

Finding Aid to the John Szczepaniak Papers, 2006, 2013

Summary Information

Title: John Szczepaniak papers

Creator: John Szczepaniak (primary)

ID: 111.1448

Date: 2006, 2013 (inclusive); 2006 (bulk)

Extent: 0.5 linear feet (physical); 726 MB (digital)

Language: The materials in this collection are in English.

Abstract: This collection contains two original audio cassettes of interviews with video game developers and a digital copy of an article in a video game journal. The digitized audio from these cassettes (on DVD and digital files) has also been included in this collection.

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.

Custodial History: The John Szczepaniak papers were donated to The Strong in April 2011 as a gift from John Szczepaniak in memory of Dale DeSharone. The materials were accessioned by The Strong under Object ID 111.1448.

Preferred citation for publication: John Szczepaniak papers, Brian Sutton-Smith Library and Archives of Play at The Strong

Processed by: An initial inventory and data entry were created by James Leach in 2011. Revised processing to include digitized audio files was done by Julia Novakovic in June 2016.

Controlled Access Terms

Personal Names

- Berry, Dani Bunten, 1949-1998
- Berry, Danielle Paula, 1949-1998
- Bunten, Dan, 1949-1998
- Cashion, Ted H.
- DeSharone, Dale
- Hawkins, Trip
- Rushing, Jim
- Szczepaniak, John
- Ybarra, Joseph

Corporate Names

- Electronic Arts (Firm)
- Ozark Softscape, Inc.

Subjects

- Electronic games industry--United States
- Electronic games--History
- M.U.L.E. (Computer game)
- Philips CD-i
- Video games--History

Biographical Note

John Szczepaniak is a freelance journalist based in the United Kingdom who has covered the computer gaming industry for magazines such as *Retro Gamer*, *Official PlayStation Magazine*, and *The Gamer's Quarter*. He is also a frequent contributor to Hardcore Gaming 101. In 2014, Szczepaniak published the Kickstarter-funded *The Untold History of Japanese Game Developers*.

Collection Scope and Content Note

The John Szczepaniak papers contain recorded audio and a digital print article. In 2006, Szczepaniak interviewed Jim Rushing and Joseph Ybarra about their involvement in the development of the game *M.U.L.E.* This collection contains the complete audio recordings of those interviews, which were later utilized in the article "Mechanical Donkeys" published in *The Gamer's Quarter* #6 (Fall 2006). A second recording contains an interview with Dale DeSharone relating to his career, which included producing games for the Commodore 64 and the Philips CD-i systems.

The John Szczepaniak papers are arranged into two series, one of which is further divided into subseries. The physical materials are housed in one archival document box; digital materials are stored on the internal network of The Strong.

System of Arrangement

Series I: Recorded interview audio, 2006, 2013

Subseries A: Audio cassettes

Subseries B: Audio CDs

Subseries C: Digital audio

Series II: Digital journal article, 2006

Contents List

Series I: Recorded interview audio, 2006, 2013

Scope and Content Note: John Szczepaniak interviewed several members of the development team for the game *M.U.L.E.*, including Jim Rushing and Joseph Ybarra, who worked at Electronic Arts during the game's production. The interviews were utilized in two articles about the history of *M.U.L.E.*, including the digital journal article held in Series II of this collection.

In 2006, Szczepaniak also interviewed Dale DeSharone, the producer of the CD-i Zelda games (*Link: The Faces of Evil* and *Zelda: The Wand of Gamelon*).

Subseries A: Audio cassettes

Scope and Content Note: These audio cassettes are the original media on which Szczepaniak recorded his interviews with Jim Rushing, Joseph Ybarra, and Dale DeSharone in 2006.

Box 1

- Object 1 "M.U.L.E. Interviews," audio cassette, n.d. [2006]
Object 2 "Dale DeSharone" microcassette, n.d. [2006]

Subseries B: Audio CDs

Scope and Content Note: These audio CDs contain audio transferred from the original cassettes held in Series I, Subseries A. On-site researchers should access the audio files using these CDs.

Box 1

- Objects 3-5 "M.U.L.E. Interviews," audio CD, 2013 [transfer from audio cassette] [3 copies]
Objects 6-8 "Interview with Dale DeSharone," audio CD, 2013 [transfer from microcassette] [3 copies]

Subseries C: Digital audio

Scope and Content Note: The digital audio in this subseries was transferred from the audio CDs created in 2013.

This is accessible via the internal network of The Strong.

- Folder: "01. MULE Interviews"
 - "01 Track 01" [Jim Rushing, 17:15]
 - "02 Track 02" [Joseph Ybarra, 18:34]
- Folder: "02. Interview with Dale DeSharone"
 - "01 Track 01" [Dale DeSharone, 35:20]

Series II: Digital journal article, 2006

Scope and Content Note: This series holds a copy of the article “Mechanical Donkeys,” written by Szczepaniak for *The Gamer’s Quarter*; this article details the development of *M.U.L.E.* and utilizes the interviews conducted by Szczepaniak.

This is accessible via the internal network of The Strong.

- File: “Mechanical Donkeys_John Szczepaniak_GamersQuarter6_2006”
[PDF of journal article from *The Gamer’s Quarter* #6, Fall 2006]