Residual Media Depot

Concordia University

It's not a lab...
It's not an archive...
...so what is it?

The Residual Media Depot is a research collection focusing on early game consoles (1972-2002).

We specialise in modded consoles, paratexts, and signal converters. We want to show you how games were played (and how to play them now)!

Come check us out at:
www.residualmedia.net

THE SYD BOLTON COLLECTION IS COMPRISED OF ALMOST **14,000** VIDEOGAMES AND **HUNDREDS** OF CONSOLES AND SYSTEMS, ALONG WITH OVER **5,000** ISSUES OF GAME MAGAZINES, **HUNDREDS** OF BOOKS AND LITERATURE, PERIPHERALS, AND RELATED TECHNOLOGY, MATERIALS, AND DOCUMENTS.

LUDOV unites under a single constellation various initiatives dedicated to the study of video games within the art history and cinema studies department.

A VIDEO GAME OBSERVATION AND DOCUMENTATION LAB!

Located at the Universite de Montreal, the lab provides the ideal context for students to access more than 4500 games on more than 80 platforms.

LUDOV also possesses a large collection of paratexts and peripherals, from the Nintendo Robotic Operating Buddy (R.O.B.) to the rare vector-based display console, the Vectrex.

www.ludov.ca

OLD GAMES ZINE 2024

PRESERVATION PALS!

MEDIA ARCHAEOLOGY LAB
MEDIAARCHAEOLOGYLAB.COM

BROKEN GAMES COLLECTIVE
BROKENGAMESCOLLECTIVE.COM

VIDEO GAME HISTORY FOUNDATION
GAMEHISTORY.ORG

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