



## NEWS RELEASE

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### **Video-Game Industry Pioneer Don Daglow Signed to Consult for National Center for the History of Electronic Games® at Strong National Museum of Play®**

The National Center for the History of Electronic Games (NCHEG) at Strong National Museum of Play in Rochester, New York is pleased to announce that internationally renowned video-game industry pioneer Don Daglow has been engaged as a Collections Development Consultant.



In parallel to his work as an independent game designer and producer, Daglow will assist NCHEG in the acquisition of key objects and records to document the early and ongoing history of the development of electronic games. This effort is at the core of the NCHEG's work to expand its prestigious collection, already the largest and most comprehensive public collection of electronic games and game-related historical materials in the United States. He will also help connect NCHEG and its staff with other industry veterans, innovators, and leaders throughout the world, as well as represent NCHEG at industry conferences.

Daglow, a game designer, programmer, and producer with a 40-year career in game development, is widely recognized for designing a series of ground-breaking simulation games and role-playing games, as well as the first-ever computer baseball game. In 2003 he received the CGE Achievement Award for "groundbreaking achievements that shaped the video-game industry," and in 2008 his work was selected for an Emmy® Award for Technology and Engineering, honoring his creation of *Neverwinter Nights*, the first graphical massively multiplayer

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2—Daglow

online role-playing game. *Electronic Games* has called him “one of the best known and respected producers in the history of the field.”

“I’m delighted to be working with Strong National Museum of Play and NCHEG,” says Daglow. “I’ve been telling friends for many years that someone ought to build a museum to properly and respectfully record the history of our creative craft, both for gamers of the future and for academic research. Strong is doing exactly what I had been asking for, and I’m proud to be part of the team.”

NCHEG Director Jon-Paul C. Dyson says, “We are extremely pleased and honored to be working with Don Daglow. His prominence and expertise in the field will assist us greatly as we continue to expand our collection of electronic games, platforms, and related materials and make important new connections with other industry pioneers and leaders.”

The NCHEG collection includes more than 20,000 electronic games, platforms, and supporting materials that illustrate how the games have been conceived, developed, sold, and used. These materials also include packaging, advertising, publications, electronic game-inspired consumer products, and literary and popular inspirations of electronic-games imagery.

Perhaps most importantly, the NCHEG archives include personal and business papers from major game innovators and designers, along with other associated artifacts and documents that represent or illustrate the impact of electronic games on American life.

The National Center for the History of Electronic Games displays electronic games and materials in a variety of ways at Strong National Museum of Play, which hosts nearly 600,000 guests each year. At the museum, guests can see and play video games, past and present, in a variety of interpretive displays and exhibits.

In fall 2010, museum guests will be able to explore the history and future of electronic games and their impact on American life in *eGameRevolution*, an expansive, artifact-rich exhibit where guests can play classic video games, the latest console titles, and everything in between. Other major projects on the history of electronic games will follow, including an oral history project, more online interpretation, traveling exhibits, and an even larger, long-term exhibit.

For more information on NCHEG visit [www.NCHEG.com](http://www.NCHEG.com).

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