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## Library Staff Presentations and Research

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Best Practices for Cataloging Video Games Using RDA and MARC21, Version 1.1

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# **Best Practices for Cataloging Video Games**

**Using RDA and MARC21**

**Version 1.1  
April 2018**

**Prepared by the Online Audiovisual Catalogers, Inc.  
Cataloging Policy Committee  
Video Game RDA Best Practices Task Force**

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# I. Introduction and Scope

These best practices are a work in progress. As the RDA rollout continues, guidelines from the Library of Congress (LC) and the Program for Cooperative Cataloging (PCC) are still in flux. RDA itself continues to evolve with updates appearing a couple times a year. In addition, current rules for preferred titles conflict with past LC policies for using games as subject headings, and Online Audiovisual Catalogers, Inc. (OLAC) will be working with LC to harmonize these practices. LC and OLAC also plan to work together to update genre heading practices. Some provisional guidelines have been included with the expectation that these will be revisited as LC/PCC policies are updated. OLAC will endeavor to keep these best practices up-to-date, but in the current environment it is advisable to keep an eye out for announcements of policy changes.

Although an introduction to RDA is included, these guidelines assume some familiarity with RDA. Rules for establishing names are out of scope, as is classification. Subjects are only discussed in relation to genre.

## II. General Characteristics of Video Games

While a cataloger with experience handling different formats will find that many concepts extend to video games, there are a few 'quirks' to the format that those unfamiliar with video games should know about.

### **Platforms and Formats**

Video games are published for a wide variety of platforms, but the most commonly encountered ones will fall into the following broad categories: PC games (for desktop and laptop computers), Console games (for Xbox, PlayStation, Wii, Sega Genesis, Atari 2600, etc.), handheld games (Nintendo DS or 3DS, PlayStation Vita, etc.), mobile games (for mobile phones and tablet computers) and games available online (accessible by any computer device with an Internet connection). While many of these games are bound to a physical carrier such as a cartridge or compact disc, others are distributed exclusively online, or distributed online as an alternative to the physical format. Many games released on one platform will be released simultaneously or later on for another platform. When this happens, there are often differences in the game's content or functionality either to accommodate the capabilities of that platform, or to incentivize consumers to purchase one format over another.

### **Editions and Expansions**

Some games come with edition statements that clearly identify themselves, such as 'Game of the year edition,' while others are slightly less obvious, such as 'Red version.' The use of platform statements as edition statements is discussed in detail later in this document. Some games are in fact expansion packs, which are considered additional content to an already-existing game and require that the player already have the 'core' game in order to be playable. Expansions are not considered editions but separate titles; however, some games will be re-released bundled with expansions using an edition statement like 'Gold edition' or 'Collector's edition.'

### **Locating Credits and Title Information**

While skimming through the credits and body of a videorecording is often just a matter of loading the video into the necessary playback device and hitting 'fast forward,' video games are more complicated to evaluate. In many cases, even if the playback device is available to the cataloger, the credits are only viewable by installing the game and then playing through a portion (or the entirety) of the game. This is important to note for situations where the cataloger needs to choose their source of information for title and other information.

### **Legacy MARC Data**

Given that the video game industry is a relatively young industry and is constantly undergoing change, cataloging practices in the past have changed and evolved. While records in OCLC have often been updated to keep up with policy changes, some outdated practices may live on in local catalogs. These include a change in the GMD (from AACR2) from [machine-readable data file] to [computer file] to [electronic resource], varying configurations of physical statements in the 300 field, and a change in the Leader/26 (Fixed Field File) from 'computer program' (value = b) to 'game' (value = g) and in the subject heading form subdivision from subfield v 'computer programs' to 'computer games.' Some older records may also include a 256 field which is now depreciated.



# III. Resource Description and Access (RDA)

(adapted from the OLAC Best Practices for Cataloging DVD and Blu-Ray Discs)

## A. Introduction

*Resource Description and Access* (RDA) is a new cataloging standard designed for use in the digital environment. RDA is based on principles espoused in *Functional Requirement for Bibliographical Records* (FRBR), *Functional Requirements for Authority Data* (FRAD), and the International Federation of Library Associations' *International Cataloging Principles*. RDA provides a set of instructions and guidelines for recording data to support resource discovery—the basic user tasks outlined in FRBR:

- Find
- Identify
- Select
- Obtain

In short, RDA is primarily concerned with two main concepts: identification of attributes or characteristics of entities (works, expressions, manifestations, items, persons, families, and corporate bodies) and relating all of these entities. Recording attributes and expressing relationships assist users with finding a particular resource as well as alerting users to other related resources.

It is important to note that RDA is a content standard, as was *Anglo-American Cataloguing Rules* (AACR2). RDA only instructs what data to record, not how to display or communicate it.<sup>2</sup> RDA can be described as “format agnostic,” meaning that all formats are treated together in the body of the standard, with special instructions for particular formats given only as needed. RDA places a greater reliance on cataloger judgment instead of providing case-based instructions.

There are several advantages to using RDA—chiefly the ability to describe the resource more granularly and describe the resource's relationships (both internal and external). Recording data as discrete elements allows for better machine manipulation and re-purposing of the data (e.g., for use as linked data). Application of RDA in the current cataloging environment, though, is somewhat hampered by having to fit RDA concepts and ideas into the Machine-Readable Cataloging (MARC) format, resulting in some less-than-desirable outcomes and redundancies.

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<sup>2</sup> However, some guidelines for presentation of recorded data are given in RDA Appendices D and E.

In the post-MARC era, it is hoped that this will not be the case.

## B. Major Differences between RDA and AACR2

While some similarities remain, there are naturally several major differences between RDA and AACR2 in concepts and applications.

AACR2	RDA
Construction (i.e., finished product is a bibliographical record)	Deconstruction (i.e., finished product is a collection of data elements)
“Rule of 3” (i.e., limit of 3 in a list)	No “Rule of 3”
General material designator (GMD)	No GMD; replaced by set of content, media, carrier type elements in 33X fields
Brackets used for information not present in chief source	Brackets used for information not present in resource. Each data element receives its own set of brackets
May substitute distribution or copyright information for a publication statement	Publication statement is required, even to note its absence. Copyright date is a separate data element.
Errors (e.g., typos) corrected	Transcribe what you see. Errors on source are transcribed (corrections given only as notes or variants)
Abbreviations used frequently	Spelled-out forms used; abbreviations used only in exceptional situations (e.g. units of measurement or when an abbreviation is transcribed)
Relationship designators used only by certain communities.	Relationship designators for persons, corporate bodies, and relationships between related works (including contained works)
Title conflicts generally ignored	Preferred title is a core element; additions

	are required when the title of the work needs to be distinguished from the title of another work
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## C. Navigating RDA

### Organization

RDA is arranged into FRBR-oriented sections, rather than format-specific chapters:

- Introduction (RDA Chapter “0”): Provides basic information on the purpose, scope, and structure of RDA
- Sections 1-4: Recording attributes
- Sections 5-10: Recording relationships
- Appendices
- Glossary
- Index

### Core Elements

RDA designates certain elements as “core,” that is, these elements are required to be recorded if present. Usually, only one instance of a core element needs to be recorded. The list of core elements covers only the very basic essentials, so LC and PCC have designated additional core elements in the LC-PCC Policy Statements (LC-PCC PS) and *BIBCO Standard Record Metadata Application Profiles* (<http://www.loc.gov/aba/pcc/scs/documents/PCC-RDA-BSR.pdf>), respectively. A list of these core elements is provided at RDA 0.6.2-0.6.9 and is also given in this document for reference purposes later on in Section G, “List of Core Elements.”

### Terminology

Definitions for terminology used in RDA are given in the glossary. Note that some terms have definitions that differ from AACR2. The table below contains selected RDA terminology along with the AACR2 equivalent:

RDA Term	AACR2 Term
authorized access point	heading
preferred title conventional collective title	uniform title

<b>preferred source</b>	chief source
<b>creator</b>	author/main entry
<b>audio disc<sup>3</sup></b>	sound disc
<b>computer disc</b>	computer disk computer optical disc

RDA introduces some new terminology, which is explained in **RDA 1.1**.

<b>Term</b>	<b>Definition</b>	<b>Example</b>
<b>Resource</b>	A work, expression, manifestation or item (including aggregate or components of such), tangible or intangible	A video game
<b>Work</b>	A distinct intellectual or artistic creation (or content)	<i>Bulletstorm</i>
<b>Expression</b>	The intellectual or artistic realization of a work	The XBOX 360 version of <i>Bulletstorm</i>
<b>Manifestation</b>	The physical embodiment of an expression of a work	The XBOX 360 version of <i>Bulletstorm</i> issued by Electronic Arts in 2011.
<b>Item</b>	A single exemplar or instance of a manifestation	The copy of the Electronic Arts 2011 issue being cataloged for the library's game collection

RDA uses standardized terminology when options are presented in instructions.

<b>When RDA says...</b>	<b>It means:</b>
<b>Transcribe</b>	Give the information exactly as found on the resource
<b>Record</b>	Give the information, but not necessarily exactly as found on the resource (e.g., a free-text note)

<sup>3</sup> "Audio disc" is included here primarily for sets that include a bonus audio disc, such as a soundtrack album.

<b>Alternative</b>	This is an alternative action to the previous instruction
<b>Optional addition/omission</b>	It is okay to provide more/less information than the previous instruction
<b>Exception</b>	This supersedes the previous instruction
<b>Either/or instruction</b>	Invokes action based on the resource or cataloger's judgment
<b>Agency preparing... instruction</b>	Use cataloger's judgment and/or follow a local policy decision

### Punctuation

**RDA Appendix D.1** includes a table that gives the International Standard Bibliographic Description (ISBD) areas of description and order of elements. The center column of the table shows the punctuation that precedes or encloses each ISBD element.

