articles, 1983-1988
- Folder 4 Call-It Company, 1984
- Folder 5 Call-It Company, 1984
- Folder 6 Phone Program notes, 1983-1984
- Folder 7 Touch Tone Trivia, Frank N. Magid Associates, 1984
- Folder 8 Touch Tone Trivia, work notes and draft questions, 1984
- Folder 9 Touch Tone Trivia, draft questions, 1984
- Folder 10 Touch Tone Trivia - Final Music Track Questions, Dec. 1984
- Folder 11 Touch Tone Trivia - Final TV, Movie, and Music Questions, 1984
- Folder 12 Touch Tone Trivia - Final General Knowledge Questions, 1984

Subseries F: VCR games

Scope and Content Note: This subseries covers the creative process of Rich Little's VCR Charades, a VCR game created by Dubren and licensed by Parker Brothers in 1985. Materials here comprise notes, correspondence, contracts, draft scripts, and articles. Additionally, an idea for an at-home "video photo booth" to be connected to a VCR is included here.

Box 20

- Folder 1 VCR Charades, talent options, 1983-1984
- Folder 2 Computer Charades, 1984
- Folder 3 VCR Charades, production and budget information, 1984
- Folder 4 VCR Charades, signed confidentiality agreements, 1984
- Folder 5 Rich Little's VCR Charades - correspondence, 1984-1985
- Folder 6 Rich Little's VCR Charades - pre-recorded prototype and log, 1984

- Folder 7 Rich Little's VCR Charades - scripted content ideas, 1984-1986
- Folder 8 Rich Little's VCR Charades - unscripted content ideas, 1984-1986
- Folder 9 Rich Little's VCR Charades - development notes, 1984-1985
- Folder 10 Rich Little's VCR Charades - development notes, 1985
- Folder 11 Rich Little's VCR Charades - Parker Brothers contract, 1985
- Folder 12 Rich Little's VCR Charades - draft script for Rich Little, 1985-1986
- Folder 13 Rich Little's VCR Charades - script edits, 1985-1986
- Folder 14 Rich Little's VCR Charades - script edits, 1985-1986
- Folder 15 Rich Little's VCR Charades - advertisements and articles, 1985

Box 21

- Folder 1 Rich Little's VCR Charades - Parker Brothers revisions, 1985
- Folder 2 Video Photo Booth, notes, n.d.

Subseries G: Books

Scope and Content Note: This subseries holds documents relating to the design of kids' customizable stories, talking books, and an early e-reader.

Box 21

- Folder 3 Silly Stories, notes, designs, and samples, 1993
- Folder 4 Storyboard Movie Books, notes, correspondence, and reference, 1987
- Folder 5 Talking Books for Kids, notes and reference, 1986-1988
- Folder 6 E-Z Read, notes and reference, 1998

Subseries H: Candy and food novelties

Scope and Content Note: Within this subseries are notes and designs on novelty candies and other food, such as candy product packaging ideas and "talking" water bottles.

Box 21

- Folder 7 Barf Balls (candy)/Barf Heads (no candy), notes, 1990
- Folder 8 Candy Magic Wand, notes and designs, 2000
- Folder 9 Candy product ideas, notes, 1994-1996
- Folder 10 Frozen Pop Makers, notes and reference, 2005
- Folder 11 Mad Caps, notes and correspondence, 1998
- Folder 12 Misfortune Cookies, notes, 2000

Subseries I: Other designs

Scope and Content Note: This subseries houses a variety of designs, including notes on jewelry kits, clock designs, electronic talking household objects, and more. Also within this subseries are miscellaneous graphics and templates used by Dubren.

Box 21

- Folder 13 Calorie Watch, notes, 2004
- Folder 14 Diddly Riddles, notes, n.d.
- Folder 15 Flush Me Please, notes, 2003
- Folder 16 Glitter Stick Stickers, notes and examples, 1994
- Folder 17 Mag-Beadz, notes and reference, 2005

