

# Stuff from John Aycocock's ReAnimate 2024 talk

An early version of my retrogame course is described in

<https://doi.org/10.1145/2729094.2742583>

The Platform Studies books I mentioned are Racing the Beam

(<https://mitpress.mit.edu/9780262539760/racing-the-beam/>) and The Future Was Here: The Commodore Amiga (<https://mitpress.mit.edu/9780262535694/the-future-was-here/>)

My Retrogame Archeology book: <https://doi.org/10.1007/978-3-319-30004-7>

The Atari documentary about the landfill dig: [https://en.wikipedia.org/wiki/Atari:\\_Game\\_Over](https://en.wikipedia.org/wiki/Atari:_Game_Over)

Reinhard's archaeogaming book: <https://doi.org/10.3167/9781785338724> (he has a just-published sequel called Practical Archaeogaming too, although I haven't read it yet)

The Tears of Donald Knuth article: <https://dl.acm.org/doi/pdf/10.1145/2688497>

Our Mystery House work: <https://doi.org/10.1558/jca.36745> (open access)

Our first Entombed paper: <https://doi.org/10.22152/programming-journal.org/2019/3/4> (open access)

Our second Entombed paper: <https://doi.org/10.11141/ia.59.3> (open access)

Our code re-use in Atari 2600 games paper: <https://doi.org/10.1145/3555858.3555948> (open access)

Our experimental archaeogaming encore paper: <https://doi.org/10.1017/aap.2024.5> (open access)

My web page with publications and so much more ~~quality~~ content:

<https://cspages.ucalgary.ca/~aycock/>