## D. Tools & Resources

The Toolkit provides several tools and resources for the cataloger (not a comprehensive list).

<b>Tool or Resource</b>	<b>Description</b>	<b>Toolkit Tab</b>
<b>LC-PCC Policy Statements</b>	A list of all current LC-PCC Policy Statements that represent LC and/or PCC cataloging practice	<b>Resources</b>
<b>MLA Best Practices for Music Cataloging</b>	A set of best practices for cataloging music formats (chiefly scores, sound recordings) with RDA and MARC21	<b>Resources &gt; Other Resources</b>
<b>AACR2</b>	Anglo-American Cataloging Rules, 2nd ed. (rev.)	<b>Resources</b>
<b>RDA mappings</b>	List of RDA elements mapped to MARC Bibliographic (and vice-versa)	<b>Tools</b>

<b>ISBD presentation</b>	Description and order of elements as specified in ISBD, plus a guide to ISBD punctuation	<b>RDA &gt; Appendix D.1</b>
<b>LC-PCC Policy Statement on punctuation and capitalization</b>	The LC-PCC PS for RDA 1.7.1 contains a guide to LC/PCC practice for punctuation and capitalization for both data elements and access points	<b>RDA &gt; RDA 1.7.1 (LC-PCC PS)</b>

## E. Identification of RDA Records

The most accurate way to identify an RDA record is through the coding of the Leader/18 (Fixed Field Desc) and MARC field 040 subfield e:

Field	Value
LDR/18 (Desc)	i = ISBD
040 subfield e	rda

A record *must* have these values to represent a full RDA record. Do not assume that a record that contains a set of MARC 33X fields (or any other MARC fields created to encode RDA elements) to be a fully-RDA cataloged record. A record that does not contain the proper coding as described above yet contains some RDA-like information is likely a hybrid record.

## F. Hybrid Records

Hybrid records are records that are cataloged under AACR2 rules, yet contain some RDA data elements. These records are not coded as full RDA records in the LDR or MARC 040 subfield e.

PCC policy regarding hybrid records is contained in a report of the PCC Post-Implementation Hybrid Bibliographic Records Guidelines Task Group (<http://www.loc.gov/aba/pcc/rda/RDA%20Task%20groups%20and%20charges/PCC-Hybrid-Bib-Rec-Guidelines-TG-Report.docx>).

In the WorldCat database, hybrid AACR2-RDA records are allowed per OCLC policy (<http://oclc.org/rda/new-policy.en.html>). OCLC members with the proper authorization can enhance or upgrade these records to full RDA records when the resource is in hand.

SkyRiver accommodates all levels of RDA adoption, including hybrid AACR2/RDA as well as full RDA support.

## G. List of Core Elements

### 1. RDA Core Elements

These elements are included as a minimum when applicable and readily ascertainable and are the elements which may be applicable to video games.

#### Recording Attributes of Manifestation and Item (RDA 0.6.2)

##### Title

- Title Proper

##### Statement of Responsibility

- Statement of responsibility relating to title proper (if more than one, only the first recorded is required)

##### Edition statement

- Designation of edition
- Designation of a named revision of an edition

##### Production statement

- Date of production (for a resource in an unpublished form)

##### Publication statement

- Place of publication (if more than one, only the first recorded is required)
- Publisher's name (if more than one, only the first recorded is required)
- Date of publication

#### Series statement

- Title proper of series
- Numbering within series
- Title proper of subseries
- Numbering within subseries

#### Identifier for the manifestation

- Identifier for the manifestation (if more than one, prefer an internationally recognized identifier if applicable)

#### Carrier type

- Carrier type

#### Extent

- Extent (only if the resource is complete or if the total extent is known)

### **Recording Attributes of Works and Expressions (RDA 0.6.3)**

#### Preferred title for the work



### Identifier for the work

The preferred title is the basis for the authorized access point representing the work. When constructing that access point, precede the preferred title, if appropriate, by the authorized access point representing the person, family, or corporate body responsible for the work (see RDA 6.27.1).

If the preferred title for a work is the same as or similar to a title for a different work, or to a name for a person, family, or corporate body, differentiate them by recording as many of the additional identifying elements in the following list as necessary. Record these elements as separate elements, as parts of the access point representing the work, or as both.

Form of work

Date of work

Place of origin of the work

Other distinguishing characteristic of the work

When recording data identifying an expression, include as a minimum the following elements that are applicable to that expression. Record the elements as separate elements, as parts of the access point representing the expression, or as both.

Identifier for the expression

Content type

Language of expression

Record as many of the additional identifying elements in the following list as necessary to differentiate one expression of a work from another. Record the elements as separate elements, as parts of the access point representing the expression, or as both.

Date of expression

Other distinguishing characteristic of the expression

### **Recording Primary Relationships between Work, Expression, Manifestation, Item (RDA 0.6.5)<sup>4</sup>**

When recording primary relationships between a work, expression, manifestation, and item, include as a minimum the work manifested. If there is more than one expression of the work, record the expression manifested.

If more than one work is embodied in the manifestation, only the predominant or first-named work manifested is required.

If more than one expression is embodied in the manifestation, only the predominant or first-named expression manifested is required.

### **Recording Relationships to Persons, Families, and Corporate Bodies Associated with a Resource (RDA 0.6.6)**

Creator (if more than one, only the creator having principal responsibility named first in resources embodying the work or in reference sources is required; if principal responsibility is not indicated, only the first-named creator is required)

Other person, family, or corporate body associated with a work (if the authorized access point representing that person, family, or corporate body is used to construct the authorized access point representing the work)

### **Recording Relationships between Works, Expressions, Manifestations, and Items (RDA 0.6.8)**

No core elements

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<sup>4</sup>Not applied in the current implementation scenario for LC

## 2. LC/PCC Core Elements

In addition to RDA core elements, LC and PCC have identified additional elements as core. PCC has identified some elements as “recommended;” these elements are the ones which may be applicable to video games.

### Title

- Collective titles and titles of individual contents (PCC core)
- Parallel title proper (LC/PCC core)
- Other title information (LC core)
- Variant title (PCC core for rare; PCC recommended)

### Edition

- Statement of responsibility relating to an edition (PCC core for rare)

### Series

- Other title information of series (PCC core for rare)
- Statement of responsibility related to series (PCC core for rare)
- ISSN of series (LC/PCC core)
- ISSN of subseries (LC/PCC core)

### Mode of Issuance (LC/PCC core)

### Note on Manifestation or Item

- Note on Title (LC/PCC core)
- Note on Production Statement (PCC Core for moving images when the date of production is different from the date of publication, not mentioned for electronic resources.)

Media Type (LC/PCC core)

Extent

- Dimensions (LC core/PCC core)

Restrictions on Use (LC core)

Video Characteristics (PCC core for moving images, not mentioned for electronic resources)

Regional Encoding (PCC core for moving images, not mentioned for electronic resources)

Dissertation or thesis information (PCC core)

Summarization of the content (LC core for fiction intended for children; PCC recommended)

Language of the content (PCC recommended when the language of the described resource is not apparent from the rest of the description)

Medium of performance of musical content (LC/PCC core)

Contributor (PCC recommends cataloger's judgment for contributors beyond the principal creator)

Related work (LC core for some compilations; PCC recommended for moving images: a full contents note and/or analytical authorized access points for all works in a compilation when feasible)

Related expression (LC core for some compilations; PCC recommended: contents note; give analytical authorized access point for the predominant or first work in a compilation; additional access points may be given)

Related manifestation (LC core for reproductions)

Related item (LC core for reproductions, "bound withs," special relationships for rare materials)

## **IV. Describing the Resource**

## A. Attributes of Manifestation and Item (RDA Section 1)

This section deals with characteristics of the FRBR manifestation and, to some extent, the item. This includes general guidelines on mode of issuance, transcription and punctuation, as well as the recording of the title and statement of responsibility, edition, series, publication information, physical description (i.e. carriers) and notes related to these areas. Characteristics of the work and expression are dealt with in RDA Section 2 on Attributes of Work and Expression.

### 1. Mode of Issuance (RDA 1.1.3, 2.13)

**Core Element for LC/PCC**

**MARC Leader/07; 006/17**

Most video games on physical media will be issued as a single unit or multipart unit, possibly with accompanying materials. It would be rare to see a serial video game. However, some console games have online patches. As it is not possible (without significant intervention) to include these in a circulating game on physical media, they may be ignored by the cataloger for the purposes of determining the mode of issuance.

However, games available online regularly receive patches. Few of these games have thus far been cataloged, and it remains to be seen whether they will also generally be issued as single units or whether they would be considered integrating resources. The presence of online alterations and patches makes a good case for considering them integrating resources.

LC-PCC PS 2.13.1.3 instructs us to record the mode of issuance in the Leader of the bibliographic record:

Leader/07 (Fixed Field BLvl): m  
*(this value is used for both single unit and multipart monograph)*

Leader/07 (Fixed Field BLvl): i  
006/17 (Continuing resources, SrTp): 2  
*(these values are used for an integrating resource)*

**Best Practice Recommendation: Follow LC-PCC PS 2.13.1.3 for games on physical media. There are no specific recommendations on games available online at this time, only the general recommendation to look carefully at the online resource and see whether it appears**

to be more like a monograph or an integrating resource. This recommendation will be revisited as we all gain experience with them.

## 2. Comprehensive, Analytical, Hierarchical Description (RDA 1.1.4, 1.5)

Most libraries will want to use a comprehensive description to describe a video game issued in multiple parts, containing multiple works, or with accompanying material, as they did under AACR2. Further analysis of individual items is, of course, at the discretion of the library. The Library of Congress recommends against creating hierarchical descriptions.

***Best practice recommendation:*** Follow LC-PCC PS 1.5.4 which states that LC/PCC practice is to not create hierarchical descriptions.

