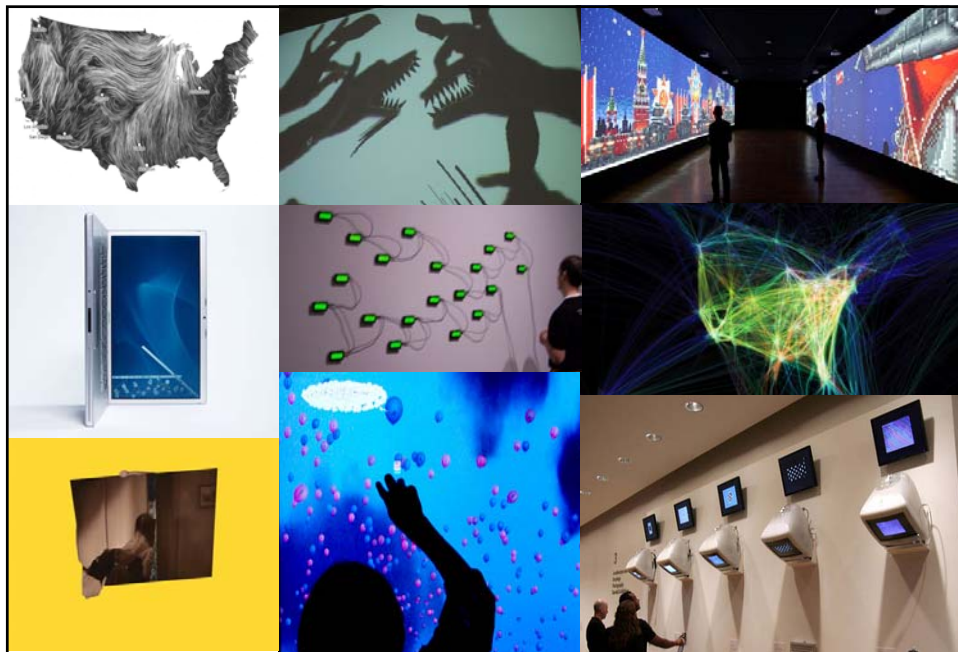
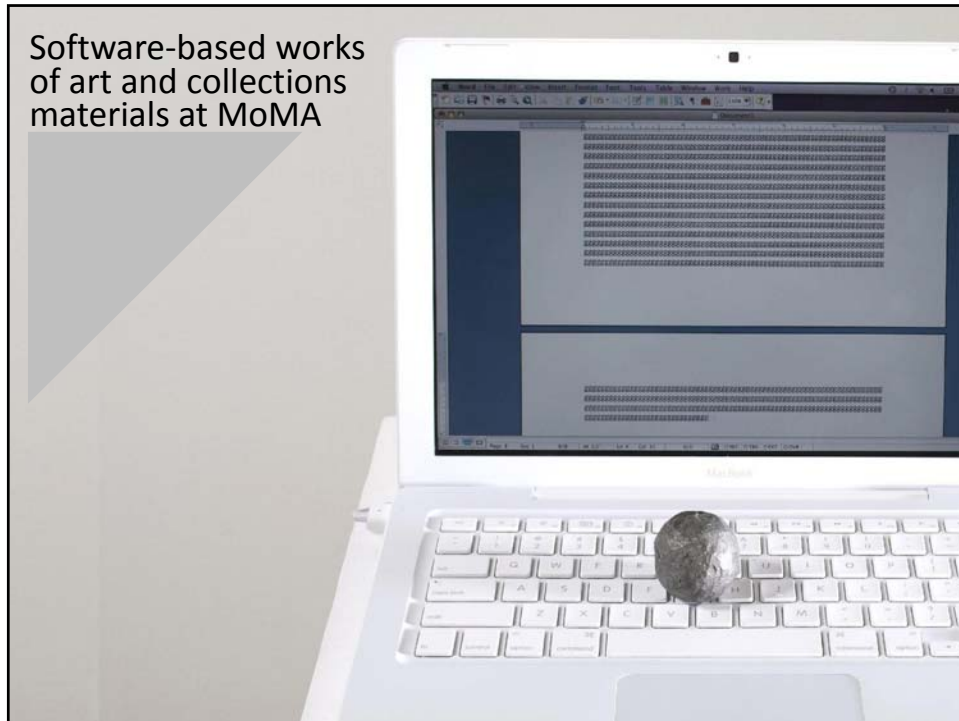
