

U.S. National Investment in the Future of Games?

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Elaine Raybourn, & Noah Wardrip-Fruin**
National Endowment for the Humanities, National
Science Foundation, Sandia National Laboratories,
& UC Santa Cruz

Federal agencies care about games



Culture



Economy



Technology
Research



National
Challenges

Agencies are changing public views



Smithsonian Institution

Games can be art

Major exhibition of game art

More can be done

Four elements

- What have U.S. federal agencies been doing to shape the future of games?
- What are some ideas for the future?
- How can the GDC community get involved?
- Your responses, ideas, and questions — during this session and in the wrap-up room after: South Hall, Esplanade Level, Room 307

Four Speakers

- Jason Rhody
 - National Endowment for the Humanities
- Elaine Raybourn
 - Sandia National Laboratories & Office of the Deputy Secretary of Defense
- William S. Bainbridge
 - National Science Foundation (avatar: Josh McCoy)
- Noah Wardrip-Fruin
 - UC Santa Cruz

Please fill out your evaluations

How should agencies invest in games — with developers?

Noah Wardrip-Fruin

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NATIONAL ENDOWMENT FOR THE
Humanities



**National
Endowment
for the Arts**
arts.gov

Microsoft®
Research

Microsoft **Studios**

<http://mediasystems.soe.ucsc.edu>

Three recommendation areas

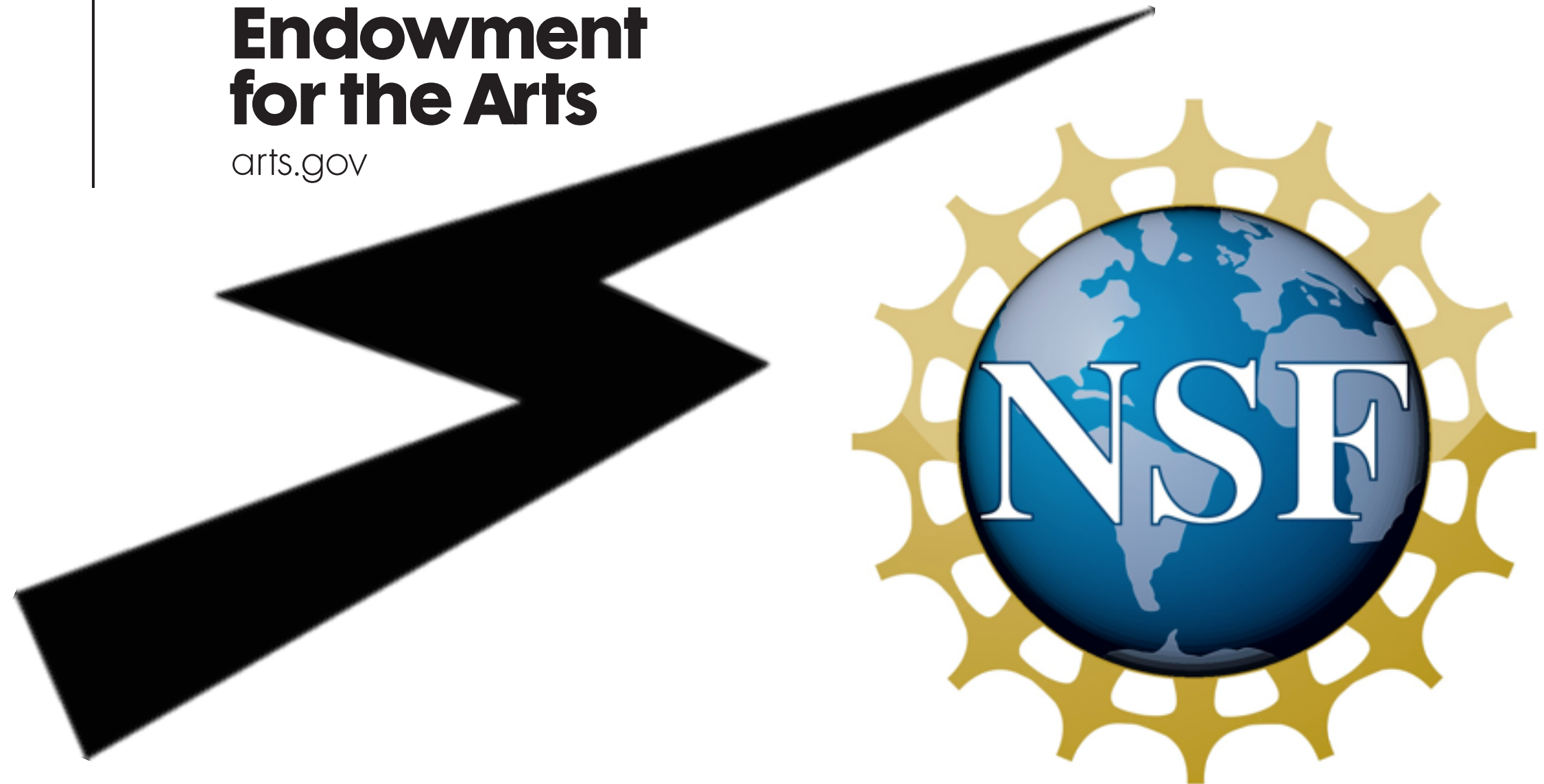
Systematic separation



ART WORKS.