## 3. Guidelines on Transcription (RDA 1.4, 1.7.1)

RDA 1.4 lists fields which should be transcribed from an appropriate source from the resource itself, in the language and script in which it appears. The alternative and optional addition at RDA 1.4 say that you may record them in transliterated form instead of or in addition to the form in the script used on the resource. The LC-PCC PS for 1.4 specifies that the ALA-LC Romanization tables must be used for transliterated data (<http://www.loc.gov/catdir/cpsd/roman.html>). However, if you cannot transliterate the transcription (e.g. if one has no expertise with the language—Japanese for example), omit it and add a note mentioning that there's additional information in a particular language.

The following data elements are the most common transcribed fields applicable to video games.

- Title proper
- Parallel titles
- Variant titles (though non-transcribed variants are also permitted)
- Other title information
- Statement of responsibility
- Edition statement
- Place of publication (or production, distribution, manufacture)
- Publisher name (or production, distribution, manufacture)
- Date of publication (or production, distribution, manufacture)
- Series (for 490)
- Series number (for 490)

All other data elements should be done in the language and script of the cataloging agency. This includes notes, except for quoted notes.

RDA allows more flexibility than AACR2 in transcription. One may follow the guidelines in RDA, accept data without modification (e.g. from another library, data derived from a digital source including copying and pasting, harvesting etc.), or use an in-house style guide such as *The Chicago Manual of Style*.

When following the RDA guidelines for capitalization (RDA 1.7.2), apply the instructions in RDA Appendix A, which is basically the same capitalization used in AACR2.

Punctuation (RDA 1.7.3) should be transcribed as found in the source, unless the punctuation separates data that will be recorded as different RDA elements (e.g. title and subtitle, series and its numbering, etc.). In that case, omit the found punctuation and insert the appropriate ISBD punctuation. Punctuation may also be added for clarity. However, since punctuation should generally be transcribed, do not assume that the mere presence of punctuation necessitates separating data into separate elements, nor that transcribed punctuation should otherwise be changed. There is no policy like the old LCRI instructing catalogers not to transcribe punctuation that is used in ISBD to separate elements; therefore, a colon, slash, etc. may appear in the title proper or other data elements. This is particularly relevant for game titles.

Much unchanged are rules for diacritical marks (RDA 1.7.4), symbols (RDA 1.7.5 and LC-PCC-PS), and spacing of initials and acronyms (RDA 1.7.6)

Nothing should be abbreviated in a transcribed field unless it is abbreviated in the source (RDA 1.7.8, Appendix B). Even when supplying information, do not abbreviate (RDA B.4). This is a big change for the place of publication and publisher fields and series numbering. Note that units of measurement (i.e. the carrier size) are still abbreviated.

Inaccuracies in transcribed fields are recorded as given (RDA 1.7.9). A note and/or added entry (in the case of a title) may also be given if considered important.

***Best practice recommendation:* Follow RDA Appendix A and B and LC-PCC-PS 1.4 and 1.7+ when transcribing data; optionally follow RDA 1.7.1 alternatives when upgrading or deriving from an existing record (i.e. do not change the existing transcription style unless it conflicts with RDA), or using data derived from a digital source (i.e. copying and pasting from the digital version, such as for a game available online.)**



## 4. Title (RDA 2.3)

Title Proper (RDA 2.3.2, CORE Element), Other Title Information (RDA 2.3.4)

### Core Element

Source: Preferred source

MARC 245

\$a Title

### Source of information

The source of information for the title proper is the title frames (RDA 2.2.2.3). Alternatively, one may use a label “printed on or affixed to the resource.” This would mean the disc label, as it does not apply to accompanying materials. However, for a comprehensive description of a resource consisting of multiple physical pieces, one should use the container, or, possibly, accompanying material (RDA 2.2.2.3.1). The alternative is useful since many libraries do not have the equipment necessary to view the title frames. For a game available online, the title frames may be more accessible. If not, then take the title from “textual content” or “embedded metadata in textual form.” In cases when the title does not appear on any of those sources, it may be taken from another source in the resource. If the title does not appear on the resource at all, it may be taken from accompanying material, published description, or other source (RDA 2.2.4), but in those cases it should be given in square brackets (LC-PCC-PS 2.2.4)

Whenever the title is taken from a source other than the title frames, a source of title note should be provided to identify the source (2.17.2.3). This means that for libraries not viewing the title frames, always provide a source of title note. Since only a minority of libraries will be viewing, it’s probably best to provide a source of title note in all cases.

```
500 $a Title from cartridge label.
```

```
500 $a Title from disc label.
```

```
500 $a Title from title frames.
```

For games available online, the note should be in the following format in a 588 field:

```
588 $a Description based on online resource; title from Steam resource page viewed October 3, 2014.
```

**Best Practice Recommendation: Always record the source of the title in a note.**

### **Recording the title proper**

Record the title proper from the source of information. Do not transcribe introductory words that are clearly not intended to be part of the title (RDA 2.3.1.6). If considered important, this information may be given as a variant title or note. However, names in the possessive case preceding the title are considered an integral part of the title and should be included (RDA 2.3.1.5).

```
245 00 $a Ratatouille.  
246 00 $i Title appears on cartridge label as: $a Disney Pixar  
Ratatouille  
(246 is optional)
```

### **Franchise titles: subtitle, part, or neither?**

Titles of video games that are part of a franchise are particularly problematic. Cataloging rules have never dealt well with the modern concept of a franchise. More work needs to be done in this area, so watch for future developments in this area. In the meantime, these are the best practice recommendations.

The name of the franchise often appears with either a number or another title, usually on a different line and in different typeface than the franchise title. Catalogers may be tempted to record these as a title and subtitle or a title and part title. This practice is problematic for video games.

Because this is a convention in the industry and in the culture at large, always add a colon when it is clear that the title elements should be treated together as the title proper.

The reasons for this recommendation are several. Examining the accompanying materials and looking up the game in outside reference sources will show that franchise games are conventionally referred to in the format “Franchise title: other title” or “Franchise title II” etc. Clearly the publisher’s intent is that the title following the franchise title is part of the title, as are any numbers associated with the title. In addition, making the franchise title alone the title proper (i.e. MARC 245 subfield a) means that the title is more likely to conflict with the title of an unrelated resource according to the definition in LC-PCC-PS 6.27.1.9, which is a change from AACR2/LCRI practice. This will be discussed in further detail in the section on preferred titles, but suffice it to say, it is advisable to avoid having a title conflict whenever possible. Remember that one is allowed to add punctuation for clarity but to change it only to divide elements. Transcribing a colon in a title was not permitted under AACR2/LCRI practice but is permitted in

RDA. This is complicated by the fact that the colon conventionally does not appear on the source of information, as the titles are distinguished by layout and typeface. As the colon does often appear in the text of the booklets and usually appears in secondary sources, it may be added to the transcription for clarity as it is apparent that it is the publisher's intent. Remember that RDA encourages cataloger judgment, so when it is unclear whether or not the colon is necessary use your informed judgment to make a decision. In these cases, do not put a space in front of the colon, as that would make it look like ISBD punctuation.

245 00 \$a Need for speed: undercover.  
(*Not Need for speed : \$b undercover.*)

245 00 \$a Need for speed: rivals.  
(*Not Need for speed : \$b rivals.*)

245 00 \$a SimCity 4: rush hour expansion pack.  
(*Not SimCity 4 : \$b rush hour expansion pack.*)

245 00 \$a Camp Lazlo: Leaky Lake games.  
(*Not Camp Lazlo : \$b Leaky Lake Games.*)

245 00 \$a Tom Clancy's splinter cell: essentials.  
(*Not Tom Clancy's splinter cell : \$b essentials.*)

If the resource does have a subtitle (AKA other title information), note that it must be transcribed from the same source as the title proper (RDA 2.3.4.2)

245 00 \$a PES 2014 : \$b pro evolution soccer.  
500 \_\_ Title from disc label.

245 00 \$a Beach spikers : \$b virtua beach volleyball.  
500 \_\_ Title from disc label.

**Best Practice Recommendation:** Record the franchise title and the number and/or specific title as part of the title proper (245 subfield a), adding a colon for clarity. Do not put a space in front of the colon. Only record a title as other title information if it is clearly secondary to the title information and is not necessary to distinguish the title from other titles in the franchise.

## Compilations

If the resource is a compilation of more than one game, record the collective title as the title proper when possible (RDA 2.3.2.6.1). Record the names of the individual games in the 505 field unless there are so many as to be burdensome (LC-PCC-PS 25.1). Optionally, record them also as authorized access points (see Section 8). If there is no collective title, record the titles in the order in which they appear in the resource (RDA 2.3.2.9).

```
245 00 $a Jac and Dexter collection.
```

```
245 00 $a Banjo-Kazooie: nuts & bolts. $b Viva piñata.
```

## Parallel Titles (RDA 2.3.3)

### Core Element for LC/PCC

**Source: Any source within the resource**

**MARC 245**

**\$b Parallel title**

A parallel title does not have to come from the same source as the title proper but may come from any source within the resource (RDA 2.3.3.2). This is a change from AACR2.

Sometimes a game may have what appears to be possible parallel title in a different script, frequently Japanese, or it may have what is clearly a Romanized version of the title which is unlikely to be compliant with the LC Romanization tables. In the latter case, simply record the title as given as the parallel title, as well as giving it as a variant title. When only the non-Roman version is on the resource, it may or may not be clear that it is a parallel title. If the library has expertise with the language, it is recommended to ascertain if it is a parallel title and, if so, transcribe it according to the LC Romanization tables. If that is not possible, simply give a note saying that there is some other title information in Japanese. Other libraries may upgrade this data if they are able to do so.

```
245 00 $a Kamen raidā batoraido wō  
246 31 $a Kamen rider battrade war  
(Japanese title with English parallel title)
```

```
245 00 $a Lux-pain.
```

500 \$a Title also appears in Japanese script.