- Folder 18 Mr. Sandman, notes and reference, 1988-1989
- Folder 19 Musical Jewelry, notes, drawings, and reference, 1993
- Folder 20 Nail Polish Mixer, notes and correspondence, 2003
- Folder 21 New Vaudeville, notes and reference, 1984-1985
- Folder 22 Picture-It Clock Kit, notes, 2000
- Folder 23 Pink Weenie, correspondence and reference, 1982
- Folder 24 Puffy jewel stickers, notes, 1997
- Folder 25 Shrinky Dink ideas, notes, n.d.
- Folder 26 Singing Bird Bank, notes and designs, 2000
- Folder 27 Toyland movie remakes, notes, 1997
- Folder 28 Wet Heads, notes, 1998
- Folder 29 Winners, notes, reference, and graphics, 1998
- Folder 30 Miscellaneous notes and drawings, n.d.
- Folder 31 Beaver graphic, n.d.
- Folder 32 Car graphics, n.d.
- Folder 33 Foto Finish, graphics, n.d.
- Folder 34 Funny Fingers, graphics, n.d.
- Folder 35 Fantasia graphics, n.d.
- Folder 36 Glitter sticker shapes, n.d.
- Folder 37 Key graphics, n.d.
- Folder 38 Looney Tunes character graphics, c. 1989
- Folder 39 PEZ graphics, n.d.
- Folder 40 Nose graphics, n.d.
- Folder 41 Ripley's Believe It or Not logo graphics, n.d.
- Folder 42 Shape templates
- Folder 43 Nintendo "How-To" Home Videos, 1988

Series III: Television game show plans, 1980-2001

Scope and Content Note: This series contains notes, correspondence, and recorded televised game shows. Box 22 includes an index of the recorded game shows included on the VHS cassettes housed in Box 23. Within the folder on the Monopoly game show is correspondence with Phil Orbanes, games historian and renowned Monopoly expert. (For more information on the proposed Monopoly game show, please see the Philip E. Orbanes papers within the Brian Sutton-Smith Library and Archives of Play at The Strong.)

Box 22

- Folder 1 Game show ideas, c. 1980
- Folder 2 Game show ideas, late 1980s
- Folder 3 Game show ideas, 1988-1989
- Folder 4 Cross Clues TV game show, 1980
- Folder 5 Face-Off TV game show ideas, 1988
- Folder 6 The Game of Games: Hasbro game show, notes and correspondence, 2001
- Folder 7 Monopoly game show idea, 1987
- Folder 8 Oddballs game show, 1985
- Folder 9 Oddballs game show, 1985-1987

- Folder 10 Read My Lips game show, 1990
- Folder 11 Sniglets game show, 1990
- Folder 12 Take Sides game show, n.d.
- Folder 13 Tabloid Teasers game show, 1990-1991
- Folder 14 Tabloid Teasers game show proposal, 1991
- Folder 15 Game show contacts, 1980-1981
- Folder 16 Television Program Enterprises, 1987
- Folder 17 Tom Walsh Productions, Inc., 1985
- Folder 18 Index of recorded televised game shows, c. 1988-1991, Tapes 1-6

Box 23

- Tapes 1-6 Six VHS cassettes with recordings of televised game shows, c. 1988-1991

Series IV: Toy/game company information, 1979-2002

Scope and Content Note: This series holds business cards, flyers, notes, correspondence, and other documentation on toy and game companies collected by RDA. The Brian Sutton-Smith Library and Archives of Play at The Strong also received a sizeable donation of toy and game company catalogs from Ron Dubren; these are housed in the library stacks.

Box 24

- Folder 1 Ace Novelty Co., Inc., 1994
- Folder 2 Amtoy/Those Characters From Cleveland, 1986
- Folder 3 Amuro!, c. 1995
- Folder 4 Applestreet, 1980s
- Folder 5 Arrow Handicraft Corp., 1980-1982
- Folder 6 Aviva Sport, Inc., 1991-1993
- Folder 7 Avon, 2001
- Folder 8 Berkeley Systems, 1996
- Folder 9 Bliss House (Mr. Wizard), 1990-1991
- Folder 10 Broderbund, 1989-1995
- Folder 11 Brookside Enterprises, 1989
- Folder 12 Canada Game Company, Ltd., 1993-1997
- Folder 13 Cap Toys, Inc., 1991-1996
- Folder 14 Catena International, 1991
- Folder 15 CBS Educational Software, 1983-1986
- Folder 16 Celebrity Service International, 1990
- Folder 17 Charon Industries/Northern Lights, 1987
- Folder 18 Chieftain Products, Inc./Chieftain Products U.S., 1990
- Folder 19 Clegg Industries, 2001
- Folder 20 Coleco, 1979-1987
- Folder 21 Colorforms, 1990
- Folder 22 Cracker Jack, 1996
- Folder 23 Dakin, 1984
- Folder 24 Decipher, Inc., 1986-2000