**National
Endowment
for the Arts**

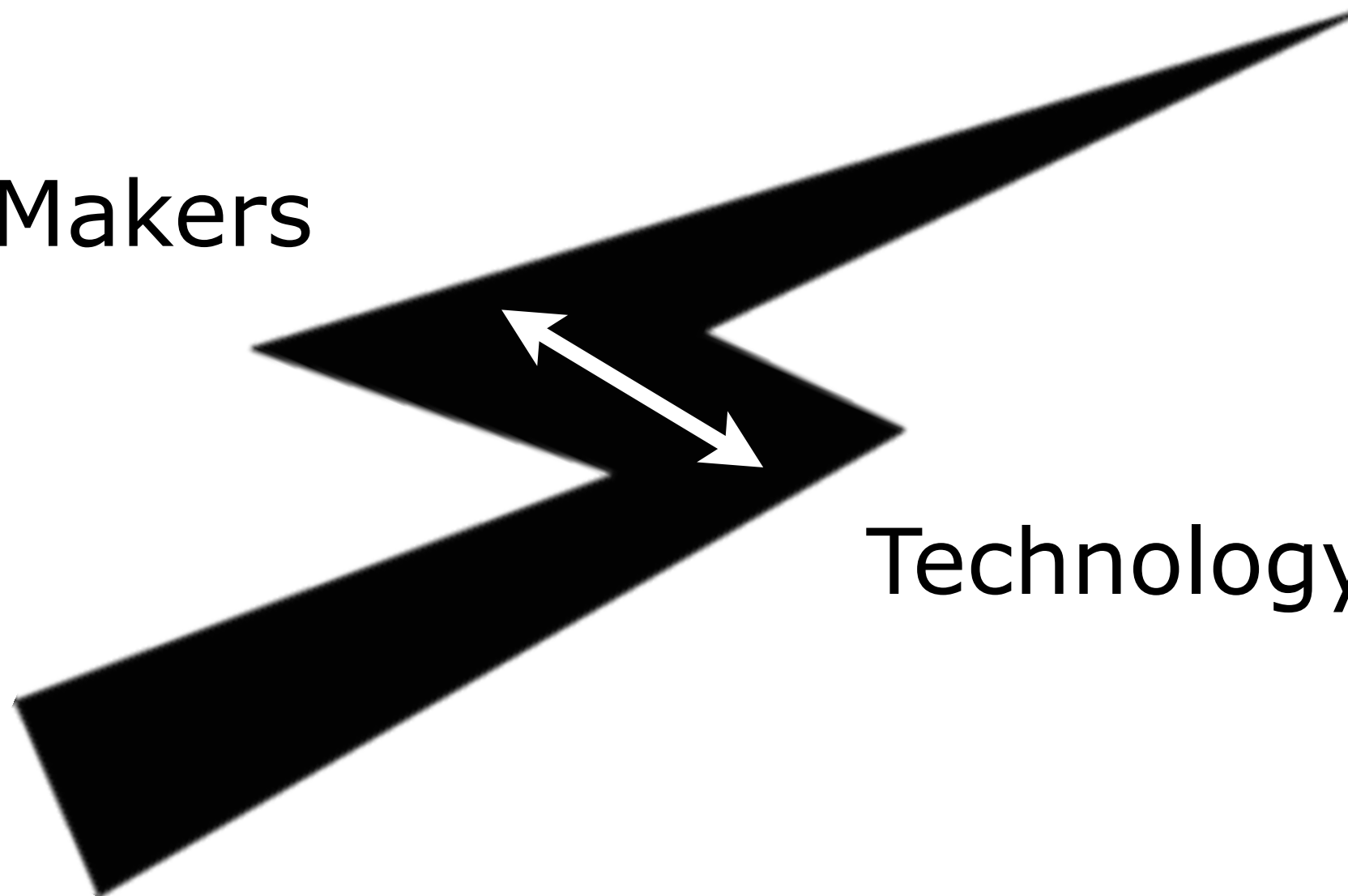
arts.gov



Systematic separation

Game Makers

Technology Researchers



What federal agencies can do

- Support sharing of best practices
 - Collaboration, IP, financial models, etc
- Start funding programs that can support the broad skills needed for game innovation
 - Development, design, tech research, etc
- These depend on knowing what works
 - Will you share specifics of past successes?

Better collections & archives



What agencies & developers can do

- IMLS, Library of Congress, NEH can support
- AAA devs: externally archive closing kits
- Indie devs: pipeline for archiving source files
- Steam, Origin, Playstation, Xbox, iTunes, & Google Play — we need a downloadable game solution for libraries!
- Everyone: need to archive non-DRM versions

National centers of excellence




What agencies & developers can do

- Agencies can support creation of national centers of excellence
- Game studios, publishers, & platform holders should be part of centers — as in other tech industries
- We need people asking challenging questions
- We need investment in joint work and wide distribution of innovations

Now: questions, comments,
commitments

Next: more discussion in
wrap-up room: South Hall,
Esplanade Level, Room 307

Please be in touch in the future!

A close-up, high-resolution image of a person's face, focusing on the eye and nose. The person has light skin and green eyes. The image is partially obscured by the text on the right.

Thanks!
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