*(Japanese title cannot be accurately romanized by library; another library with expertise may upgrade if desired.)*

## Variant Titles (RDA 2.3.6)

### Not Core

**Source: Any source**

**MARC 246**

Record variant titles if deemed important. They may come from any source, including variants transcribed from the resource (RDA 2.3.6.2). This may include parts of titles following the colon when those titles have been transcribed as part of the title proper. Parallel titles should be recorded here as well as in the 245\$b.

245 00 \$a Tom Clancy's splinter cell: essentials.

246 30 \$a Splinter cell: essentials

246 3\_ \$a Essentials

245 00 \$a Kamen raidā batoraido wō

246 31 \$a Kamen rider battrade war

245 00 \$a PES 2014 : \$b pro evolution soccer.

246 1\_ \$i Title on container spine: \$a Pro evolution soccer 2014

245 00 \$a NBA live 14.

246 1\_ \$i At head of title: \$a EA Sports

## 5. Statement of Responsibility (RDA 2.4)

**Core Element (only the first statement is required)**

**Source: Same source as title proper**

**Another source within the resource**

**One of the sources listed at RDA 2.2.4**

**MARC 245**

**\$c Statement of responsibility, etc.**

The statement of responsibility relating to title proper is a core element, when there is a statement of responsibility. If there are multiple statements of responsibility, only the first is core to record; the rest are optional (RDA 2.4.2). Many games do not have a clear statement of

responsibility. It should come from the same source as the title if possible, but when that is lacking it may be taken from another source within the resource (RDA 2.4.2.2). Such a statement is most often found in the block of text near the copyright statement on the back of the container or the label. A word or short phrase may be added in brackets for clarification (RDA 2.4.1.7). Note that RDA has instructions to record performers (including voice artists) and “persons who have contributed to the artistic and/or technical production of a resource” in a note (RDA 7.2.3, 7.2.4). Unless there is a clear “by ...” statement, it is best to put video game credits in a note. This will be discussed in more detail in the section on describing content.

```
245 00 $a Razor racing / $c developed by Vision Scape Interactive, Inc.  
(Statement of responsibility on disc label and back of container)
```

But

```
245 00 $a Camp Lazlo: Leaky Lake games.  
(No statement of responsibility)
```

**Best Practice Recommendation: Record only a clear statement of responsibility in the 245\$c, not simply a corporate name with no function indicated, particularly if only represented by a logo. Generally, record credits in a 508 note.**

## 6. Edition Statement (RDA 2.5)

### Core Element

**Source: Same source as Title Proper**

**Another source within the resource**

**One of the sources listed at RDA 2.2.4**

### MARC 250

The designation of edition and designation of a named revision of an edition are core elements and should be transcribed in the language and script in which they appear on the source of information. The word “edition” is not abbreviated unless it is abbreviated on the source. This is a change from AACR2.

Some typical video game edition statements are numbered versions (e.g. “version 1.0” or “release 1.2”), various phrases like “Platinum edition,” etc.

```
250 __ $a Platinum edition.
```

```
250 __ $a Version 1.2.
```

```
250 __ $a v. 2.0 for Windows.
```

250 \$a Collector's edition.

If recording multiple edition statements, either put all in a single 250 field, separated with commas or put in separate 250 fields.

250 \_\_ \$a Legendary edition, PC game.

or

250 \_\_ \$a Legendary edition.

250 \_\_ \$a PC game.

**Best Practice Recommendation: Encode each edition statement in a separate MARC 250 field.**

### Platform as edition

For years, many catalogers have routinely given the platform of a game as an edition statement. While it is debatable whether the platform name as generally presented on the resource is a true edition statement, it is also the case that versions of games on different platforms often have significantly different gameplay. Though experts disagree on when a game is different enough to be considered a different work, for practical purposes it seems advisable as a general rule to consider platform information as a way of differentiating one expression of a game from another. Thus, it is recommended that any statement of platform or system which may be construed as an edition statement should be transcribed as such. Not all games have such a statement, but most console games and many PC games do. The platform must also be recorded in its proper place in the 538 and 753.

250 \_\_ \$a Nintendo Game Boy.

250 \_\_ \$a XBox 360.

250 \_\_ \$a PC DVD-ROM.

What about when there is no such statement? An option in RDA which was not in the original release reinstates a provision of AACR2 that "If a resource lacks an edition statement but is known to contain significant changes from other editions, supply an edition statement, if considered important for identification or access. Indicate that the information was taken from a source outside the resource itself" (RDA 2.5.1.3 optional addition). Thus, if there is no statement on the resource for the platform name, and the cataloger judges that the game most likely exists or will soon exist for another platform, the platform name may be added as a bracketed edition statement. It is easy to check Moby Games or AllGame Guide for the existence of another version.

250 \$a [Macintosh].

250 \$a [PC and Mac].

**Best Practice Recommendation:** Transcribe a statement of the platform as an edition statement. If lacking such a statement, provide the platform name in brackets if the cataloger judges it to be useful.

## 7. Publication/Distributor/Manufacture/ Copyright Statements

### Place of Publication (RDA 2.8.2)

#### Core Element

**Source: Same source as title proper**

**Another source within the resource**

**One of the sources listed at RDA 2.2.4**

**MARC 264 second indicator 1**

**\$a Place of publication**

The place of publication should be transcribed in the language and script in which it appears on the source of information, including both the local name (city) and the larger jurisdiction (state/province/country) if present (RDA 2.8.2.3). This means transcribe abbreviations as they appear, but do not otherwise abbreviate. This is a change from AACR2. If there is more than one place of publication, only the first is core. Conventionally the publisher name and address appear in small print on the back of the box and should preferentially be taken from the same source as the publisher's name (RDA 2.8.2.2). If no place of publication is given on the resource, try to infer a place of publication or look it up in an online source, in which case you would need to bracket the information and not abbreviate it. Do this in preference to using the phrase [Place of publication not identified] whenever possible (LC-PCC-PC 2.8.2.6), as this requires that one attempt to record the place of distribution (RDA 2.9.2) or, lacking that, manufacture (RDA 2.10). If none of those places can be identified, however, best practice is to record only the lack of a place of publication.

264 \_1 \$a Sunnyvale, CA  
(*"CA" appears on the source of information*)

264 \_1 \$a Calabasas Hills, California

264 \_1 \$a [Burbank, California]  
(*Place of publication is known but not given on resource*)

264 \_1 \$a [United States]  
(*Country of publication known*)



264 \_1 \$a [United States?]  
(Probable country of publication)

264 \_1 \$a [Place of publication not identified]  
(Country of publication cannot be determined)

**Best practice recommendation: Follow LC/PCC practice and supply a probable place of publication whenever possible rather than using “[Place of publication not identified].”**

## Publisher’s Name (RDA 2.8.4)

### Core Element

**Source: Same source as title proper**

**Another source within the resource**

**One of the sources listed at RDA 2.2.4**

**MARC 264 second indicator 1**

**\$b Publisher’s name**

The publisher’s name should be transcribed in the language and script in which it appears on the source of information (RDA 2.8.4.3). Transcribe abbreviations as they appear, but do not otherwise abbreviate. If there is more than one publisher, only the first is core (RDA 2.8.4). Optionally record other publishers; however, given that most packaging has a plethora of corporate names of indeterminate function, do not stress over identifying other publishers.

Sources of information (RDA 2.8.4.2), in order of preference, are the same source as the title, another source within the resource (including a container issued by the publisher per RDA 2.2.2.1), or other sources of information (per RDA 2.2.4, basically sources outside the resource). If there is no publisher named but one can reasonably be inferred, do so and put the name in brackets. As each element should now appear in its own brackets, be sure to bracket the place separately from the publisher name. If no publisher can be inferred, you must input the phrase [publisher not identified] (RDA 2.8.2.6) in brackets (LC-PCC-PS 2.2.4).

264 \_1 \$a Newport Beach, CA : \$b Crave Entertainment

264 \_1 \$a New York : \$b Rockstar Games

264 \_1 \$a [Burbank, California] : \$b Disney interactive ; \$a Foster City, CA : \$b Sony Computer Entertainment

264 \_1 \$a [United States] : \$b [publisher not identified]

## Date of Publication (RDA 2.8.6)

### Core Element

**Source: Same source as title proper**

**Another source within the resource**

**One of the sources listed at RDA 2.2.4**

**MARC 264 second indicator 1**

**\$c Date of publication**

Record the date of publication in the language and script in which it appears on the source of information (RDA 2.8.6.3). Sources are the same as for the publisher (RDA 2.8.6.2). RDA does not say that the date should be the year only. Record it as stated, even if it is a fuller date. For games available online, you may use the release date on the game information or home page. If there is no date of publication, a date must be inferred (taken from an outside source) or an approximate date must be supplied. Generally, infer a date from the copyright date when there is one and put it in brackets (LC-PCCPS 2.8.6.6). If there are multiple copyright dates, infer from the latest. As each element is now separately bracketed, be sure to bracket the date separately from the publisher name.

264 \_1 \$a Redmond, WA : \$b Nintendo of America, \$c 2000.

