

Gone In A Flash: Preserving Moving Image Media Created by Adobe Flash

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Abstract: In July of 2017 Adobe announced that it would be discontinuing its once widely used Flash Player on December 31st 2020. This announcement raised the question of what will happen to the thousands of animated interactive shorts and video games that were created using Flash animation that currently could only be viewed using Adobe's Flash Player. Preservation efforts need to be considered, or these cultural artifacts from the early days of the internet will be lost forever.

My research explores the preservation efforts to keep Flash media available to the masses which is being made mostly by digital preservation hobbyists. It will also highlight how effective these efforts will be in the long term and what other preservation efforts need to be considered to prevent the loss of this type of media in the future.

About the author:

Lauren Jefferson is a full-time Library Assistant at Simmons University currently working towards her Masters of Library Science (MLAS) with a Concentration in Archives Management through the School of Library and Information Science. She has a strong interest in audio-visual archiving, focusing on moving image preservation. She is also interested in the study of the economic trauma featured in post-Reaganomics horror films, as well as an avid collector of vintage vinyl albums.