

Keynote Address Dr. Jose Zagal, University of Utah "Chilean Videogames: 1970s-1980s"

CHAT SESSION

01:35:05 **Nick Bowman:** This symposium is reminding me of how parallel and yet how different our experiences with video games have been across the Americas and beyond, for sure!

01:35:54 **MariAmaro:** News Magazine were really important to the technology literacy in computer and games stuff in all Latin America, I think

01:36:43 **Nick Bowman:** This has been an enduring lesson from the last two days -- this "coaching the consumer" culture. It's amazing how many of us grew up in it!

01:37:19 **Letícia Perani:** Yep, Mari - here in Brazil, some computer producers made their own magazines (like "Micro Sistemas")

01:38:41 **Nick Bowman:** I've really been intrigued by this very question -- how these historical epochs influence ... all of it. Drawing these connections to gaming culture tell us so much about the "lived experiences" of the times.

01:39:07 **MariAmaro:** That's was strong, Suely always talk that her generation do not learn a lot of things about history and culture in School or University because of the Ditadura Militar.

01:41:07 **Kent Wilkinson:** At the same time that Chilean artists, academics, etc. were contributing greatly in Europe, N. America and other areas of Latin America....

01:41:55 **Nick Bowman:** I really appreciate drawing these connections out to broader entertainment culture -- far too often, games are "set aside" as less serious, etc. Even into 2022, we still see this "marginalizing of the medium" (as many of you have written about)

01:43:13 **Suely Fragoso:** National cultural production is not for fun and entertainment is a very clever way to condition youth to soft power sources

01:43:33 **Nick Bowman:** oooof. truth, spoken by Suely above.

01:44:07 **Phill Penix-Tadsen:** Sidebar: Chilean novelist Nona Fernández has a great novella titled 'Space Invaders,' an allegory for growing up under the dictatorship. Recently translated to English. <https://www.graywolfpress.org/books/space-invaders>

01:44:53 **Kent Wilkinson:** Thanks Phill!

01:45:05 **Phill Penix-Tadsen:** Acá la versión en castellano: <https://www.amazon.com/Space-Invaders-Spanish-Nona-Fern%C3%A1ndez-ebook/dp/B089DPNFFL>

01:45:08 **Mills, Regina:** This reminds me of Saidiya Hartman's critical fabulation - using our imagination to fill the gaps (or really forcible erasures) in the archives

01:46:38 **Nick Bowman:** =)

01:46:43 **Phill Penix-Tadsen:** 

01:46:51 **Phill Penix-Tadsen:** jajaja

01:46:56 **Bobby S:** CRIMES

01:46:58 **Nick Bowman:** 🍷🍷

01:47:02 **Claire Brainerd:** what about economic support? if no one can buy a computer at home or a gaming console no one can buy a game even if someone wrote one

01:47:31 **Nick Bowman:** Did I just see Marble Madness there!?!

01:47:42 **Phill Penix-Tadsen:** LOVE THE FLOPPY PHOTOS

01:49:20 **Nick Bowman:** RIGHT? Makes me want to run home and find my AOL Online discs that had every. shareware. ever.

01:49:22 **Rodrigo Marques:** I Can relate to my childhood psx days!

01:49:29 **Nick Bowman:** It's true. I do. =)

01:50:24 **Letícia Perani:** "Programoteca" - so cool! :-D

01:50:25 **Claire Brainerd:** Smite!

01:51:05 **Claire Brainerd:** Look it up, its a Hi-Rez title, that's free to play, no pay to play options and its been going for 9 years.

01:54:20 **Bobby S:** love warez greetz

01:54:58 **Phill Penix-Tadsen:** ❤️

01:55:09 **Phill Penix-Tadsen:** The clone IS the original

01:56:29 **Bobby S:** That's true even with ports! an NES port of an arcade game was the True Original to me even though it was built for other hardware

01:56:41 **Bobby S:** Just because the NES version was the one I had and therefore must be the best

01:57:18 **Nick Bowman:** Hearing this talk is a fantastic reminder of what we (potentially) use when we lose the paratexts. Or, what we gain? Hrm.

01:57:36 **Nick Bowman:** BTW, feel free to start sending Questions over -- I can also set up a "questions queue" if you'd like to ask with your own voice. =)

02:01:17 **Philippe Chauveau:** Both Jaroslav and Jan Svelch have some great stuff. Jan has fantastic work on paratextuality in games

02:06:05 **Nick Bowman:** The math checks. =)

02:08:59 **Bobby S:** I had first thought 1998 was a typo

02:09:02 **Nick Bowman:** Anyone else notice the Genesis controller playing an NES game on this? It blows my mind.

