



The Residual Media Depot

a project of the Media History Research Centre
in the Milieux Institute at Concordia

This is not an archive.

This is not a lab.

This is a research collection.



Research Collection

the broader deployment of a centuries-old scholarly practice for working with technological and scientific artifacts



Rationale

‘We don’t have anything that old’

‘old’ = 2009

**Game Studies needs more
Media History. Badly.**

mapping out the scope and aims of the RMD
with the aid of another residual media form:
the blackboard

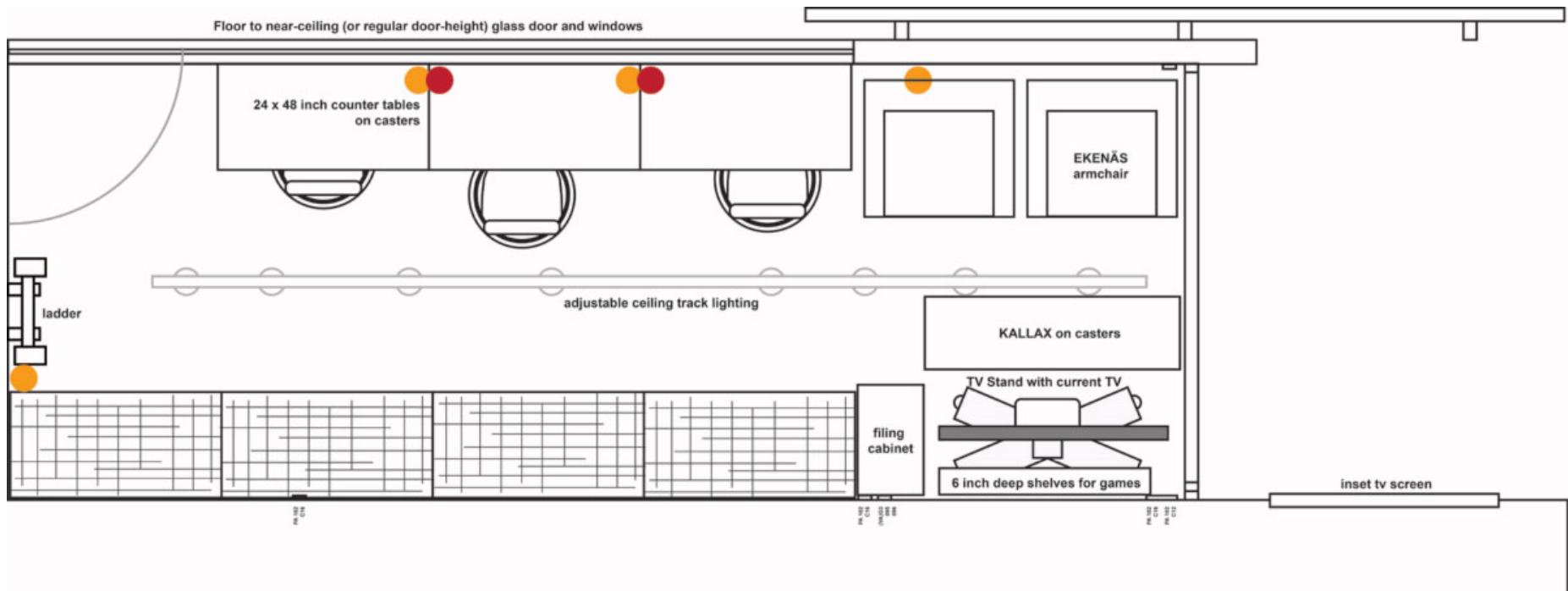
mapping out the scope and aims of the RMD
with the aid of another residual media form:

A photograph of a research lab or archive. In the background, a man sits at a desk with multiple vintage computer monitors and a laptop. To the left, shelves are filled with video game boxes, including Atari and X-Box. In the foreground, two women sit on an orange sofa, engaged in conversation. One woman holds a small black device. In the bottom right, a man is crouched, working on a piece of equipment. A semi-transparent dark grey box with white text is overlaid on the lower half of the image.

