Finding Aid to the
1UP Collection of Electronic Gaming Media Coverage, 1999-2004

Summary Information
Title: 1UP collection of electronic gaming media coverage
Creator: Various 1UP.com staff members (primary)
ID: 111.477
Date: 1999-2004 (inclusive)
Extent: 5.5 linear feet
Language: The materials in this collection are in English.
Abstract: The 1UP collection of electronic gaming media coverage is a combination of VHS cassettes, Beta cassettes, a CD-ROM, and a DVM cassette containing recorded news stories, recordings of G4 Television, and various live recordings of festivals and conventions, all of which relate to video games of the late 1990s and early 2000s.
Repository:
Brian Sutton-Smith Library and Archives of Play at The Strong
One Manhattan Square
Rochester, New York 14607
585.263.2700
library@museumofplay.org

Administrative Information
Conditions Governing Use: This collection is open for research use by staff of The Strong and by users of its library and archives. Though the donor has not transferred intellectual property rights (including, but not limited to any copyright, trademark, and associated rights therein) to The Strong, he has given permission for The Strong to make copies in all media for museum, educational, and research purposes.
Conditions Governing Access: Researchers wishing to utilize this collection may need to request or provide their own additional audiovisual equipment. Please contact the repository prior to visiting.
Custodial History: The 1UP collection of electronic gaming media coverage was donated to The Strong in January 2011 as a gift from Frank Cifaldi, on behalf of 1UP.com. The materials were accessioned by The Strong under Object ID 111.477 and received from Frank Cifaldi, along with a donation of magazines and electronic games.
Preferred citation for publication: 1UP collection of electronic gaming media coverage,
Brian Sutton-Smith Library and Archives of Play at The Strong
Processed by: Robert Ramos, April 2016

Controlled Access Terms
Personal Names
- Boyer, Crispin
- Green, Jeff
- Hsu, Dan
- Intihar, Bryan
- Leahy, Dan
Mielke, James
Zuniga, Todd

Corporate Names
- Cable News Network (CNN)
- G4 (Television station: Los Angeles, Calif.)

Subjects
- E3 (conference)
- Special events television coverage
- Video gamers
- Video games and children
- Video games and teenagers
- Video games industry

Historical Note
During the 1990s, American publisher Ziff Davis owned two major magazine titles which contained coverage of the video game world: Computer Gaming World (concentrating on computer games) and Electronic Gaming Monthly (covering home console video games). These magazines offered game reviews, strategy articles, recurring columns, news, and other commentary on the gaming world. In 2003, Ziff Davis launched 1UP.com as an online expansion of Electronic Gaming Monthly.

Various cable news stations and television shows aired interviews with journalists from these magazines during segments about the video game industry. Staff from both Computer Gaming World and Electronic Gaming Monthly appeared on air, discussing video games and their ratings, content, and appeal to gamers. While Computer Gaming World ceased publication in 2006, Electronic Gaming Monthly still produces monthly issues and has expanded its content to include computer games.

Collection Scope and Content Note
The 1UP collection of electronic gaming media coverage contains VHS cassettes, Beta cassettes, a CD-ROM, and a DVM cassette from the late 1990s and early 2000s. These cassettes contain recorded news stories on various games, recordings of G4 Television, and various live recordings of festivals and conventions about video games. The bulk of the materials are dated between 2000 and 2004. Additional scope and content information can be found in the “Contents List” section of this finding aid. This collection is part of ICHEG’s Computer Gaming World collection, a large group of magazines and review copies of games donated to the museum in 2011 by 1UP.

The 1UP collection of electronic gaming media coverage is arranged into three series, one of which is further divided into subseries. The materials are housed in eight archival document boxes.
Related Materials
The 1UP collection of electronic gaming media coverage is part of ICHEG’s Computer Gaming World collection, which also includes more than 1,000 personal computer games that had been sent to the magazine Computer Gaming World for possible review.

The Brian Sutton-Smith Library and Archives of Play at The Strong houses issues of Computer Gaming World and Electronic Gaming Monthly, also donated by 1UP.com.

System of Arrangement
Series I: Video game reviews, 2000-2004
  Subseries A: Electronic Gaming Monthly
  Subseries B: Computer Gaming World
  Subseries C: G4
  Subseries D: Ziff Davis Media
  Subseries E: Other video game reviews
Series II: Video game event coverage, 1999-2004
Series III: Miscellaneous media, 1999-2004
Contents List

Series I: Video game reviews, 2000-2004

Scope and Content Note: This series includes tapes with recordings of various news segments and interviews involving video game and console reviews. Original tape labels are indicated within quotation marks.

Subseries A: Electronic Gaming Monthly

Scope and Content Note: This subseries contains tapes of interviews, hosted by various news stations, with editors and writers from Electronic Gaming Monthly.

