



For the Attention of the Media and Entertainment Industries

Endangered digital content signals cultural blackout

Video games, music, film and published media form a critical part of our digital cultural heritage which is at risk of loss if publishers or media companies do not plan for long-term accessibility and preservation.

While the European Accessibility Act (EAA) is taking positive steps towards inclusivity, [calling for all digital publications to have been made accessible to people with disabilities by June 2025](#), this places immense pressure on publishers to retrofit or replace existing digital content. Without coordinated preservation strategies the risk is that, older, inaccessible materials may be discarded rather than adapted, resulting in fewer accessible resources for people with disabilities.

Consumers who have purchased digital media like films, e-books, games and music will lose access if platforms shut down or remove content without preservation measures. In fact, "[Stop Killing Games](#)," a consumer movement which challenges the legality of publishers destroying video games they have sold to customers, has already escalated complaints about an increasing number of video games which are sold effectively as goods - with no stated expiration date - but designed to be completely unplayable as soon as support from the publisher ends. This planned obsolescence not only creates gaps in our cultural and social history but is detrimental to customers as preservation, sustained access and ongoing use is effectively impossible.

Once lost, recreating content or migrating to new platforms is costly and has the potential to drive up subscription fees and media costs. Furthermore, with creative industries relying on past works for inspiration and research, losing access to digital archives is likely to stifle creativity and slow new releases.

A new version of the [Global 'Bit List' of Endangered Digital Materials](#), published today by the [Digital Preservation Coalition](#), confirms that [Shut down or discontinued video games](#) are Practically Extinct, with others such [Always-online games](#) listed as Critically Endangered, underscoring the urgency of digital preservation efforts to maintain access to digital media.

Describing digital preservation as a proven way to ensure continued access to digital materials for as long as necessary, William Kilbride, Executive Director for the Digital Preservation Coalition concludes that data loss is not an accident but a sign of chronic underinvestment by companies who depend on digital materials:

"Digital media is not just entertainment—it is also a cultural record of our time. When games, films, music and publications vanish because platforms shut down or publishers withdraw support, we lose more than content; we the ongoing opportunity that creative content delivers to the economy. Digital preservation provides the framework to keep these works accessible, ensuring that creativity, research and cultural memory are not casualties of short-term business models. If the Bit List tells us anything, it is that the survival of our digital culture depends on action now."

The DPC's [Global 'Bit List' of Endangered Digital Materials](#)—or the *Bit List*—is a powerful call to action from the global digital preservation community. It highlights the digital content most at risk of being lost, based on real-world conditions and expert insight. By clearly identifying both the urgency



of the threat and the value of the content, the *Bit List* shines a spotlight on the digital materials that demand immediate attention to ensure their survival.

The Bit List entries relevant to the preservation of digital media are:

Practically Extinct

- [Shut down or discontinued video games](#)

Critically Endangered

- [Always-online games](#)
- [Games with offline play components](#)
- [Games with online play components](#)

Endangered

- [Digital music and ephemera shared on social media](#)
- [Digital radio recordings](#)
- [Digitally published sheet music](#)
- [Original digital music and sound recordings](#)
- [Pre-production TV and movie materials](#)
- [Recordings of video game play uploaded online](#)