Mission

collaborative interdisciplinary research into the technological, cultural, discursive and institutional aspects of material media collections

Physical Space: 10.701 EV



Web:

residualmedia.net

Twitter:

@residualmedia

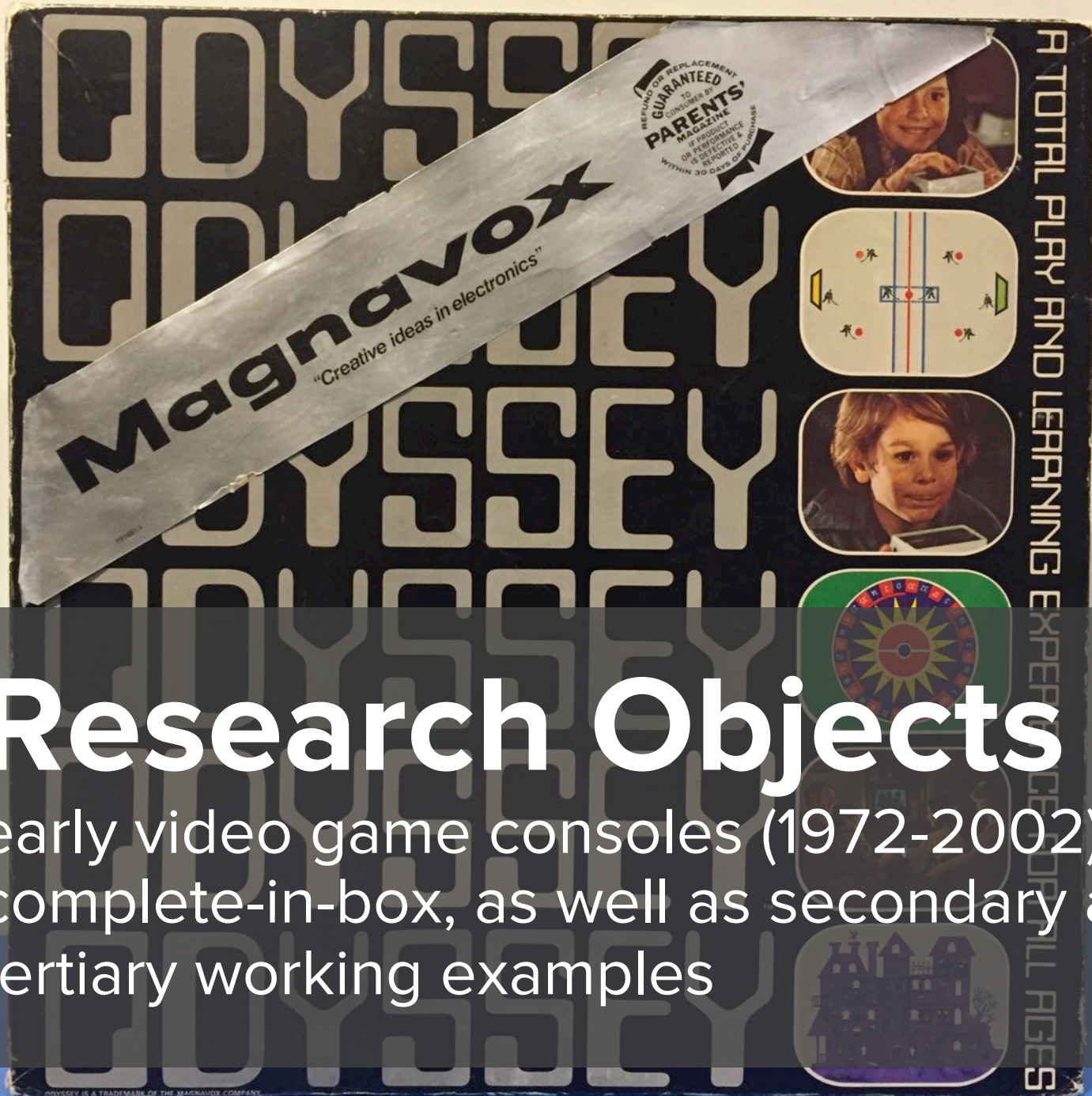
A photograph of a storage area. In the foreground, there are several large cardboard boxes. On top of them is a wooden shelf. On the shelf, there are two blue recycling bins. The bin on the left has a label that says "Paper only". To the left of the bins is a black trash can. In the background, there is a white wall and a window with horizontal blinds.

Moving In

securing space and infrastructural resources is only the beginning of a long series of ongoing bureaucratic negotiations

Research Objects

early video game consoles (1972-2002),
complete-in-box, as well as secondary and
tertiary working examples



Holdings

Boxed Consoles

the largest collection of boxed consoles in a Canadian university

1

Modded Consoles

a unique collection of modded consoles. Focus: RGB and HDMI

2

Signal Processing Equipment

the only collection of console-specific signal-processing equipment

3

Arcade Marquees

a growing collection of original arcade machine marquees

4



Boxed Consoles

the material externalities that are crucial to the understanding of how social protocols transform technological objects into media



Modded Consoles

examples of the sorts of practices, techniques and operations that keep residual media in use

A hand is holding a custom-built electronic device. The device features a green printed circuit board (PCB) populated with various electronic components, including integrated circuits, capacitors, and resistors. A large, gold-colored heat sink is mounted on the board. Several connectors are visible, including a blue D-sub connector, a white D-sub connector, and a yellow D-sub connector. Wires of different colors (red, blue, black) are connected to the board. The device is housed in a clear plastic enclosure, and a black PCB with various connectors is visible in the background. The text "Signal Processing" is overlaid on the image in a large, white, sans-serif font.