264 \_1 \$a New York : \$b Rockstar Games, \$c [2010]

264 \_1 \$a Foster City, CA : \$b Sony Computer Entertainment, \$c [between 2000 and 2010]

264 \_1 \$a [Bellevue, Washington] : \$b 3909, \$c Aug 8, 2013.  
*(Game available online through a distribution service such as Steam)*

**Best Practice Recommendation: Follow LC/PCC practice and supply a date of publication, if possible, rather than “[date of publication not identified].” In contrast to LC/PCC practice, also record the copyright date in the field 264, second indicator 4.**

## Distribution/Manufacture Statements (RDA 2.9-2.10)

**Source: Same source as title proper**

**Another source within the resource**

**One of the sources listed at RDA 2.2.4  
MARC 264 second indicator 2 (Distribution) or 3 (Manufacture)**

Best practice is to try to infer or look up a place of publication and publisher. If no information is available, let stand the publication statement and do not add [distributor not identified] or [manufacturer not identified].

```
264 _1 $a [Place of publication not identified] : $b [publisher  
not identified], $c [1994]
```

```
264 _2 $a Glen Cove, NY : $b [Distributed by Acclaim  
Distribution]  
(Country of publication cannot be determined)
```

Note: For games available online, a publisher may have a game distributed via more than one digital distribution service, such as Steam, Origin, etc., so it is recommended that games available online be cataloged according to the PCC Provider-Neutral policy (<http://www.loc.gov/aba/pcc/scs/documents/PCC-PN-guidelines.html>) , with the name of the publisher in the 264 \_1 and the distribution service (i.e. provider) for the version being cataloged given in the 588 note.

```
264 _1 $a [Bellevue, Washington] : $b 3909, $c Aug 8, 2013.  
588 $a Description based on online resource; title from game  
homepage (Steam, viewed November 15, 2014)
```

***Best Practice Recommendation: Do not give distribution or manufacture statements which give no further information. Feel free to include a distributor that is different from the publisher if it is deemed to be useful. For games available online, follow the PCC Provider-Neutral policy and give the name of the distribution service in the 588 note.***

## Copyright Date (RDA 2.11)

**Source: Same source as title proper**

**Another source within the resource**  
**One of the sources listed at RDA 2.2.4**

**MARC 264 second indicator 1**

The copyright date, when recorded, should be preceded by the copyright or phonogram symbol rather than a letter “c.” (RDA 2.11.1.3). In MARC21, only 264 4 subfield c is necessary and no period should be added to the end of the field. Per LC-PCC PS 2.8.6.6, it is not necessary to record the copyright date if it has been used to infer the date of publication unless it is the year after the publication was received. However, it is not forbidden to record the copyright date in such a case, and many feel it is best practice to record the date as it appears on the resource. If the copyright date differs from the publication date or a later copyright date and is known to refer to the intellectual content, it may be advisable to record it as a date of creation in MARC field 046 subfield k (see Section 2).

```
264 _1 $a San Francisco, CA : $b Ubisoft, Inc., $c [2006]
264 _4 $c ©2006
```

***Best Practice Recommendation: Record the copyright date for single-part resources.***

## **8. Series Statement (RDA 2.12)**

**Core Element**

**Source: Same source as title proper**

**Another source within the resource**  
**One of the sources listed at RDA 2.2.4**

**MARC 490, 8XX**

Record the title proper of series in the language and script in which it appears on the source of information. For video games, this would be either a source within the resource or a source outside of the resource (RDA 2.12.2.2, RDA 2.2.4). The latter would need to be bracketed. Record numbering within series in the language and script in which they appear on the source of information, which is anywhere within the resource (RDA 2.12.9.2). Video games seldom appear in true publishers’ series. Do not treat the franchise title as a series. Transcribe the series in a 490 0\_ when the series is untraced (or for PCC, when the series is not established). When the series is traced, use 490 1\_ for the transcribed form and 830 \_0 for the established form.

```
490 1_ $a Nancy Drew ; $v 15
830 _0 $a Nancy Drew (Her Interactive, Inc.) ; $v 15.
(Series is established in NAF and is traced in this record)
```

490 0\_ \$a Legacy of Kain series  
(Series is not established in NAF and is not traced in this record)

## 9. Identifier for the Manifestation (2.15)

### Core Element

Source: Any source

MARC 020, 024, 028

Numerical identifiers are frequently used for video games and are helpful for quickly finding a specific resource. A cataloger may encounter a myriad of different numberings on video games which can be confusing.

***Best practice recommendation:* Record all identifiers, with qualifying information (when applicable) whenever feasible.**

### General guidelines

- Record an identifier for the manifestation, if applicable. RDA defines this as: “a character string associated with a manifestation that serves to differentiate that manifestation from other manifestations.” (RDA 2.15.1.1)
- If there are more than one, prefer an internationally recognized identifier; others are optional. RDA identifies ISBNs and URNs as internationally recognized. UPC and EAN numbers can also be considered in this category.
- Publisher numbers should be recorded in the 028 field when applicable, along with the publisher in subfield b. Note discussion below about platform numbers which are different from publisher numbers.

### Formatting numerical identifiers

#### ISBNs

- RDA 2.15.1.4 says to record in the specified display format for the identifier and shows ISBNs with internal hyphens. *However*, when recording ISBNs in MARC21, the specified format is without hyphens or internal spacing.

#### Other numbers

- Other numerical identifiers for video games appear with a wide variety of formatting. RDA 2.15.1.4 states if there is no standard display format then record the number as it appears on the resource.

### **Variant forms of numerical identifiers**

- Generally if an identifier appears in variant forms on different parts of the resource, record at least the one on the label. The others may be recorded if it is felt to be useful.

### **Numerical identifiers for whole / part of a resource**

- For resources with parts, record identifiers associated with the entire resource, and optionally identifiers associated with the individual parts (RDA 2.15.1.5)
- Record qualifying information about the location of the number in subfield q.

### **Examples**

#### **International Standard Book Number (ISBN)**

10 or 13 digit unique identifier entered with no internal punctuation

020 \$a 0977696634

020 \$a 9780977696635

#### **Universal Product Code (UPC)**

12 digit barcode used for retail packaging in North America.

024 1\_ \$a 045496901028

024 1\_ \$a 008888176060

#### **European Article Number (EAN)**

12 or 13 digit barcode number used for European retail packaging.

024 3\_ \$a7350002939550

*(Note: appears on the game, back of container right under the barcode in the format: 7 35002 939550)*

024 3\_ \$a 4012927051344

*(Note: appears on the game, back of container right under the barcode in the format: 4 012927 051344)*

### **Publisher number with publisher name**

028 51 \$a 987717 \$b Valve

028 51 \$a 7303903501 \$b Electronic Arts

028 51 \$a RCK49007-PH \$b Rockstar

028 51 \$a TZB0011899UND \$b Bethesda Softworks

028 52 \$a 333036 \$b Ubisoft

028 52 \$a 9CS 00002 \$b Lionhead Studios

028 52 \$a D9G 00025 \$b Microsoft

*(2<sup>nd</sup> indicator may be 1 or 2—1 for note and access point, 2 for note and no access point, which may be a moot point in most OPACs)*

### **Platform numbers**

Often numbers appear which cannot be identified with the publisher but seem to be associated with a platform—Sony and Nintendo games in particular have these sorts of numbers. In these cases, record the number in the 024 field with first indicator 8 to indicate unspecified type of number or code. Do not record the publisher.

Format the numerical identifier as it appears on the resource.

It is best practice to record these numbers as they are meaningful in the gaming community and can be considered the equivalent to the ISBN on a book. For example, catalogers might be interested to note that Sony has an internal code system for platform (PS1, PS2, PS3, PSP) and region (US, Europe, Asia). <http://sonyindex.com>

### **Examples**

#### **PS4**

024 8\_ \$a CUSA 00600

024 8\_ \$a CUSA 00219

#### **PS3**

024 8\_ \$a BLUS 30971

PS2

024 8\_ \$a SLUS 21503

Nintendo can use different numbering on the label and the box.

Wii

024 8\_ \$a RVL-RMKE-USA-BO \$q (label)

024 8\_ \$a RVL P RMKE USZ \$q (container)

Nintendo GameCube

024 8\_ \$a DL-DOL-GJKE-USA \$q (label)

028 8\_ \$a DOL P GJKE \$q (container)

## 10. Media Type (RDA 3.2)

**Core Element for LC/PCC**

**Source: Any source**

**MARC 337**

**\$a Media type term**

**\$b Media type code**

**\$2 Source**

**\$3 Materials specified**

RDA defines Media type as: “categorization reflecting the general type of intermediation device required to view, play, run, etc., the content of a resource.” In other words, what type of equipment, if any, is needed to use the resource. For video games, the media type is computer. In MARC21, this is field 337, and the term should be followed by subfield 2 rdamedia with no period at the end. Optionally, record a code for the type in subfield b, which for video games is “c”. If the game is accompanied by substantial accompanying material, you may add a media type for that material if it is deemed to be useful, but it is not necessary to record a media type for most accompanying booklets unless substantial in nature. For an accompanying book or other object not needing equipment for use, the term would be unmediated, and the corresponding code is “n.”

337 \$a computer \$2 rdamedia

337 \$a computer \$b c \$2 rdamedia

*(With optional code)*

337 \$a computer \$2 rdamedia \$3 computer disc



337 \_\_ \$a unmediated \$2 rdamedia \$3 volume  
(Computer disc with accompanying book)

**Best practice recommendation:** Do not use separate 337 fields to record both the term (\$a) and the coded form of the term (\$b). Continue to use “\$2 rdamedia” as the source of the term and/or coded form of the term.<sup>1</sup>

## 11. Carrier Type (RDA 3.3, Core element)

### Core Element

Source: Any source

MARC 007/00, 007/01,

MARC 008/23

338

\$a Media type term

\$b Media type code

\$2 Source

\$3 Materials specified

RDA defines Carrier type as: “categorization reflecting the format of the storage medium and housing of a carrier in combination with the type of intermediation device required to view, play, run, etc., the content of a resource.” This is the same vocabulary used for the extent. For video games, the carrier type would be one of the following:

- computer card (MARC code ck, 007/01 k)
- computer chip cartridge (MARC code cb, 007/01 b)
- computer disc (MARC code cd, 007/01 j for floppy, o for optical)
- computer disc cartridge (MARC code ce, 007/01 c for optical disc cartridge)
- computer tape cartridge (MARC code ca, 007/01 a)
- computer tape cassette (MARC code cf, 007/01 f)
- computer tape reel (MARC code ch, 007/01 h)
- online resource (MARC code cr, 007/01 r)
- other (MARC code ck, 007/01 z)

This also is coded in more general terms in MARC fixed field byte 008/33, Form of item. Here the code is “q” for a “directly accessible tangible recording medium,” meaning a physical piece like a disc or a cartridge. The code is “o” for online.

