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Video Games Best Practices

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Video Games Best Practices

Greta de Groat

Chair, Video Games Best Practices Task Force



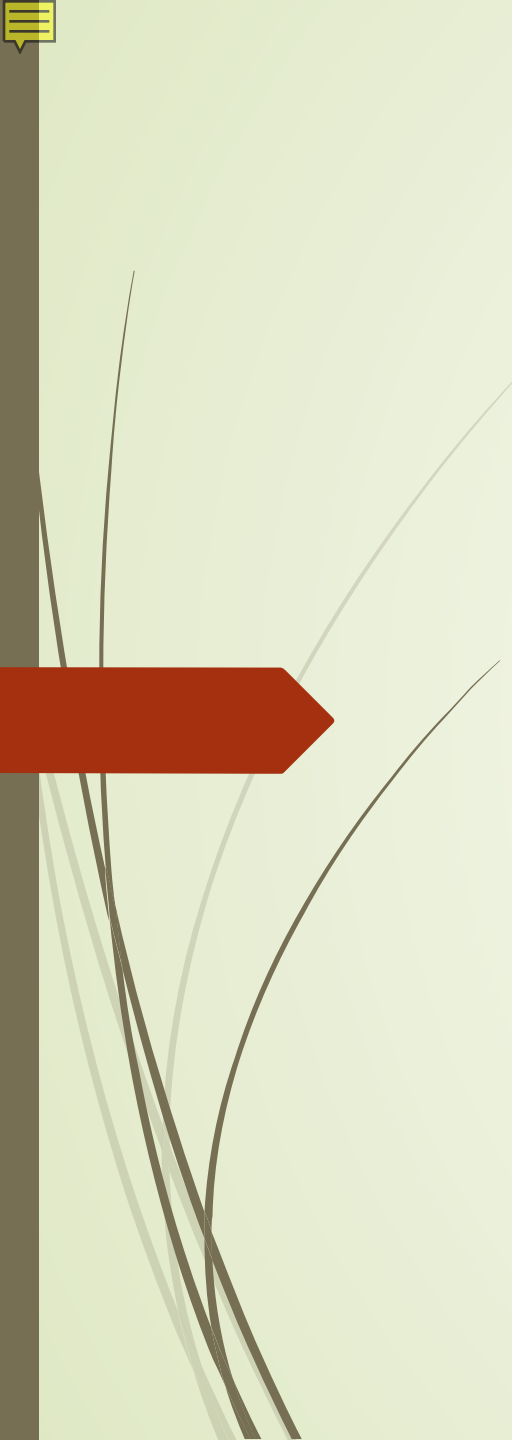
Video Games Best Practices Task Force

Many thanks to the task force members:

- ▶ Marcia Barrett
- ▶ Julie Moore
- ▶ Robert Freeborn
- ▶ Neil Robinson
- ▶ Emma Cross
- ▶ Junghae Lee
- ▶ Jared Cowing
- ▶ Violet Fox