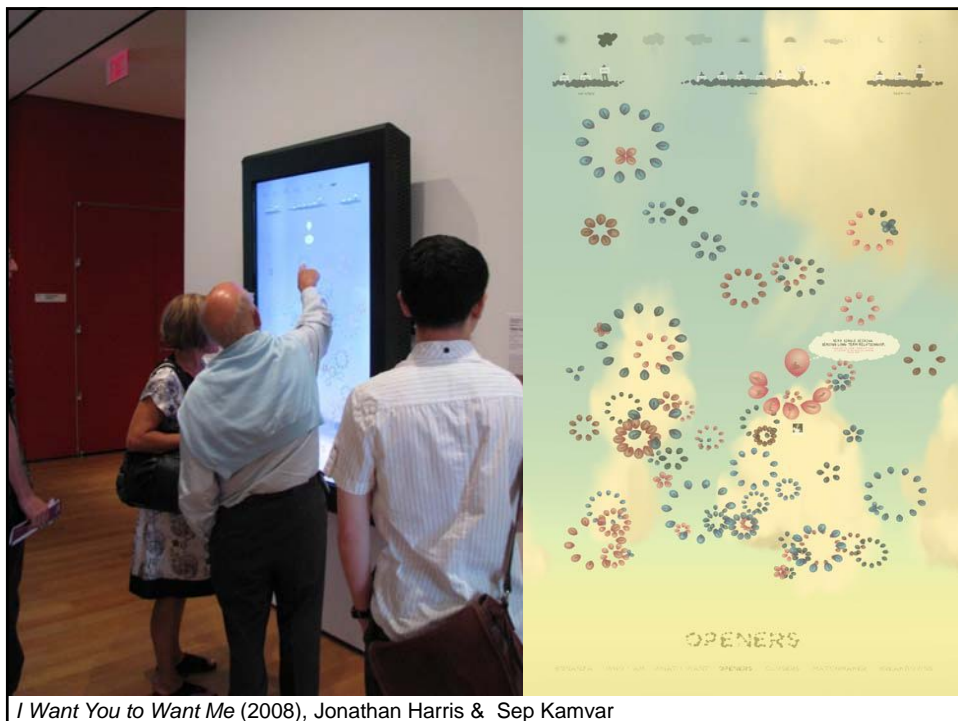
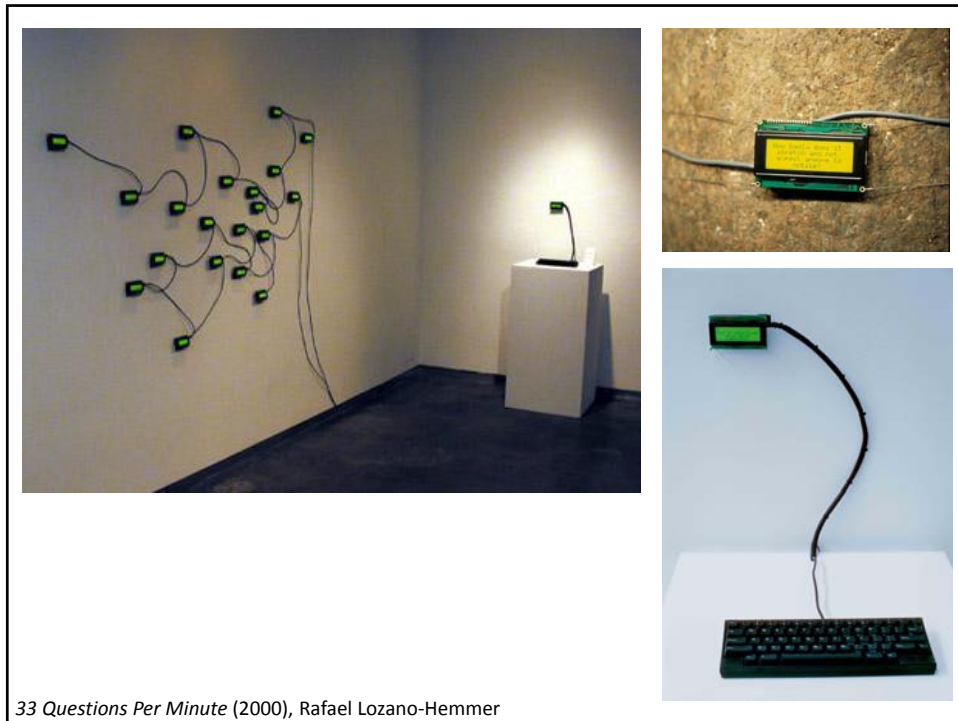