Box 1
Object 1  “Electronic Gaming Monthly,” June 27, 2002
Object 3  “Electronic Gaming Monthly,” Sept. 28, 2002
Object 5  “Electronic Gaming Monthly,” Aug. 15, 2002
Object 6  “Electronic Gaming,” July 25, 2002
Object 9  “Electronic Gaming editor-in-chief,” Aug. 8, 2002
Object 10 “Electronic Gaming Monthly,” June 12, 2003
Object 12 “Electronic Gaming Monthly,” July 31, 2003

Box 2
Object 23  “Dan Hsu,” May 16, 2002
Object 24  “Electronic Gaming Monthly,” June 20, 2002
Object 27  “Crispin Boyer-Sr. Editor of Electronic Gaming,” June 9, 2002
Object 28  “Dan Hsu/Game Boy Advancement,” June 10, 2004

Box 3
Object 29  “Electronic Gaming Monthly/ Bryan Intihar,” June 25, 2004
Object 31  “Satellite Media Tour ‘Electronic Gaming Monthly,’” Oct. 19, 2000 [This tape shows signs of damage.]
Object 36  “Electronic Gaming Monthly,” December 26, 2002
Object 38  “Electronic Gaming Monthly,” June 13, 2002
Object 42  “Dan Hsu,” May 9, 2002
Object 45  “Bryan Intihar/ Electronic Gaming Monthly,” July 9, 2004
Object 47  “Big Game Video Hunting,” June 5, 2003

Box 4
Object 48  “Electronic Gaming Monthly-Dan Shoe,” May 23, 2002
Object 61  “James Mielke, Electronic Gaming Monthly,” June 28, 2000
Object 73  “Electronic Gaming Monthly,” Jan. 29, 2004
Object 82  “Electronic Gaming Monthly,” Jan. 9, 2003

Subseries B: Computer Gaming World
Scope and Content Note: This subseries contains tapes of interviews, hosted by CNN, with editors and writers from Computer Gaming World.

Box 4
Object 7  “Computer Gaming/Jeff Green,” Sept. 12, 2002
Object 26  “Dan Leahy,” May 17, 2002

Subseries C: G4
Scope and Content Note: This subseries contains tapes of various segments of the video game channel, G4, and its video game reviews.

Box 4
Object 52  “Filter 213” n.d. [c. 2003-2004]
Object 54  “G4 Special 2003 Holiday Hit List,” 2003

Box 5
Object 55  “Video Games/Jennifer Tsao,” March 21, 2004
Object 68  “Filter 215,” 2003
Object 69  “G-Phoria ’03 Pulse Wrap-Up Special,” 2003
Object 70  “Filter 218,” 2002
Object 71  “G-Phoria ‘03,” 2003

Subseries D: Ziff Davis Media
Scope and Content Note: This subseries contains tapes of various Ziff Davis video game reviews and discussions about games.

Box 5
Object 17  “Editor of Ziff Davis Game Group,” May 2, 2002
Object 35  “Dale Strang, Ziff Davis, on SEGA/Nintendo,” Dec. 27, 2002

Subseries E: Other video game reviews

Scope and Content Note: This subseries holds other tapes containing various reviews of video games.

Box 5
Object 58  “Johnny Liu/Big Video Hunting,” Feb. 12, 2004
Object 59  “Johnny Liu/Big Video Hunting,” Feb. 12, 2004
Object 62  “PlayStation 2,” Oct. 25, 2000
Object 75  “Johnny Liu/Big Video Hunting,” Feb. 12, 2004

Box 6
Object 77  “Gamer TV 100-international version,” Nov. 13, 2002
Object 79  “Video Gaming/Dan Hsu,” Nov. 21, 2004

Series II: Video game event coverage, 1999-2004

Scope and Content Note: This series includes tapes consisting of video game event coverage, including awards ceremonies and conferences. Original tape labels are indicated within quotation marks.

Box 6
Object 34  “1UP Awards loop tape,” Jan. 7, 2004
Object 41  “E3,” May 11, 2000
Object 56  “Go-Go Tokyo,” 2002
Object 66  “1UP Awards loop video,” Jan. 4, 2004
Object 72  “Game Blast 2000 Awards,” Jan. 20, 2000
Object 74  “Gaming Summit” n.d. [c. 2000]

Box 7
Object 76  “Game Blast 2000 Awards,” Jan. 20, 2000
Object 78  “Game Blast 2000 Awards,” Jan. 20, 2000
Object 87  “E3,” May 11, 2000
Object 88  “Gaming Summit,” n.d.
Object 92  “1UP Show-Gears of War 2 preview,” n.d.
Series III: Miscellaneous media, 1999-2004

Scope and Content Note: This series includes various tapes formats and a CD-ROM, which contain game promos, segments from CNN and C-SPAN, and other video game content. Original tape labels are indicated within quotation marks.

Box 7
Object 43  “Video Game Invasion,” Mar. 21, 2004
Object 44  “Game Blast 2000,” Jan. 16, 2000
Object 46  “Digital gaming survey,” Aug. 6, 2002
Object 50  “ZD promo video preview,” Jan. 26, 2001
Object 57  “ZD promo video,” Jan. 31, 2001
Object 60  “ZD airport promo video version 2,” Feb. 6, 2001
Object 63  “Blast 2000,” Jan 17, 2000

Box 8
Object 84  “Marketing Violent Material to Children,” Sept. 16, 2000
Object 89  “The EB Show,” May 4, 1999
Object 90  “The EB Show,” May 4, 1999
Object 91  “Roper Starch,” Dec. 18, 2002