---

<sup>1</sup> This recommendation aligns with the recommendations issued by the Joint MLA-OLAC 33X/34X Task Group. The recommendations can be accessed [here](https://tinyurl.com/y866dcbf) (<https://tinyurl.com/y866dcbf>).

In MARC21, this is field 338, and the term should be followed by a subfield 2 rdacarrier with no period at the end. Optionally, record a code for the type in \$b. If the game is accompanied by substantial accompanying material, you may add a carrier type for that material if it is deemed to be useful, but it is not necessary to record a carrier type for most accompanying booklets, unless substantial in nature. For an accompanying book, the term would be: volume with a code of “nc”.

***Best Practice Recommendation:*** Do not use separate 338 fields to record both the term (\$a) and the coded form of the term (\$b). Continue to use “\$2 rdacarrier” as the source of the term and/or coded form of the term.<sup>2</sup>

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<sup>2</sup> This recommendation aligns with the recommendations issued by the Joint MLA-OLAC 33X/34X Task Group. The recommendations can be accessed [here](https://tinyurl.com/y866dcbf) (<https://tinyurl.com/y866dcbf>).

Carrier information is also input in the MARC coded field 007. The first position (007/00) is coded “c” for an electronic resource. Position 2 (007/01) is for the type of carrier. The broad type of carrier is also given in MARC 008/23, Form of Item, with “q” for any type of physical carrier and “o” for an online resource.

```
007 __ $a c $b o $d c $e g $f a
338 __ $a computer disc $2 rdacarrier
```

```
007 __ $a c $b b $d c $e z $f a
338 __ $a computer chip cartridge $2 rdacarrier
```

```
007 __ $a c $b r $d c $e n $f a
338 __ $a online resource $2 rdacarrier
```

*(Examples with 007)*

```
338 __ $a computer disc $b cd $2 rdacarrier
```

```
338 $a computer chip cartridge $b cb $2 rdacarrier
```

```
338 $a online resource $b cr $2 rdacarrier
```

*(338 with optional code)*

```
338 __ $a computer disc $2 rdacarrier $3 computer disc
```

```
338 __ $a volume $2 rdacarrier $3 volume
```

*(338 array for computer disc with accompanying book )*

## 12. Extent (RDA 3.4)

**Core Element (if the resource is complete or if total extent is known)**

**Source: Resource itself, any accompanying material or container**

**MARC 300 \$a Extent**

Extent is the number and type of units making up a resource. The vocabulary is the same as for the carrier. These terms are often not specific enough, nor are they in common usage by patrons. RDA does allow for the use of a “term in common usage, including a trade name if applicable” (RDA 3.4.1.3, alternative) and gives the example of “USB flash drive.” However, lack of controlled vocabulary is a problem with “terms in common usage”—DVD-ROM or Xbox disc? CD-ROM vs. CD vs CD-R? UMD or media disc? Floppy disc? Cartridge, game cartridge or Nintendo game cartridge? Best practice is to stick with the RDA-sanctioned terms and give further characteristics of the media in a 538 field.

**Best Practice Recommendation:** Use the RDA terms for carrier type: “computer disc” for any type of computer disc. See the list of carrier types for other terms. A Disc characteristics note may be given if it is desired to specify the disc type.

In MARC 21, accompanying materials may be recorded in a separate 300 field, in a subfield e, or, in a 500 note if it’s considered important enough to mention (LC-PCC PS 3.1.4). Describe an accompanying book in terms of volumes or sheets (if in a single 300) or pages, volumes, or sheets (if in a separate 300), none of which are abbreviated (RDA 3.4.5, 3.1.4.2).

300 \$a 1 computer disc : \$b sound, color ; \$c 4 ¾ in.

300 \$a 1 computer chip cartridge : \$b sound, color ; \$c 6 cm

300 \$a 1 online resource : \$b sound, color

300 \$a 1 computer disc : \$b sound, color ; \$c 3 1/8 in.

300 \$a 2 computer chip cartridges : \$b sound, color ; \$c 6 cm  
+ \$e 1 volume (28 pages : color illustrations ; 17 cm)

or

300 \_\_\_ \$a 2 computer chip cartridges : \$b sound, color ; \$c 6 cm  
300 \_\_\_ \$a 120 pages : color illustrations ; 28 cm

or

300 \_\_\_ \$a 2 computer chip cartridges : \$b sound, color ; \$c 6 cm  
500 \_\_\_ \$a Accompanied by instruction manual.  
500 \_\_\_ \$a 1 folded sheet of keyboard controls, 1 map (color ;

folded to 10 x 18 cm) and one card entitled "Playing add-on content" laid in container.

**Sound/Color content—See [Section 2](#)**

## 13. Dimensions (RDA 3.5)

### Not Core

Source: Resource itself, any accompanying material or container

MARC , 007/04, 300

### §c Dimensions

For computer discs, record the diameter of the disc (RDA 3.5.1.4.4), in inches (abbreviated as “in.”) (LC-PCC PS 3.5.1.4.4). For computer cartridges, record the length of the side of the cartridge which is to be inserted into the machine, using centimeters (designated as cm with no period unless a series statement is present) and rounding up to the next whole centimeter (RDA 3.5.1.4.2, 3.5.1.3). If recording the dimensions of an accompanying booklet, record the height in centimeters.

Carrier information is also input in MARC coded field 007. The fifth position (007/04) is coded “g” for 4 ¾ in. disc, “a” for a 3 ½ in. diskette, “o” for a 5 ¼ in. diskette, “e” for a 12 in. disc, “i” for a 1 1/8 x 2 3/8 in. cartridge, “j” for a 3 7/8 x 2 1/2 in. cartridge, “z” for other values, “n” for not applicable (e.g. an online resource.)

```
007  __ $a c $b o $d c $e g $f a
300  __ $a 2 computer discs : $b sound, color ; $c 4 ¾ in.

007  __ $a c $b b $d c $e z $f a
300  __ $a 1 computer chip cartridge : $b sound, color ; $c 4 cm

007  __ $a c $b b $d c $e j $f a
300  __ $a 2 computer chip cartridges : $b sound, color ; $c 6 cm
+ $e 1 volume (28 pages : color illustrations ; 17 cm)

007  __ $a c $b o $d c $e z $f a
300  __ $a 1 computer disc : $b sound, color ; $c 3 1/8 in.

007  __ $a c $b c $d c $e z $f a
300  __ $a 1 computer disc cartridge : $b sound, color ; $c 7 cm
```

## 14. Sound Characteristic (RDA 3.16)

### Not Core

Source: Resource itself, any accompanying material or container

MARC 344

**\$a Type of recording**  
**\$b Recording medium**  
**\$g Configuration of playback channels**  
**\$h Special playback characteristic**

Record the type of sound recording as “digital” (RDA 3.16.2.3). For MARC21, use field 344 subfield a. Add subfield 2 rda. Optionally, add subfield b optical when the carrier is an optical disc or subfield b magnetic when the carrier is a diskette (RDA 3.16.3.3); subfield e mono, stereo or surround (RDA 3.16.8.3), and in subfield h, other special playback characteristics such as Dolby (RDA 3.16.9.3). If your local system does not display the 347 field, you may also add this information to the system requirements note in the 538 field.

**344 \$a digital \$2 rdatr**  
**344 \$b optical \$2 rdarm**

**344 \$a digital \$2 rdatr**  
**344 \$g surround \$2 rdacpc**  
**344 \$h Dolby 5.1**  
*(Dolby 5.1 is not in the list of vocabulary terms for RDA Special Playback Characteristics, therefore \$2 is not added)*

Record the mere presence or absence of sound in field 300 subfield b and in 007/05 (see Section 2, Sound content).

**Best Practice Recommendation:** Use separate 344 fields when both RDA and non-RDA terms apply to a resource. Use the corresponding \$2 source code for the source of the term in each field. The source codes for RDA vocabulary terms are found in the [RDA Registry](https://www.rdaregistry.info/) (https://www.rdaregistry.info/) and also in the list of [Genre/Form Source Codes and Term Source Codes](https://www.loc.gov/standards/sourcelist/genre-form.html) (https://www.loc.gov/standards/sourcelist/genre-form.html). If no source code applies, do not include \$2.<sup>3</sup>

## 15. Video Characteristic (RDA 3.18)

**Not Core**

**Source:** Resource itself, any accompanying material or container

**MARC 346**

**\$b Broadcast standard**

Record the video broadcast standard if applicable. For MARC21, use field 346 subfield b. RDA

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<sup>3</sup> This recommendation aligns with the recommendations issued by the Joint MLA-OLAC 33X/34X Task Group. The recommendations can be accessed [here](https://tinyurl.com/y866dcbf) (https://tinyurl.com/y866dcbf).

gives the types HDTV, NTSC, PAL and SECAM, so if it's one of those, also add subfield 2 rda (RDA 3.18.3.3). If this field does not display in one's OPAC, the information may also be added to the system requirements note in the 538 field.

346 \_\_\_ \$b PAL \$2 rdabs

346 \_\_\_ \$b NTSC \$2 rdabs

***Best Practice Recommendation:*** Record broadcast standards in MARC 346 subfield, adding the source code \$2 rdabs for terms coming from the RDA Broadcast Standard vocabulary. Optionally, duplicate this information in MARC 538.

