

## George Sanger Project

This was a project that I undertook with four other students for the Dolph Briscoe Center for American History in Dr. Patricia Galloway's Digital Archiving and Preservation course. Video game composer George Sanger composed extensively in early MIDI interfaces and Mark of the Unicorn's Performer software, and his collection at the Briscoe includes the hardware and computer media that he used to create scores throughout the 1980s and 1990s. Our task was to find the original music files that Sanger created for the classic children's games *Putt-Putt Saves the Zoo* and *Freddi Fish and the Case of the Missing Kelp Seeds*, migrate them out of the proprietary Performer format into standard MIDI files for a planned reissue of the game music, and document the process of migration.

That was the plan, anyway. It turned out that no one actually knew where the alleged files were, or even whether they existed. So the substance of the project turned out to be a hunt through old floppies, ancient hard drives, and disk images, combing hex editors and cracking proprietary file formats from long-disused software to see if we could find the music files we were looking for. We didn't. But we did certainly get an education in emulation, file migration, disk imaging, and the problems that can confront a digital archivist.