Signal Processing

artifacts of complex global cultures of
micromanufacturing and circulation



Arcade Marquees

material traces of a vanished
social technology

Projects

Making Room for Consoles

theorizing consoles and social space, after Lynn Spigel

1

The Cultural Life of Signal Processing

articulating cultural practice to RGB console modding

2

THE LAB BOOK

examining the role of spatial practice in media studies

3

Making As An Interdisciplinary Hinge

a range of disciplinary ideas about an ostensibly common practice

4



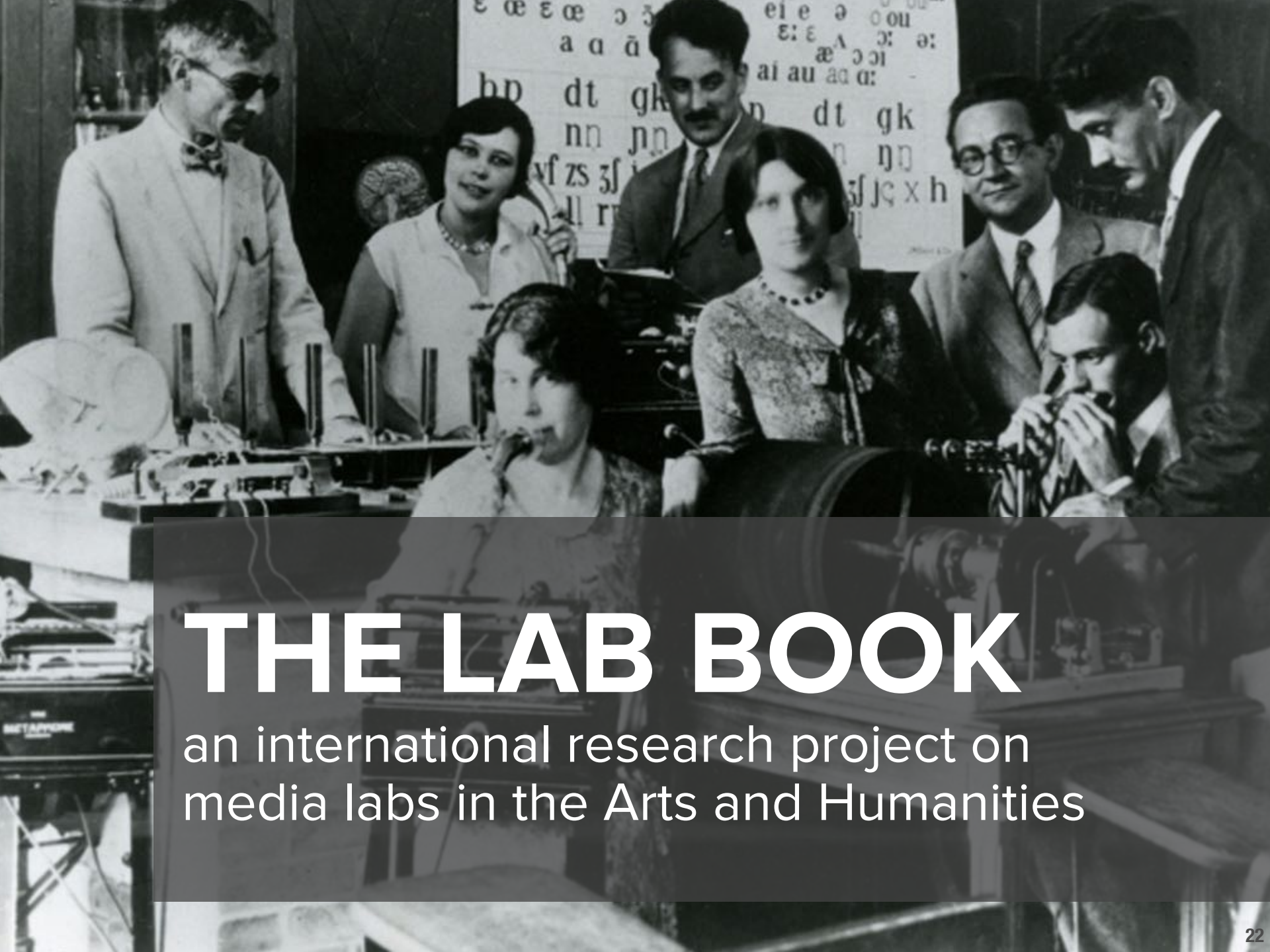
Room for Consoles

expanding Lynn Spigel's arguments about TV to consider consoles and social space via box art, cord length, woodgrain