Box 25

- Folder 1 Dell Publishing Co., 1979-1983
- Folder 2 DSI Toys, Inc., 1997-2000
- Folder 3 Eden Toys, LLC, 1999-2000
- Folder 4 Empire Industries, Inc. (Marchon), 1989-1996
- Folder 5 Ertl, 1993-1995
- Folder 6 Fox Video Games, Inc., 1983
- Folder 7 Franklin Sports, 1990
- Folder 8 Fred Weil, 1987
- Folder 9 F.X. Schmid, 1995-1997 (some in German)
- Folder 10 Fun4All, 1999
- Folder 11 Gabriel Industries, 1980-1981
- Folder 12 Games Gang, 1987-1990
- Folder 13 General Sportcraft Company, LLC, 1992
- Folder 14 Gigamic, 1995-1996
- Folder 15 Goodtimes Home Video, 1989
- Folder 16 Great American Puzzle Factory, 1991
- Folder 17 GSC Athletic Equipment, 1981
- Folder 18 Hallmark Cards, 1989
- Folder 19 Happiness Express, Inc., 1992
- Folder 20 Hasbro Europe/M-B UK, 1990-1997
- Folder 21 Hasbro Toy Group, 1989-1999
- Folder 22 Hasbro Interactive, 1995-1997

Box 26

- Folder 1 Hi-Tech Expressions, Hank Kaplan, 1989
- Folder 2 Hoyle Products, 1987
- Folder 3 Ideal Toy Co., 1980-1982
- Folder 4 International Games, 1988-1995
- Folder 5 Irwin Toy Limited, 1992-2002
- Folder 6 Irwin Toys (Wendy), 1996-1998
- Folder 7 JusToys, 1991-1995
- Folder 8 J.W. Spear and Sons, PLC, 1991-1997
- Folder 9 KellyToy, n.d.
- Folder 10 Kidpower, Inc., 1993-2002
- Folder 11 Kid's Delight/Team Concepts, 2002
- Folder 12 King World, 1991
- Folder 13 Kransco/Wham-O!, 1987-1992
- Folder 14 Larami, 1992-2001
- Folder 15 Leisure Concepts, Inc., 1994
- Folder 16 Lewis Galoob Toys, Inc., 1982-1997
- Folder 17 LNJ Toys LTD, 1994
- Folder 18 Lucky Numbers, Inc., 1999
- Folder 19 Magic Eye, 1994
- Folder 20 Marble Art, 1994
- Folder 21 Matchbox Toys, Ltd., 1989

Folder 22 Indoor Activities Unlimited (IAU), Inc., n.d.

Box 27

Folder 1 Mattel Toys, 1986-1992
Folder 2 Mattel Toys, 1993-1997
Folder 3 Mattel Toys, L.A. 1993 Inventor Preview, 1992
Folder 4 Mel Taft Associates, Inc., 1987-1995
Folder 5 Meritus Industries, 1999-2000
Folder 6 Milton-Bradley Company, 1980-1992
Folder 7 Milton-Bradley Company, 1993-1996
Folder 8 Mindscape, Inc., 1984-1991
Folder 9 National Latex Products, 1995
Folder 10 New York Venture Group, 1997
Folder 11 NEXT Electronix, Inc., 1999-2000
Folder 12 Nickelodeon, 1997
Folder 13 NTN Communications, Inc., 1996
Folder 14 NVision Grafix, Inc., 1994
Folder 15 Oddz On Products, Inc., 1992-1999

Box 28

Folder 1 Parker Brothers, 1979-1989
Folder 2 Parker Brothers, 1990-1991
Folder 3 Pastime Industries, Inc., 1996
Folder 4 Play-by-Play, 2000-2001
Folder 5 Playtime Products, Inc., 1992-1993
Folder 6 Playtoy Industries, 1992-1998
Folder 7 Random House, Inc., Warren Division, 1988-1990
Folder 8 Reader's Digest, 1995
Folder 9 REMCO, n.d.
Folder 10 Replay, n.d.
Folder 11 Rose Art Industries, Inc., 1991-1994
Folder 12 Rubber Stampede, 1994
Folder 13 Schaper Manufacturing Co., 1982-1984
Folder 14 Schmidt-Spiele, 1995-1997 (some in German)
Folder 15 Sentinel, 1990
Folder 16 Serif Games, 1989
Folder 17 SHARP, 1991
Folder 18 SLM, Inc., 1994
Folder 19 Software Creations, Ltd., 1989
Folder 20 SpectraStar, 1992-1994
Folder 21 Sunbird Corp., 1980
Folder 22 Superior Toy and Manufacturing Co., 1981

