



Guide to the John Szeder Papers, 2001-2005 — 124.3846

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Description is written in: English.

Describing Archives: A Content Standard

Brian Sutton-Smith Library and Archives of Play at The Strong

The Strong

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Summary Information

Repository:	Brian Sutton-Smith Library and Archives of Play at The Strong
Creator:	Szeder, John
Title:	John Szeder papers
ID:	124.3846
ID [aspace_uri]:	/repositories/3/resources/333
Date [inclusive]:	2001-2005
Physical Description:	0.5 Linear Feet (5 folders)
Language of the Material:	English
Mixed Materials [box]:	1
Abstract:	The John Szeder papers document Szeder's work as a developer and engineer in the electronic and mobile game industry. The materials consist of contracts, royalty statements, and Game Developers Conference session materials. The materials date from 2001 to 2005.

Preferred Citation

John Szeder papers, Brian Sutton-Smith Library and Archives of Play at The Strong.

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Biographical Note

John Szeder is a game developer and engineer in the electronic and mobile game world. Szeder has worked as a strategic executive consultant, as Director of Engineering at Zynga, and as the Vice President of Engineering and Global Operations at hi5 Networks, Inc. His other roles in the industry over the years include being the cofounder and CEO of Mofactor, an early staff member at RIM, and one of the founding staff members of Digital Chocolate.

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Collection Scope and Content Note

The John Szeder papers document Szeder's work in the electronic and mobile game industry including work with JAMDAT Mobile Inc., Unplugged Inc., and In-Fusio-Thumbworks. Games represented in the collection include *Mine Field*, *Alien Rush*, *Leapfrog Bob* and more. The materials consist of contracts, royalty statements, and Game Developers Conference session materials. The materials date from 2001 to 2005.

The papers are arranged into five folders. Folder one contains materials from Game Developers Conferences, folders two through five contain agreements and royalty statements arranged by development company. The papers are physically housed in one document box.

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System of Arrangement

The folders are arranged alphabetically by folder title.

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Administrative Information

Publication Statement

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Conditions Governing Access

This collection is open for research use by staff of The Strong and by users of its library and archives.

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Immediate Source of Acquisition

The John Szeder papers were donated to The Strong in June 2024 as a gift from John and Lindsay Szeder. The papers were accessioned by The Strong under object ID 124.3846. The papers were received from John Szeder in one envelope.

Processed by

Laura Boland, February 2025.

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Controlled Access Headings

- Mobile games
- Game Developers Conference
- Electronic games industry
- Puzzles and games
- Smartphones
- JAMDAT Mobile Inc.
- In-Fusio
- Unplugged Games Inc.
- Thumbworks Inc.

Collection Inventory

Title/Description	Instances	
Game Developers Conference sessions, 2002-2003	box 1	folder 1

[ID \[aspace_uri\]: /repositories/3/archival_objects/53205](#)

JAMDAT Mobile Inc. contracts, 2001 July 31-September 6	box 1	folder 2
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[ID \[aspace_uri\]: /repositories/3/archival_objects/53206](#)

JAMDAT Mobile Inc. <i>Mine Field</i> royalties, 2002 August 14-2005 November 15	box 1	folder 3
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[ID \[aspace_uri\]: /repositories/3/archival_objects/53207](#)

In-Fusio - Thumbworks <i>Babe Ruth</i> and <i>Leapfrog Bob</i> royalties, 2004 March 19-2005 October 31	box 1	folder 4
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[ID \[aspace_uri\]: /repositories/3/archival_objects/53208](#)

Unplugged Inc. <i>Alien Rush</i> revenue reports, 2003-2005	box 1	folder 5
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[ID \[aspace_uri\]: /repositories/3/archival_objects/53209](#)