



Online Game Libraries Denied Right to Copy Physical Collections

Description

In an interesting side note, the Register also made mention of the emulation of classic game consoles, highlighting that while it does not constitute infringement in and of itself, it has historically been linked to piracy, potentially causing concern regarding any remote emulation of library game collections. This assertion is paradoxically based on a footnote referencing Frank Cifaldi, the founder and director of the Video Game History Foundation (VGHF), and his 2016 Game Developers Conference presentation on the misrepresentation of emulation and its significance in preserving video game history.

Cifaldi humorously remarked in a social media post, "The moment I became the Joker is when someone in charge of copyright law watched my GDC talk about how it's wrong to associate emulation with piracy and their takeaway was 'emulation is associated with piracy.'"

In response to the ruling, the VGHF criticized the efforts of rightsholder groups to impede the progress of researchers, stating that the current limitations on remote access force researchers to resort to unofficial means to acquire out-of-print video games for study. This unequal access hinders research in video game history compared to other disciplines like literary studies or film history, where digitized resources are more readily available.

NYU professor Laine Nooney highlighted these discrepancies in access during discussions with the Copyright Office, emphasizing the challenges faced by researchers who need physical copies of games for their work. The VGHF Library Director, Phil Salvador, expressed disappointment at the Copyright Office's decision but underscored the significance of the research produced during this process in supporting game re-releases and securing grants for video game history investigations. Despite setbacks, the VGHF remains committed to advancing conversations on game preservation within the industry.

Vocabulary List:

1. **Emulation** /ˌɛm.jʊˈleɪ.ʃən/ (noun): The act of replicating or mimicking the function of a system or device.
2. **Infringement** /ɪnˈfrɪndʒ.mənt/ (noun): The violation of a law or a right.
3. **Piracy** /ˈpaɪ.rə.si/ (noun): The unauthorized use or distribution of copyrighted material.
4. **Discrepancies** /dɪsˈkrɛp.ən.sɪz/ (noun): Inconsistencies or differences that are often noted in data or information.
5. **Impeded** /ɪmˈpiːdɪd/ (verb): Hindered or obstructed in progress.
6. **Significance** /sɪɡˈnɪfɪkəns/ (noun): The importance or meaning of something often in a specific context.

Comprehension Questions



Multiple Choice

1. Who is the founder and director of the Video Game History Foundation (VGHF)?
 - Option: Frank Cifaldi
 - Option: Phil Salvador
 - Option: Laine Nooney
 - Option: Ratan Naval Tata

2. What was the subject of Frank Cifaldi's presentation at the 2016 Game Developers Conference?
 - Option: History of video games
 - Option: Copyright law
 - Option: Emulation and piracy
 - Option: Literary studies

3. What did the VGHF criticize in response to the ruling discussed in the text?
 - Option: Rightsholder groups
 - Option: Game developers
 - Option: Research funding
 - Option: VGHF members

4. Which discipline is mentioned as having more readily available digitized resources compared to video game history?
 - Option: Film history
 - Option: Art history
 - Option: Psychology
 - Option: Political science

5. Who expressed disappointment at the Copyright Office's decision in the text?
 - Option: Phil Salvador
 - Option: Ratan Naval Tata
 - Option: Laine Nooney
 - Option: Frank Cifaldi

6. What is the primary focus of the VGHF according to the text?
 - Option: Game development
 - Option: Game preservation
 - Option: Public relations
 - Option: Marketing



True-False

7. Emulation of classic game consoles is always linked to piracy.
8. Researchers face challenges accessing physical copies of out-of-print video games for study.
9. The VGHF solely blames researchers for resorting to unofficial means to acquire games.
10. The VGHF Library Director, Phil Salvador, highlighted the discrepancies in access during discussions with the Copyright Office.
11. Despite setbacks, the VGHF has given up on advancing conversations on game preservation within the industry.
12. Laine Nooney is critical of the easy access researchers have to physical copies of games compared to other disciplines.

Gap-Fill

13. The VGHF criticized the efforts of rightsholder groups to impede the progress of researchers, stating that the current limitations on remote access force researchers to resort to unofficial means to acquire out-of-print video games for study. This unequal access hinders research in video game history compared to other disciplines like literary studies or film history. NYU professor Laine Nooney highlighted these discrepancies in access during discussions with the Copyright Office, emphasizing the challenges faced by researchers who need physical copies of games for their work. The VGHF Library Director, Phil Salvador, expressed disappointment at the Copyright Office's decision but underscored the significance of the research produced during this process in supporting game re-releases and securing grants for video game history investigations. Despite setbacks, the VGHF remains committed to advancing conversations on game preservation within the industry. Fill in the blank: Ratan Naval Tata _____.

14. The VGHF highlighted that digitized resources are more readily available in disciplines like literary



studies or film history compared to _____.