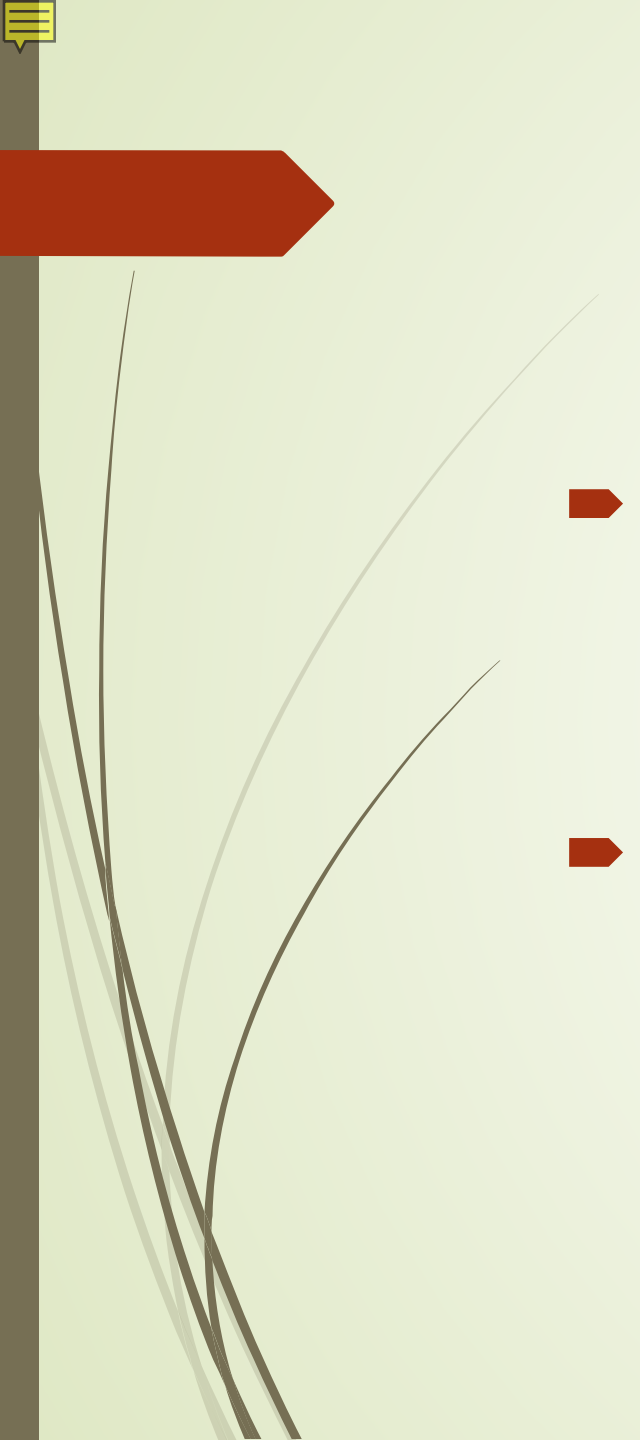
And advisors:

- ▶ Andrea Leigh
- ▶ Jin-Ha Lee
- ▶ Jay Weitz



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


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- 
- Best Practice guidelines
 - Scope
 - Decisions the Task Force made
 - GAMECIP controlled vocabularies



Scope

- 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 GJKE \$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

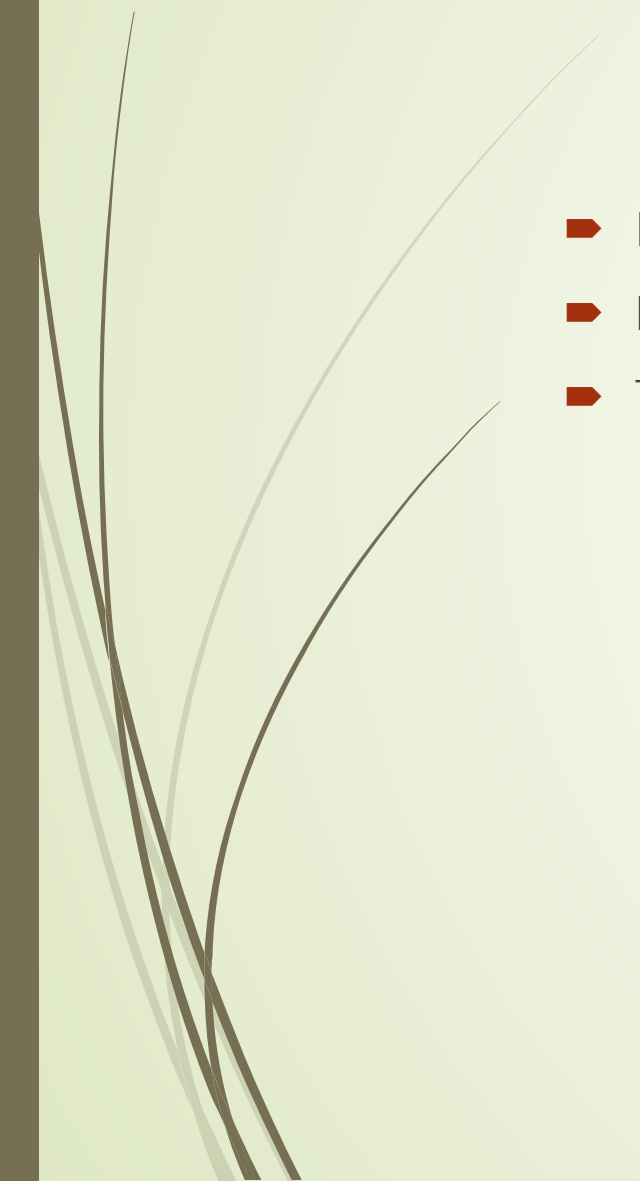


MARC 538

- 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