

Special Issue

Born Digital Cultural Histories

Message from the Guest Editor

Whilst many artefacts today are produced, distributed and consumed solely in digital form, this situation is not completely new. Artefacts from previous eras have also been 'born' digital. The advent of micro- or home computers in the mid-1970s and 1980s, for instance, saw a range of digital artefacts produced, amongst them digital games, demos, a range of experimental art, and other early software. These objects are complex and interesting as are the preservation challenges they pose. While issues of hardware and software deterioration are arguably becoming better understood, the earliness with which decisions about significance and preservation strategies must be arrived at marks these artefacts out as different from other forms of cultural heritage. Proposals might be theoretical, applied, policy, or otherwise oriented. Case studies of innovative practices, papers based on research with born digital artefacts, and new institutional approaches are equally welcome.

Guest Editor

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Arts welcomes scholarly contributions that address fundamental issues in the arts, broadly conceived, from any meaningful perspective—theoretical, historical, interdisciplinary, and global. Submissions are expeditiously and rigorously reviewed by peers, in order to insure the highest scholarly standards. Because *Arts* is an online journal, articles reach their desired audiences more quickly and reliably than its print media peers. The future is digital, and *Arts* combines the stringent scholarly standards of traditional journals with the easy accessibility afforded by digitalization.

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