A pixelated screenshot from the video game Sonic the Hedgehog. It shows Sonic the Hedgehog and his friend Tails the Fox riding a red and yellow roller coaster car. Sonic is in the front, leaning forward, while Tails is behind him. The background shows a blue sky and a brown, rocky landscape. The image has a low-resolution, pixelated aesthetic.

Signal Processing

making sense of signal processing techniques by articulating them to cultural practices (e.g. upscaling, scanlining)



THE LAB BOOK

an international research project on
media labs in the Arts and Humanities

A photograph of two individuals, a woman with blonde hair and glasses on the left, and a man with dark hair and glasses on the right, both wearing safety glasses. They are leaning over a table, focused on a task. The woman is wearing a patterned short-sleeved shirt, and the man is wearing a dark tank top. The table is cluttered with various materials, including cardboard, a green sheet, and a red surface. In the background, there are computer monitors and a white hard hat on the floor. A semi-transparent dark grey box containing text is overlaid on the lower half of the image.

Making as Hinge

How do video game studies, media archaeology and educational technology articulate their relationship to making?

Pedagogy

Media Archaeology

a subfield of media history that scrutinizes contemporary media culture through investigations of past media technologies and creative media practices

Three NES cartridges for the game Duck Hunt are shown. The central cartridge is labeled 'Proto Cart # 1' and has a green label with 'CHR' and 'PRG' sections. The cartridge to the right is labeled 'Proto Cart # 2' and also has a green label with 'CHR' and 'PRG' sections. The cartridge to the left is partially visible and also has a green label. All three cartridges have the standard Duck Hunt artwork and 'Nintendo ENTERTAINMENT SYSTEM' text.

Summer 2016

with Stephanie Boluk & Patrick LeMieux
(authors, *Metagaming*)
project: NES cartridge hacking



Critical Making

theorizing, soldering and desoldering, ROM dumping, hacking, EPROM burning, and playing modded games ... in one day



Transformative Use

dynamic fair dealing in the classroom:
faculty and students playing student-
modded games

A person is shown from the side, wearing a dark grey long-sleeved shirt, playing a video game on a custom-built arcade machine. The machine is a black IKEA-style cocktail table with a large screen and two joysticks. The screen displays the Super Mario Bros. game, showing Mario on a green roof. The table has two circular cutouts for the joysticks. In the background, a power outlet with several plugged-in cables is visible on a white wall.

