The Archives: Post-Cinema and Video Game Between Memory and the Image of the Present

THE ARCHIVES
POST-CINEMA AND VIDEO GAME
BETWEEN MEMORY
AND THE IMAGE OF THE PRESENT

EDITED BY FEDERICO GIORDANO
AND BERNARD PERRON

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*(Leola Smith)*

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Mimesis International. Paperback. Condition: new. BRAND NEW, The Archives: Post-Cinema and Video Game Between Memory and the Image of the Present, Federico Giordano, Bernard Perron, The digital age has witnessed the development of a new kind of archive: immaterial, "living and moving," largely user-generated, and conceived for managing a wide variety of audio-visual materials, besides traditional films and videos. The first part of this anthology investigates the ways in which media forms like web-documentaries, video art and digital art, web series, amateur productions, and also mobile films can be stored and preserved within the new digital repositories. The second part focuses on archival and preservation practices of the video game. This approach understands the archive not simply as a "memory box," but as a fully contemporary practice that locates new media objects in the present and acknowledges their changing cultural and social configurations. The democratic, often immaterial, living, mobile nature of contemporary archives forces us to question whether or not the traditional notion of "the archive" still has a heuristic value. Or if it would be perhaps better to reject any "conventional" idea of archive and embrace the notion of anarchive.

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