15. During discussions with the Copyright Office, NYU professor Laine Nooney emphasized the challenges faced by researchers who need _____ for their work.

16. The VGHF remains committed to advancing conversations on _____ within the industry.

17. The VGHF criticized the efforts of rightsholder groups to impede the progress of researchers, stating that the current limitations on remote access force researchers to resort to unofficial means to acquire _____ video games for study.

18. Despite setbacks, the VGHF has underscored the significance of the research produced during this process in supporting game re-releases and securing _____ for video game history investigations.

Answer

Multiple Choice: 1. Frank Cifaldi 2. Emulation and piracy 3. Rightsholder groups 4. Film history 5. Phil Salvador 6. Game preservation

True-False: 7. False 8. True 9. False 10. True 11. False 12. False

Gap-Fill: 13. does not appear in the given text 14. video game history 15. physical copies of games 16. game preservation 17. out-of-print 18. grants

Vocabulary quizzes

Multiple Choice (Select the Correct answer for each question.)

1. Which field of study focuses on the history of life on Earth through the analysis of fossils?



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- Option: A) Paleontological
Option: B) Computational
Option: C) Infrastructure
Option: D) Phenomenon
2. What is the term used to describe a situation that can be understood in multiple ways?
Option: A) Diminutive
Option: B) Phenomenon
Option: C) Ambiguity
Option: D) Spectacular
3. What is the ability to acquire and apply knowledge and skills called?
Option: A) Computational
Option: B) Intelligence
Option: C) Celestial
Option: D) Emulation
4. What term is used to describe the introduction of a new product or service to the market?
Option: A) Exhaustive
Option: B) Rollout
Option: C) Geomagnetic
Option: D) Significance
5. What does the term "access" refer to in the context of technology?
Option: A) Infrastructure
Option: B) Access
Option: C) Dazzle
Option: D) Mosaic
6. Which term is commonly used to describe objects in the sky and space such as stars and planets?
Option: A) Celestial
Option: B) Spectacular
Option: C) Infringement
Option: D) Govern
7. What word describes something that is mysterious and puzzling?
Option: A) Infringement
Option: B) Enigmatic
Option: C) Exhaustive
Option: D) Unveil
8. Which term relates to the Earth's magnetic field and its interactions with other magnetic fields?
Option: A) Diminutive
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- Option: B) Geomagnetic
Option: C) Intricate
Option: D) Piracy

9. What is a picture or pattern produced by arranging together small colored pieces of hard material?

- Option: A) Coronal
Option: B) Infringement
Option: C) Mosaic
Option: D) Exhaustive

10. What is the term for the action of ruling or controlling a group of people?

- Option: A) Impeded
Option: B) Coronal
Option: C) Intriguing
Option: D) Govern

Gap-Fill (Fill in the blanks with the correct word from the vocabulary list.)

11. The discovery of penicillin is considered a _____ event in the history of medicine.

12. The fireworks display on New Year's Eve was absolutely _____.

13. The artist _____ added more details to the painting over several months.

14. The city's _____ includes roads bridges and public transportation systems.

15. The company plans to _____ its new product at the upcoming trade show.

16. Using someone else's work without permission can lead to copyright _____.

17. The artist used different shades of blue to create a _____ effect in the sky.

18. The Northern Lights are a natural _____ that can be seen in the polar regions.

19. The diamonds in her necklace seemed to _____ in the sunlight.

20. Heavy snowfall _____ the progress of the travelers on the mountain road.

Matching Sentences (Match each definition to the correct word from the vocabulary list.)

21. The detective conducted an search of the crime scene looking for clues.



22. The little girl carried a bag that seemed too small for her toys.
23. The design of the wood carving impressed everyone who saw it.
24. The sun's mass ejections can affect terrestrial communications.
25. Many ancient cultures believed that the movement of bodies influenced human affairs.
26. The new supercomputer is capable of performing complex tasks in seconds.
27. The Loch Ness Monster is a mysterious that has fascinated people for decades.
28. The artist created a beautiful of tiles on the courtyard floor.
29. The new movie has an plot that keeps viewers guessing until the end.
30. The discovery of the Higgs boson particle was of great to the field of physics.

Answer

Multiple Choice: 1. A) Paleontological 2. C) Ambiguity 3. B) Intelligence 4. B) Rollout 5. B) Access 6. A) Celestial 7. B) Enigmatic 8. B) Geomagnetic 9. C) Mosaic 10. D) Govern

Gap-Fill: 11. serendipitous 12. spectacular 13. gradually 14. infrastructure 15. unveil 16. infringement 17. gradation 18. phenomenon 19. dazzle 20. impeded

Matching sentence: 1. exhaustive 2. diminutive 3. intricate 4. coronal 5. celestial 6. computational 7. phenomenon 8. mosaic 9. intriguing 10. significance

CATEGORY

1. Sci/Tech - LEVEL6

Date Created

2024/10/26

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