Software-based works  
of art and collections  
materials at MoMA



L to R from top: *Wind Map* (2012), Fernanda Bertini Viérgas and Martin Wattenberg; *Shadow Monsters* (2004), Philip Worthington; *Long March: Restart* (2008), Feng Mengbo; *Newton Virus* (2007/2007), Troika; *33 Questions Per Minute* (2000), Rafael Lozano-Hemmer; *Flight Patterns* (2005), Aaron Koblin; *Perpetual ZOOZ (Madonna and Child)* (2005/2009), Michael Joaquin Grey; *I Want You To Want Me* (2007-ongoing), Jonathan Harris and Sep Kamvar; *Reactive Books Series* (1994-1998), John Maeda





*Shadow Monsters*, 2004 by Philip Worthington  
Java, Processing, BlobDetection, SoNIA,  
and Physics software

Museum of Modern Art, 2012



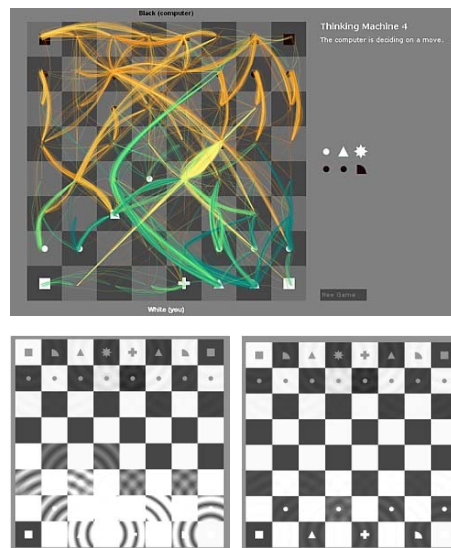
*Tetris*, 1984 by Alexey Pajitnov  
Video game software  
Museum of Modern Art, 2013

## Media Conservation at MoMA

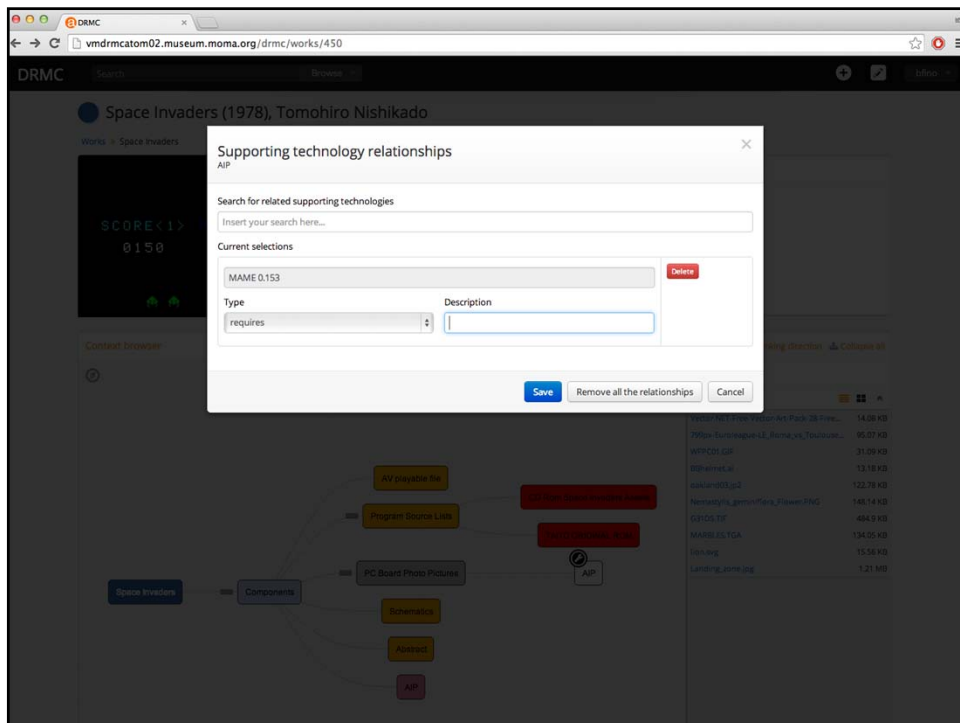


## Some of what we are doing

- Documentation practices
  - Source code documentation
  - Technical documentation of dependencies
  - Qualitative documentation of significant properties
- Acquisitions
  - Capture / ingest policy & procedure
  - Preservation rights
- Exhibitions
  - Display strategies
- Storage
  - Physical
  - Digital







DRMC

vndrmcatom02.museum.moma.org/drmc/works/450

Works > Space Invaders

**TMS metadata**

Accession number	701.2013
Object ID	169996
Title	Space Invaders
Year	1978
Artist	Tomohiro Nishikado
Classification	A&D Graphic Design
Department	Architecture & Design
Medium	Video game software

Context browser

hide relationships fullscreen maximize ranking direction collapse all

```

graph LR
    SI[Space Invaders] --> C[Components]
    C --> AVI[AVI playable file]
    C --> PSL[Program Source Lists]
    C --> PCBP[PC Board Photo Pictures]
    C --> S[Schematics]
    C --> A[Abstract]
    C --> AIP[AIP]
    PSL --> RSI[100 Rom Space Invaders Assets]
    PSL --> TATTO[TATTO ORIGINAL ROM]
    PCBP --> AIP
    
```