## 16. Digital File Characteristic (RDA 3.19)

**Not Core**

**Source:** Resource itself, any accompanying material or container

## MARC 347

### \$e Regional Encoding

RDA gives several categories of digital file characteristics which also have their own subfields in MARC21 field 347. Unfortunately, most of the listed vocabulary is more appropriate to single-type digital resources, such as PDF or image files, than to complex resources combining software, moving image, sound, etc. Nothing in the list of file types (RDA 3.19.2) or encoding formats (RDA 3.19.3) appears to be appropriate.

Regional encoding is occasionally encountered in games, and seldom uses the same terminology as DVDs or Blu-Rays. Some examples are: U/C or J (generally given as “NTSC-U/C” or “NTSC-J” and found on Playstation 2 games) or USA (found within the identifier on Nintendo games). Some also have the conventional numbered regions. If the regional encoding is given on the resource or is otherwise known, input in field 347 subfield e. Add \$2 rda. The list of regional encodings is given in RDA 3.19.6.3, with definitions in the RDA glossary.

```
347          $e      region 1 $2 rdare
347          $e      region U/C $2 rdare
347          $e      region J $2 rdare
347          $e      USA
```

***(The term is not present in the RDA Regional Encoding vocabulary, therefore \$2 is not added)***

***Best Practice Recommendation: Record regional encoding in MARC 347 \$e, adding the source code \$2 rdare for terms coming from the RDA Regional Encoding vocabulary. Optionally, duplicate this information in MARC 538.***

## 17. Equipment or System Requirement (RDA 3.20)

### Not Core

**Source: Resource itself; Any source**

**MARC 538 and 753**

RDA defines an equipment or system requirement as: the equipment or system required for use, playback, etc., of an analog, digital, etc., resource. Among gamers, the term "System requirements" usually refers to additional requirements beyond the type of platform, particularly for PC games; however, RDA appears to consider the platform as part of the system requirements. RDA does not require that the note begin with the words "System requirements," but it is best practice to do so. Even if the platform has been named in the 250 edition statement, it should be given in the 538 system requirements note as a free text note. More than one 538 System requirements note may be given for clarity. The basic platform should also be given in the MARC 753 subfield a for console games. For multiple platforms, give



each in a separate subfield a. For computer platforms, do not give a subfield a, just add the

operating system in subfield c, giving a separate 753 field if multiple subfield c subfields are required, as it is not repeatable. Note minor versions of operating systems in the 538. To facilitate searching, it is best to use a controlled vocabulary for the platform names and operating systems. The GAMECIP project is working on such a controlled vocabulary, and has already added the names of the most common platforms. The list may be found at <http://www.gamemetadata.org/platform> under the “concepts” tab. Note that many of the platform names include a qualifier which may not be given anywhere on the packaging, so it may be necessary to infer the correct platform based on the place of publication, standard number, or other information.

538 \$a System requirements: Xbox 360 with the NTSC designation.

753 \$a Microsoft Xbox 360 (NTSC-U/C)

538 \$a System requirements for PC: Windows XP, (SP2), Windows Vista (SP1) or Windows 7; 2.0 GHz P4 processor or equivalent for XP/2.4 GHz P4 processor or equivalent for Vista and Windows 7; At least 1 GB RAM for XP/1.5 GB for Vista/2GB for NVIDIA ION computers; at least 3.5 GB free hard drive space; DirectX 9.0c compatible video card with 128 MB video RAM and support for PixelShader 2.0. See packaging for supported video cards.

538 \$a System requirements for Macintosh: Mac OS X 10.5.7 Leopard or higher; Intel Core Duo processor (game will not run on a PowerPC Macintosh); at least 2 GB RAM; at least 3.5 GB free hard drive space; ATU X1600 or NVIDIA 7300 GT with 128 MB of video RAM. See packaging for supported video cards.

538 \$a Disc characteristics: DVD-ROM.

538 or 500 \$a Requires The Sims 3 to play.

753 \_\_ \$c Microsoft Windows XP

753 \_\_ \$c Microsoft Windows Vista

753 \_\_ \$c Microsoft Windows 7

753 \_\_ \$c Apple Mac OS X 10.5

*(Array for a game for PC or Mac on a DVD-ROM disc )*

Many games require an Internet connection to access additional game content or to access the entire game. In addition to an Internet connection, an account on a specialized gaming service (such as Xbox Live or Sony Entertainment Network) may be required; these accounts are sometimes free, and sometimes they are paid (for example, ‘Xbox Live’ or ‘Xbox Live Silver’ is free, while ‘Xbox Live Gold’ is paid). The specifics pertaining to what portions of the game

require such accounts, and whether these accounts are paid or free, is often found in the fine print on the back of the game's container. If information about such requirements can be readily obtained from the container, record them in a 538 field. If any requirements are known by the cataloger to pertain only to additional content but not the whole game, record those contents in an additional 538 field beginning the note with "Additional system requirements:"

538 \$a System requirements: XBox 360 with the NTSC designation; XBox Live account and internet connection.

538 \$a Additional system requirements: Paid XBox Live Gold account required for online multiplayer.

753 \$a Microsoft Xbox 360 (NTSC-U/C)

*(XBox 360 game container reads: "XBox live ; Online only ; XBox Live Gold required" and, further down, "XBox Live system requirements: In available games, paid subscription required for online multiplayer.")*

538 \_\_\_ \$a System requirements: PlayStation 4.

538 \_\_\_ \$a Additional system requirements: Online features

require internet connection and a Sony Entertainment Network account ; Online multiplayer requires a PS Plus membership.

753 \$a Sony PlayStation 4

*(PlayStation 4 game container reads: "PSN online features require broadband internet service and a Sony Entertainment Network (SEN) account" and, further down, "Online multiplayer also requires a PS Plus membership.")*

**Best Practice Recommendation: Record the platform name and any other system requirements or peripherals in the 538 field, beginning the note with "System requirements:" Optionally, also include broadcast standard and regional encoding. Also give the platform name or, for computer platforms, the operating system in the 753 field.**

If desired, a disc characteristics note may also be added. This is not in RDA but can be useful if your library wishes to distinguish between CD-ROMS, DVDs, Blu-Rays and their burned or pressed variants, such as DVD-R, as well as more exotic disc types. Input this information in a separate MARC field 538 preceded by the text: "Disc characteristics:." It is recommended to include this information only if the disc type is stated clearly on the resource. Should a game be on a recorded disc, that information is desirable to include.

538 \$a System requirements: PSP (PlayStation portable); region 1; wi-fi compatible.

538 \_\_\_ \$a Disc characteristics: UMD (Universal media disc).

753 \_\_\_ \$a Sony PlayStation Portable

*(Array for a PSP game)*

538 \$a System requirements: Playstation 2 with NTSC U/C designation.

538 \$a Disc characteristics: DVD-ROM.

753 \_\_ \$a Sony PlayStation 2 (NTSC U/C)

*(Array for a PlayStation 2 game)*

538 \$a Disc characteristics: DVD-R.

## 18. Uniform Resource Locator (RDA 4.6)

**Not Core**

**Source: Resource itself; Any source**

**MARC 856**

For a game available online, record the URL in the 856 field in subfield u. Do not record a URL which is specific only to your institution in the OCLC master record.

856 40 \$u <http://store.steampowered.com/app/239030/>

## **B. Attributes of Work and Expression (RDA Section 2)**

This section deals with characteristics of the FRBR work and expression. This includes general guidelines on identifying the work or expression by means of an “authorized access point” which may or may not be the same as the title proper (which is a characteristic of the manifestation). Also included are characteristics of the content, such as type of content, language, and names associated with the content (e.g. credits). Characteristics of the manifestation and item are dealt with in RDA Section 1 on Attributes of Manifestation and Item.

### **1. Authorized Access Point (RDA 6.2, 6.27)**

#### **Core Element**

**Source: Any source**

**MARC 245, 130, (rarely, 100/240, 100/245)**

RDA retains the concept of main entry, hidden inside the data element “authorized access point.” The purpose of this element is to identify the work. In a MARC record, the authorized access point may appear as a 1xx, 7xx or 6xx, depending on its function in the record.

It is rare for a game to be a work of single authorship. Even when a person’s name is attached to a game (as in “A John Tiller game”), he is working with a group of programmers, artists, developers, etc. Per RDA 6.27.1.3 (collaborative works) for moving image works, including video games, “construct the authorized access point representing the work by using the preferred title for the work.”

The 245 subfield a will be the authorized access point (preferred title) when the game is a collaborative work (thus “entered” under title) and when that title does not conflict with the title of another resource. This last is a big caveat and a big change from AACR2. A close examination of LC-PCC PS 6.27.1.9 is advisable, though technically it applies only to LC and to BIBCO records submitted as part of the PCC program. Catalogers are instructed to check the “catalog” for conflict—for practical purposes, libraries using OCLC should search OCLC as the catalog. A conflict is when the authorized access point of one work would be the same as the authorized access point of another work. This seldom happens with works of personal authorship, but is very common among works with the preferred title as their authorized access point. Do not take variant titles of other works into account. Catalogers may, however, consider it a conflict if they know of another work with the same title, even if it is not in the

catalog. It is also probably advisable to avoid conflict with subject headings as well, though this provision was not carried over from the LCRIs to the LC-PCC-PS. This is one practical reason for not treating a franchise title alone as a title proper—single word franchise titles almost always conflict with the title of some related resource and they frequently conflict with other franchise titles of a different content type, such as a related film or television program.

```
245 00 $a Need for speed: rivals.  
(245 preferred title, no conflict)
```

```
245 00 $a SimCity 4: rush hour expansion pack.  
(245 preferred title, no conflict)
```

If a conflict is unavoidable, a 130 field and parenthetical additions will be necessary to break the conflict.

