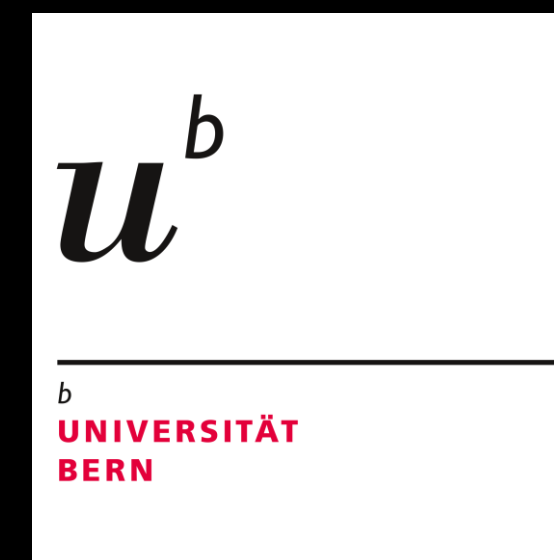


Procedural Visuality

*Adrian Demleitner, PhD
University of Bern, Oct. 2023*



Old Video Games as Source Material

Digital-born, multimodal
complex research objects.



Old Video Games as Source Material

Techno-historic limits of video game development and video games' graphics



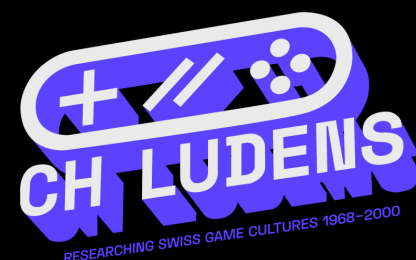
```
ION
-----
m_required(VERSION 3.12)
-----
ME AND VERSION
erplate VERSION 1.0)
-----
OMPILATION DATABASE (FOR YCM)
PORT_COMPILE_COMMANDS ON)
-----
ED LIBRARIES
_SHARED_LIBS "Build using shared libraries
-----
ION HEADER
-----
24 configure_file(include/Config.h.in
25   ${CMAKE_CURRENT_SOURCE_DIR}/include/Config.h)
26
27 # -----
INSERT master > ./CMakeLists.txt 5:1 src/main.cpp M 15% 5:1
```

```
1 #include <cstdio>
2
3 #include "Config.h"
4 #include "interpolate.h"
5
6 int main(int argc, char* argv[])
7 {
8     // output program location and version
9     printf("Running: %s\nVersion: %i.%i\n\n",
10          argv[argc-argc],
11          VERSION_MAJOR, VERSION_MINOR);
12
13     float t = 0.0f;    // elapsed time
14     float b = 10.0f;   // start value
15     float c = 20.0f;   // change value
16     float d = 5.0f;    // duration
17
18     // output argument values
19     printf("t - %4.3f\nb - %4.3f\nc - %4.3f\nd - %4.3f\n",
20          t, b, c, d);
21
22     // output headings
23     printf("%-20s%s\n", "Value", "Elapsed Time");
24     printf("%-20s%s\n", "-----", "-----");
25
26     // simulate values
27     for (t=0.0f; t < d; t+= .25f) {
```

Challenges of working with source code

- Needs expertise
- Hard to obtain
- Distant reading is not established
- Working academically, how to?

Thank you for your attention



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