Box 29

Folder 1	Tapper Candies, Inc., 1988
Folder 2	TEDCO, 1989
Folder 3	Telecreations, Inc., 1984-1985
Folder 4	Texas Instruments, 1992
Folder 5	Tiger Electronics, Inc., 1988-2000
Folder 6	TMQ Software, Inc., 1987
Folder 7	Tonka Europe, 1994
Folder 8	Tonka Toys, 1986-1991
Folder 9	Topps, 1982-1989
Folder 10	Toymax, Inc., 1999
Folder 11	Toy Vision, 1993-1995
Folder 12	Trintex, 1995
Folder 13	Velcro USA, Inc., 1992-1998
Folder 14	Waddingtons Games Ltd., UK, 1990-1996
Folder 15	Walt Disney Productions, 1983
Folder 16	Western Publishing, 1982-1995
Folder 17	World POG Federation, 1995-1996
Folder 18	Worlds of Wonder, 1990
Folder 19	Yes! Entertainment Corp., 1995-1998
Folder 20	Miscellaneous companies, contact info, 1980s-1990s

Series V: Reference materials, 1983-1994

Scope and Content Note: This series holds books, photocopied materials, and newspaper/magazine articles utilized by Dubren during his career.

Box 30

Folder 1	Ultraviolet light and fluorescence, notes and reference materials, 1994
Folder 2	Book: <i>Charades: The Complete Guide to America's Favorite Party Game</i> , James Charlon, Harper & Row: New York, 1983
Folder 3	Book: <i>Stereogram</i> , Cadence Books: San Francisco, 1994
Folder 4	Various newspaper and magazine reference articles, 1983-1987

Series VI: Oral history, 2008

Scope and Content Note: Alison Nguyen, a contractor for The Strong, recorded 10 hours of an oral history with Ron Dubren in August 2008. The completed audio is accessible via one DVD or 12 CDs. A transcription of the first four CDs is available for reference on the internal network of The Strong.

Box 30

Folder 5	Documents accompanying Dubren oral history, 2008
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Box 31

- Archival copies of Dubren oral history on DVD and CDs 1-12
- Access copies of Dubren oral history on DVD and CDs 1-12

Series VII: Digital files, 1985-1995

Scope and Content Note: Along with the physical files, Dubren transferred 75 digital documents, originally written in the Easy Writer software program between 1985 and 1995. These documents include letters, product descriptions, contracts, and lists. Dubren converted the files from Easy Writer to HTML, and as a result, some contextual information (such as dates) may be missing. The Strong then transferred the HTML files to Microsoft Word for easier viewing in 2008, though the original information was retained. Dubren's original file names (e.g., "G1-1," "G2-29") were retained, with the file type (e.g., "game description," "letter") appended to the label by The Strong in 2008. Hard copies for some of these documents may exist in the physical series within this collection. Series VII is accessible via the internal network at The Strong.

Files include:

- G1-1 (game descrip)
- G1-2 (game descrip)
- G1-3 (proposal)
- G1-4 (letter)
- G1-5 (letter)
- G1-6 (game descrip)
- G1-7 (word game)
- G1-8 (printer styles)
- G1-9 (game item list)
- G1-10 (video log form)
- G1-11 (contract)
- G1-12 (game descrip)
- G1-13 (game descrip)
- G1-14 (game word list)
- G1-15 (game descrip)
- G1-16 (game descrip)
- G1-17 (game item list)
- G1-18 (letter)
- G1-19 (promo copy)
- G1-20 (game text)
- G1-21 (computer commands)
- G1-22 (game item list)
- G1-24 (letter)
- G1-25 (letter)
- G1-26 (letter)
- G1-27 (proposal)
- G1-28 (letter)
- G1-29 (game item list)
- G1-30 (game descrip)
- G1-31 (game descrip)
- G1-32 (game descrip)

- G1-33 (game descrip)
- G1-34 (proposal)
- G1-35 (game status)
- G1-36 (proposal)
- G1-37 (letter)
- G1-38 (game item list)
- G1-39 (game descrip)
- G1-40 (letter)
- G1-41 (game descrip)
- G1-42 (game descrip)
- G1-43 (letter)
- G1-44 (contract)
- G1-45 (letter)
- G2-1 (wish list)
- G2-2 (wish list)
- G2-3 (game descrip)
- G2-4 (game descrip)
- G2-5 (game descrip)
- G2-6 (game descrip)
- G2-7 (game descrip)
- G2-8 (game descrip)
- G2-9 (game descrip)
- G2-10 (game descrip)
- G2-12 (game descrip)
- G2-13 (game descrip)
- G2-14 (game descrip)
- G2-15 (game descrip)
- G2-16 (game descrip)
- G2-17 (game descrip)
- G2-18 (game descrip)
- G2-19 (game descrip)
- G2-20 (game descrip)
- G2-21 (proposal)
- G2-22 (game descrip)
- G2-23 (game descrip)
- G2-28 (proposal)
- G2-29 (game descrip)
- G2-30 (proposal)
- G2-32 (proposal)
- G2-33 (proposal)
- G2-34 (letter)
- G2-35 (game descrip)
- G2-36 (game descrip)
- G2-39 (game descrip)