Video Games Best Practices

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The Task Force wishes to thanks the members of the Game Metadata and Citation Project (GAMECIP) for their support and feedback on this document.

Supported by IMLS Grant LG-06-13-0205-13
- Best Practice guidelines
  - Scope
  - Decisions the Task Force made
- GAMECIP controlled vocabularies
At this point, the Best Practices address mostly games issued on physical media.
Many online games may be treated as integrating resources, with provider-neutral treatment.
Locating Credits and Title Information

- RDA considers video games to be moving images
- The preferred source of title for moving images is the title screen or screens
- The cataloger may not be able to access the title screen and/or credits
- The cartridge or disc label may be used as a source of title
- A container may be used when there are multiple pieces
- Recommended to always give a source of title note
Franchise titles: Task Force recommendations

- Many titles contain both a franchise title and another title, and sometimes a number
- The other title is neither a part nor a subtitle
- Recommended to include the entire string as the $a title proper
- On the game itself the pieces of the title are distinguished by typography
- For clarity, recommended to follow the industry convention of separating the titles with a “colon space”
- Numbers can generally follow the title without punctuation.
Examples

- 245 00 $a Need for speed: undercover
- 245 00 $a Need for speed: rivals
- 245 00 $a SimCity 4: rush hour expansion pack

But

- 245 $a PES 2014 : $b pro evolution soccer
- 245 $a Beach spikers : $b virtua beach volleyball
**Authorized Access Point for the Work**

- LC-PCC-PS 6.27.1.9 instructs to check titles for conflict.
- If a work is entered under title and conflicts with the name of a different work entered under title, a 130 with a qualifier will be needed.
- Interim recommendation is to use (Video game).
- There is an OLAC/SAC Task Force working on form of title and qualifier.
Statement of Responsibility

- Does not have to be taken from the same source as the title proper
- There may be a separate credits file on the resource, or credits may be at the end of the game
- Credit statements on the label or container may be inconspicuous
- Recommended to use only a clear statement of responsibility
- Many games will have no statement of responsibility
- Any credits may be given in the 508 field
Relationships to trace

- **Developer**
  - No appropriate relationship designator yet
- **Publisher**
  - Relationship designator: $e$ publisher
- **Related works**
  - $i$ Video game adaptation of (work)
Edition Statement

- Record edition statements as given
- Recommended to also give the platform as an edition statement
  - Game often has different content and different gameplay on a different platform
  - Task Force decided to treat platform as expression information
  - Record any statement of platform which can be construed as an edition statement
  - Supply a bracketed platform edition statement if judged useful
- Platform still must be recorded in technical fields 538 and 753
Identifier for the Manifestation

- Recommended to record all identifiers, with qualifying information (if applicable) whenever feasible.
  - ISBN
  - UPC
  - EAN
  - Publisher number
Numbers associated with platforms

- 024 8# $a CUSA 00600
- 024 8# $a BLUS 30971
- 024 8# $a SLUS 21503
- 024 8# $a RVL-RMKE-USA-BO $q (label)
- 024 8# $a RVL P RMKE USZ $q (container)
- 024 8# $a DL-DOL-GJKE-USA $q (label)
- 024 8# $a DOL P GJ KE $q (container)
Content type

- RDA thinks video games are simply moving images
- There is currently nothing in RDA for interactive content
- Recommended to also use computer program as a content type
  - 336 two-dimensional moving image $2 rdacontent
  - 336 computer program $2 rdacontent
- It appears that three-dimensional moving image is not applicable to most 3-D games
Media type

- 337 $a computer $2 rdamedia
- 337 $a computer $b c $2 rdamedia
- $b code is optional
Carrier Type and Extent

- RDA still has the same list as AACR2
- Definitions are vague
- Recent thread on the RDA list indicates that definitions intend to include both historic and current formats
  - Computer card historically meant IBM cards
  - Computer card now includes USB cards
  - Computer disc/k cartridge historically was related to hard disk packs
  - Computer disc cartridge now includes UMD discs
  - HOWEVER, floppy discs are computer discs, not cartridges
- For extent, recommended to use RDA terms
Technical Information

- Sound characteristics (RDA 3.16)
  - 344 $a digital $b optical $2 rda
  - 344 $b is applicable only to optical discs

- Video characteristic (RDA 3.18)
  - 346 $b NTSC $2 rda

- Regional encoding (RDA 3.19.6)
  - 347 $e Region 1
  - 347 $e U/C

- Other RDA 3.19 elements don’t appear to be applicable
MARC 538

- Note field, traditionally used for platform etc.
- May also include information in other fields for user display
- Not a field for controlled vocabulary
- Not machine actionable
- Not linked-data friendly
MARC 753

- No specific RDA instruction
- Historically has had vague instructions and no controlled vocabulary
- Task Force recommends GAMECIP vocabulary
Future work

- Joint OLAC/SAC Task Force on Preferred Titles for Games
  - Form of title (including franchises)
  - Form of qualifier when needed
  - Changing records for game titles currently residing in the subject file
- OLAC Video Game Genre Task Force
  - White paper on game genres
  - Work with LC
- GAMECIP further development
  - Apply for inclusion in the MARC source codes list
  - Propose additions of $2 and $0 to MARC 753