To save from oblivion – a contribution to the research on emulation and other methods of preserving the heritage of digital games

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ABSTRACT
The aim of the article is to comprehensively present the issue of preserving video games for future generations and ways to understand the history of electronic entertainment, with particular emphasis on emulation, which is an easy and effective way to run old digital games. **Methodology:** The article employs methods such as internet content analysis, analysis of existing data, and literature review. **Results and conclusions:** The archiving of video games is complex and is most often the result of actions by private entities. Retro games are very popular among older players who grew up with them. Emulation is a significant phenomenon that allows the popularization of old games among the general gaming population, regardless of whether they have played them in their childhood or are discovering them for the first time. Currently, technical capabilities allow for the emulation of many older consoles on newer devices (computers, consoles, and smartphones). The development of the internet has led to the spread of emulation; however, this process is associated with legal issues. The popularity of portals providing old games shows that there is a demand for this form of entertainment. **Cognitive value:** The article presents a spectrum of phenomena related to the preservation of old video games and highlights the significant and multifaceted role of emulation.

KEYWORDS
video games, emulation, consoles, software piracy, museums