VIDEOGAME PRESERVATION: PRACTICES & APPROACHES PROGRAMME

12 March 2026, 10 AM – 5 PM GMT

10.20 – Opening keynote
Professor Melanie Swalwell, Swinburne University
AusEEASI: From Game Preservation to Software Preservation

11.25 – Panel one – Games and Digital Preservation Practices in Museums and Galleries

12.55 – Break

13.30 – Lightning talks

15.05 – Panel two – Games and Digital Preservation Practices in Libraries

For full programme and registration see
https://bit.ly/GamesPreservationMar26

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