02:09:35 **Nick Bowman:** Right **Bobby?** TTU Phil (one I) talked about the rebranding as "entry level consoles" and that's such a clever turn. =)

02:10:44 **Nick Bowman:** I suppose we see this with some of the Retcon systems as of late?

02:11:00 **Bobby S:** reminds me of the term "Junior" I've seen applied to so many consoles and toys (we saw a few examples yesterday)

02:11:02 **Letícia Perani:** **Bobby's** right - it was a typo. Phantom System was released in the early 90s: <https://bojoga.com.br/acervo/consoles/geracao-3/phantom-system/>

02:11:21 **Phill Penix-Tadsen:** I apologize, the Gradiente Phantom date was a typo, it was meant to be 1989 😊

02:12:17 **Nick Bowman:** Jose's ALMA MATER! =)

02:12:22 **Phill Penix-Tadsen:** Thanks for the reference Letícia, that site says 1988. Either way, José's point about these consoles extending the shelf-life of NES software stands!

02:12:47 **Suely Fragoso:** Question to Zagal - Have you identified localization initiatives and/or creative appropriation of games in dictatorial Chile?

02:13:03 **Nick Bowman:** THX! I'll mark it. =)

02:13:25 **Letícia Perani:** I may search this date for you in Brazilian magazines if you want, Phill :-)

02:14:46 **Phill Penix-Tadsen:** I would love to ask a question!

02:14:58 **Lauren Acosta:** Thank you!

02:15:16 **Bobby S:** I also have a question if there's time

02:15:29 **Lopez, Joseph:** Great presentation I want to put you in contact with a colleague of mine Sebastian Bisbal

02:15:48 **Lopez, Joseph:** Based out of Chile

02:16:02 **Tilly:** Really interesting and entertaining. Thanks!

02:16:04 **Lopez, Joseph:** I'll email you

02:16:07 **Nick Bowman:** Hypotheses --> scholarship, so let's make it so. =)

02:16:15 **Jack Fennimore:** Thank you so much for the talk!

02:16:19 **Phill Penix-Tadsen:** Letícia, let's stay in touch!

02:16:42 **Nick Bowman:** (we'll try to invite a listserv also for folks interested in getting in touch)

02:17:32 **Letícia Perani:** 1989 for Phantom System seems right:  
[http://memoria.bn.br/DocReader/DocReader.aspx?bib=028274\\_03&pesq=%22phantom%20system%22&pasta=ano%20198&hf=memoria.bn.br&pagfis=138110](http://memoria.bn.br/DocReader/DocReader.aspx?bib=028274_03&pesq=%22phantom%20system%22&pasta=ano%20198&hf=memoria.bn.br&pagfis=138110)

02:18:45 **Mills, Regina:** I love the listserv idea

02:19:18 **Leandro Lima:** I would love to join a listserv about the topics discussed in this conference :D

02:19:27 **Phill Penix-Tadsen:** Count me in for a listserv!

02:19:38 **Nick Bowman:** ahh good point -freely available and we often don't have much of the paratext either. no physica bits, just a download code. OOHHHH

02:19:48 **Nick Bowman:** (Phil C you gotta hit that note in your book chapter)

02:20:10 **Bobby S:** Part of my question was about “spoiled for choice”

02:20:28 **Philippe Chauveau:** It’s different tho—we have other paratexts now (although that depends on how one defines paratext) 😊

02:20:32 **Camila de Ávila:** I would love to join a listserv too (:

02:20:34 **Philippe Chauveau:** Oh I’m taking notes lol

02:20:43 **Jack Fennimore:** Hi Nick, would merchandise and promotional materials/advertisements count as paratext?

02:20:53 **Nick Bowman:** oh DEFINITELY, Jack. =)

02:21:05 **Bobby S:** Those absolutely count

02:21:25 **Philippe Chauveau:** They can, yeah! Two “schools” on what counts as a paratext

02:22:09 **Nick Bowman:** OHHH -- Diffusion of Innovation and degrees of social influence. Love it, **Bobby.**

02:23:30 **Philippe Chauveau:** Re: parataxis @jack—One more “pure” in which it needs to come from the author (some people even argue paratexts need to be part of the original text—like the acknowledgments section of a bound physical book, for example), and others are like hey if it helps you understand the text any better its a paratext, no matter who made it!

02:23:36 **Philippe Chauveau:** \*paratexts

02:23:37 **Bobby S:** It’s like when I had a 4x CD burner when my friends only had 1x

02:24:24 **Philippe Chauveau:** @**Bobby** my dad made copies of 90s F1 games for all my friends lol. And it had a mod that you could Make your own f1 team, incredible

02:24:52 **Jack Fennimore:** Thank you, Philippe!

02:24:56 **Adrienne Shaw:** that was amazing Jose

02:25:18 **Cam Stone:** Thank you, Jose!