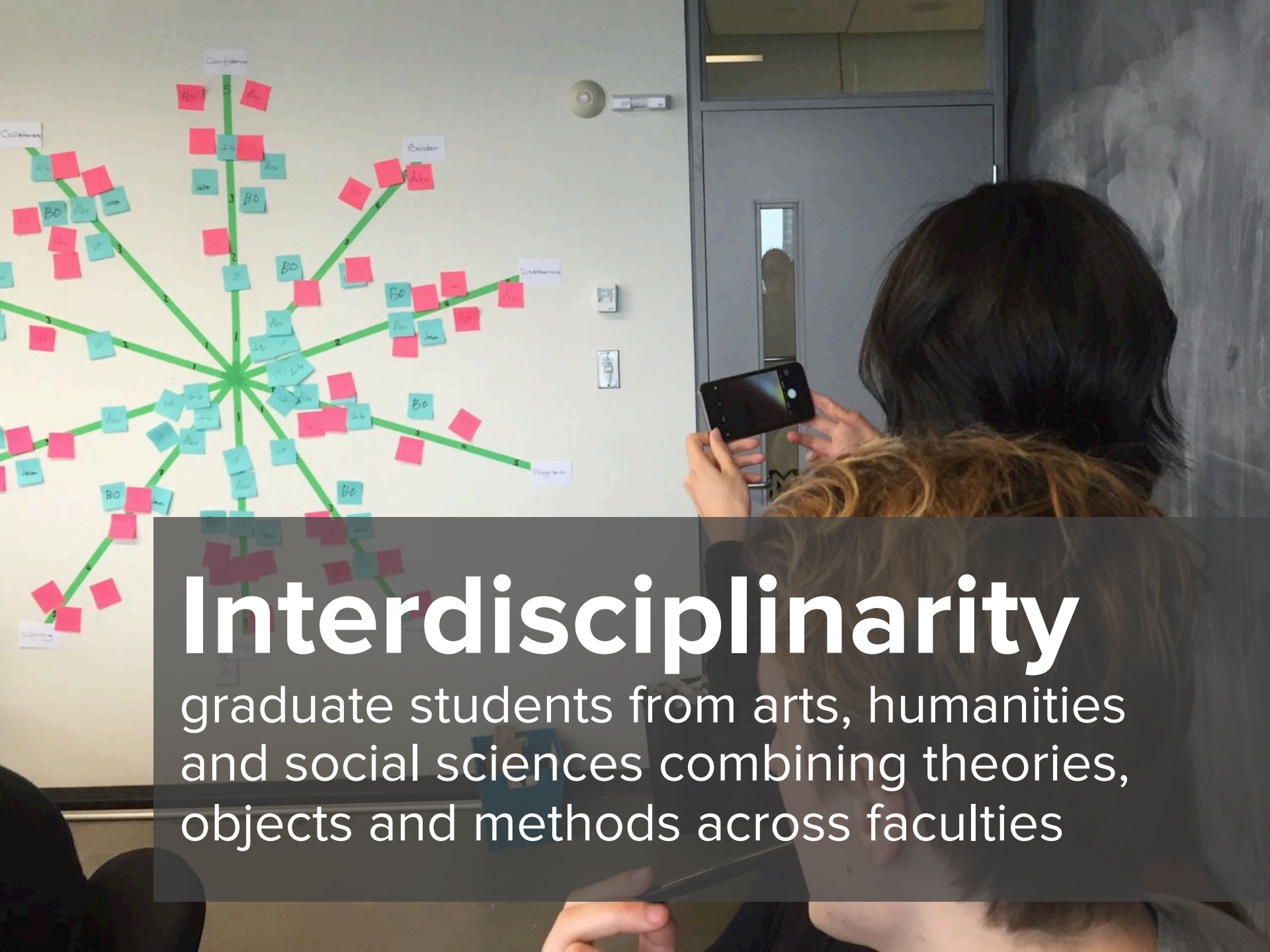
Summer 2017

with Jussi Parikka & Lori Emerson
(co-authors, *The Lab Book*)
project: IKEA arcade cocktail table



Cultural Technique

next-generation media theory
reconciles cultural studies and
the materialities of communication



Interdisciplinarity

graduate students from arts, humanities and social sciences combining theories, objects and methods across faculties

The Research Collection

regardless of their role in the establishment of many disciplines, the **history, structure and function of university research and teaching collections** remains under-theorized and poorly understood



Fall 2017 (new!)

with Raiford Guins & Henry Lowood
(co-authors, *Debugging Game History*)
project: TBA

Partnerships



Technoculture, Art and Games (TAG) is an interdisciplinary centre for research/creation in game studies and design, digital culture and interactive art



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COMMUNITY + DIFFERENTIAL MOBILITIES CLUSTER



ABOUT US

Our group deals with those who are often marginalized, ignored, or seen to be outside of the digital age. Our approach is based on ideas of what it means to work with communities assessing their technological needs and desires. We include in our participatory approach to technology and media making academics, activists, artists dealing with migration/immigration; disability and able-ism in the built environment and in society; older adults. We use whatever is appropriate, whatever is at hand. This helps to situate our group within Concordia's current strategic plan, and self-identification as a University connected to the city and to the world.

media archaeology lab

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Archaeologies of Media and Technology Research group

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ARCHAEOLOGIES OF MEDIA AND TECHNOLOGY

WSA

AMT

An office for media theory and speculative practice
in art & design

MITH

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Digital Dialogues is MITH's signature events program, held almost every week while the academic semester is in session. Digital Dialogues is an occasion for discussion, presentation, and intellectual exchange that you can build into your weekly schedule. All talks are open to the public and attendees are invited to bring their own refreshments.



UMD_MITH UMD_MITH @UMD_MITH

#text2017 #t3 Q This work would be of great interest to performance studies. Where are the spaces to collaborate?

[Expand](#)

2 Jun

Support

Dean of Arts and Sciences, Concordia

The IMMERSe Network (SSHRC)

Concordia University Research Chairs program

The Media History Research Centre, Concordia

The Milieux Institute, Concordia