



NEWS RELEASE

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Video Game Creative Process Revealed in Don Daglow Papers Donated to International Center for the History of Electronic Games™

ROCHESTER, New York—In video game speak, the category of simulations called “god games” endows players with creative control over large-scale worlds. Wouldn’t it be exciting to look into the mind of a pioneering “sim” creator and discover how he built one of the industry’s first digital landscapes?



The International Center for the History of Electronic Games (ICHEG) in Rochester, New York is pleased to announce that it has acquired by donation from video game pioneer Don Daglow a collection of notebooks and personal papers that will allow researchers to peek inside the thought processes of the creator of two groundbreaking games—*Neverwinter Nights* (1991), the first multi-player, online role-playing game to use graphics and the one credited with launching the Massively Multiplayer Online Games (MMOGs) genre (like *World of Warcraft*) played today by tens of millions of players around the world; and *Utopia* (1981), often regarded as the first simulation game, pitting two players ruling rival islands in a competition for resources, wealth, and survival.

Don Daglow’s donated materials include folders and binders filled with detailed sketches, computer code, notes, business papers, and reference materials pertaining to the development of *Neverwinter Nights*, *Utopia*, and several additional unreleased games. “The papers, along with videotaped explanations provided by Don Daglow himself, preserve for researchers and historians the creation process of some of the most important games in video game history,” says ICHEG Director Jon-Paul C.

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2—Don Daglow Collection

Dyson. “They show how Daglow was able to take a kernel of an idea and develop it into groundbreaking games that influenced an entire industry.”

Says Daglow, “I’m delighted to donate my working papers to Strong’s International Center for the History of Electronic Games. I’ve toured their extensive archives and seen the care with which the curators and librarians handle historic documents. It’s great to know that these materials are in a facility where they’ll be preserved with such care and professionalism.”

Daglow’s donation is the first of several he plans to make to ICHEG’s Don Daglow Collection, which will document his video game career and be used by researchers as well as featured in the upcoming *eGameRevolution* exhibit opening at Strong National Museum of Play in Rochester, New York on November 20, 2010. The highly interactive 5,000-square-foot exhibit will invite guests to experience electronic games, old and new, and learn about their history and influence on the way people play, learn, and connect with each other. The exhibit will feature two dozen operating video-arcade games, as well as a variety of historic and contemporary playable home console and PC games. Displays will offer a new perspective on the connection between electronic games and the traditional toys that inspired them.

The International Center for the History of Electronic Games collects, studies, and interprets electronic games and related materials and the ways in which electronic games are changing how people play, learn, and connect with each other, including across boundaries of culture and geography. ICHEG holds the largest and most comprehensive public collection of electronic games and game-related historical materials in the United States and one of the largest in the world. ICHEG’s collection includes more than 22,500 electronic games, platforms, and related materials that illustrate how the games have been conceived, developed, sold, and used. These materials include packaging, advertising, publications, electronic-game-inspired consumer products, literary and popular inspirations of electronic-game imagery, personal and business papers, and other associated artifacts and documents that represent or illustrate the impact of electronic games on people’s lives. Learn more at www.icheg.com.

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About Don Daglow

Don Daglow, a game designer, programmer, and producer with a 40-year career in game development, is widely recognized for designing a series of groundbreaking 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 online role-playing game. *Electronic Games* magazine has called him “one of the best known and respected producers in the history of the field.”