If the same game was released under another title, a 130 will be necessary to give the preferred title, which would be generally be whichever was issued or received earlier.

```
130 0_ $a Wario land: shake it!  
245 10 $a Wario land: the shake dimension.  
(PAL and NTSC versions have different titles)
```

If the game is a translation, a 130 may be necessary to give the title in the original language. However, since there is likely many encoding and content changes as well as a change in language, it is probably more than just a language expression. For this reason, do not include an I subfield for language, but be sure to note the language in the 041 and 546 fields.

The Library of Congress is working with OLAC to prepare guidelines for breaking conflicts in video game titles. This document will be updated when those guidelines are available, but in the meantime, they advise using the qualifier (Video game) to break a conflict, further qualifying by year if there is more than one video game with the same name.

```
130 0_ $a Bloodrayne (Video game)
```

## 2. Form of Work (RDA 6.3.1)

**Not Core**

**Source: Any source**

**MARC 008/26, 380**

Record the form of work (i.e. video game); optionally identify the broad genre or style of game. In MARC 21, use the 008/26 field (OCLC "File") with the value "g." For a text field, use field 380. As desirable as a controlled vocabulary might be here, at this point there is no widely accepted vocabulary for this field, and practice is in flux. Until practice settles down, it is recommended to use free text descriptors to describe at least that it is a computer or video game and optionally the genre of game. Feel free to use genre terms from sources such as Moby Games, Steam, etc., as the genre/style, etc. of the game is seldom stated on the packaging.

```
380  __ $a Video game.
380  __ $a Strategy computer game.
380  __ $a First-person shooter video game.
380  __ $a Survival horror video game.
```

## 3. Date of Work (RDA 6.4.1)

**Only core when required in 130 to differentiate a title.**

**Source: Any source**

**MARC 046 \$k, 130**

See the discussion on Authorized access point for the use of this element to resolve a conflict in titles.

It may also be desirable to explicitly code this date in the bibliographic record. Sometimes games are reissued without significant changes. In these cases, the publication and, possibly, copyright date may be for the reissue, but do not give an accurate representation of the date the game was originally published. In these cases, if the original date is known, it is advisable to add a MARC 046 field with the original date in subfield k. This allows for an unambiguous date which OPACs or other systems could (eventually!) use to distinguish a publication date from a creation date when these differ. As this field may not be displayed to users in a user-friendly manner, it may be helpful to also add a 500 note.

```
046  __ $k 1992
500  __ $a Originally issued in 1992.
```

## 4. Content type (RDA 6.9)

### Core Element

Source: Any source

MARC 336 (and Leader/06)

RDA defines content type as: “a categorization reflecting the fundamental form of communication in which the content is expressed and the human sense through which it is intended to be perceived.” RDA 6.9.1.3 gives a list of terms to be used, and for MARC 21 they are input in field 336 subfield a with a subfield 2 rdacontent with no period at the end.

Optionally, record a code for the type in subfield b. If the game is accompanied by substantial accompanying material, you may add a media type for that material if it is deemed to be useful, but it is not necessary to record a media type for most accompanying booklets, unless substantial in nature. Unfortunately, none of the types is really indicative of the nature of a game. At OLAC’s request, the text of RDA 6.9.1.3 was at one time changed to add video games to the definition of “two-dimensional moving image” (code “tdi”), since it was already in the definition of “three-dimensional moving image” (code “tdm”). The instructions subsequently reverted to their former form and then were removed to the glossary (though they can still be seen in the instruction archive for April 2014). The nature of 3-D video games usually differs from the nature of 3-D films, and we recommend that two-dimensional moving image be used for all games which do not simulate visual 3-D (i.e. through use of stereoscopic glasses). In any case, the use of these content type is problematic since these are exactly the same content types used for video recordings. To cover the computer aspects, it is sensible to also add the content type “computer program” in a separate 336 field (code “cop”). If the game is accompanied by substantial accompanying material, you may add a carrier and/or content type for that material if it is deemed to be useful. For an accompanying book, the carrier term would be “volume” with a code of “nc”, and the content term would be “text” with a code of “txt”.

```
336 ___ $a two-dimensional moving image $2 rdacontent
336 ___ $a computer program $2 rdacontent
```

**Best Practice Recommendation: Record the content type “computer program” in addition to the content type for two or three-dimensional moving image. Do not use separate 336 fields to record both the term (\$a) and the coded form of the term (\$b). Continue to use “\$2 rdacontent” as the source of the term and/or coded form of the term.**<sup>4</sup>

As a practical matter, the type of content is also reflected in MARC Leader/06 “m”, which is automatically entered when a cataloger chooses a work form for an electronic resource. While RDA 6.9 indicates that video games should be considered moving images, the MARC21 documentation makes it clear that the MARC Leader/06 should be “m”. A possible exception could be made for computer games which are entirely textual. In this case, the record could be

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<sup>4</sup> This recommendation aligns with the recommendations issued by the Joint MLA-OLAC 33X/34X Task Group. The recommendations can be accessed [here](https://tinyurl.com/y866dcbf) (<https://tinyurl.com/y866dcbf>).



input in the books format (Leader/06 "a") with an 006/00 "m" to cover the electronic resource aspects, and a 336 of "text" (and possibly 336 "computer program.").

## 5. Intended Audience (RDA 7.7.1)

Core element for LC for juvenile materials

Source: Any source

MARC 521

If the resource has an audience rating, record the source of the rating and the rating itself (see example at RDA 7.7.1.3). For MARC 21, use field 521. The first indicator can be used to indicate a specific audience level or characteristic, or it can be used with first indicator 8 for no display content. Target audience should also be recorded in the Leader/22 (Fixed Field Audn) when there is an appropriate value.

```
521 $a Rated G.
```

```
521 8_ $a ESRB Rating: E for everyone.
```

```
521 8_ $a ESRB rating: E for everyone (Mild cartoon violence, comic mischief).
```

```
521 8_ $a ESRB rating: E 10+, Everyone 10+ (lyrics, mild suggestive themes).
```

```
521 8_ $a ESRB rating: T, Teen (fantasy violence, mild language, mild suggestive themes, tobacco reference, use of alcohol)
```

```
521 8_ $a ESRB rating: M, Mature 17+ (Blood, partial nudity, strong language, violence).
```

```
521 8_ $a ESRB content rating: M (Mature 17+) for blood, nudity, strong language, strong sexual content, use of drugs, violence.
```

***Best Practice Recommendation: Follow LC-PCC PS 7.7 and record intended audience information for resources intended for children. Additionally, it is recommended to record ratings and audience information whenever it appears on the packaging. Record the information using the wording found on the source, if feasible***

Many games also give information on how many players may use the game at once. This information is not mentioned in RDA but it seems like information that could be considered “intended audience” and seem useful to the user. This information may be given in a 500 field, though it could also be folded into the 538 field when there are specific system requirements involved.

500 \_\_ \$a 1-4 players.

500 \_\_ \$a 1 player.

500 \_\_ \$a 1-2 players, simultaneous.

500 \_\_ \$a 1-4 player, alternating.

500 \_\_ \$a Number of players: 1-4; online multiplayer 2-22; co-op 2-4; 60 MB to save game.

538 \$a GBA link cable required for multi-player use.

## 6. Summarization of the Content (RDA 7.10)

**Core element for LC for fictional juvenile materials**

**Source: Any source**

**MARC 520**

Provide a brief objective summary of the resource. For MARC 21, use field 520. Per LC-PCC PS 7.10.1.3, for summaries taken from external sources, use quotation marks and identify the source. Common sources are the back of the container or 3<sup>rd</sup> party websites such as Moby Games. Avoid using descriptions that give little information about the game other than marketing puffery. When edited for length or content, use ellipses or state that the content is edited. For guidelines on writing original summaries, see OLAC's *Summary Notes for Catalog Records* ([http://olacinc.org/sites/capc\\_files/summnotes.pdf](http://olacinc.org/sites/capc_files/summnotes.pdf)).

520 \$a "Tom Clancy's Splinter Cell: Essentials creeps its way onto PSP in an espionage adventure that touches upon Sam Fisher's entire career, from his time as a Navy SEAL to the death of his daughter, fleshing out the storylines in each console game in the process. The viewpoint is similar to the console versions, with players controlling Fisher from a third-person perspective in a variety of outdoor and indoor 3D environments, some of which include levels introduced in earlier games. The handheld title runs on a modified version of Splinter Cell: Pandora Tomorrow's graphic engine on PS2, incorporating such trademark effects as real-time lighting. "--AllGame guide.

520 \$a Enter a world of espionage as Sam Fisher and complete nine stealth missions in a variety of styles. Includes state-of-the-art weapons and equipment.

520 \$a "Link must answer the call of destiny and set out on an adventure that will take him from the vast skies to the mysterious land below."--Container.

## 7. Language of the Content (RDA 7.12)

**Core Element for LC/PCC**

**Source: Any source**

**MARC 008/35-37, 546, 041**

When using MARC 21, the language of the content will generally be recorded in 008/35-37 (OCLC 008 Lang). If more than one language is involved, use MARC field 546 in text form and field 041 for coded information. Remember that the first code in 041 must match the 008/35-37.

041 1\_ \$a eng \$g eng \$g fre \$g spa  
546 \$a Information on container and instruction booklet in English, French and Spanish.

041 1\_ \$a eng \$h jpn  
546 \$a English port of a game originally issued in Japanese.

## 8. Sound Content (RDA 7.18)

**Not Core**

**Source: Resource itself, any accompanying material or container**

**MARC 007/05, 300**

**\$b Other physical details**

Sound content refers to the presence of sound in a resource other than one that consists primarily of recorded sound. Sound content is recorded in MARC field 300 subfield b, using a term given in RDA 7.18.1.3. Most videogames have sound, but if one did not have sound, the sound content would be recorded as "silent."

The sound content precedes the color content in MARC field 300 subfield b.

Sound information is also input in MARC coded field 007. The sixth position (007/05) is blank for no sound, “a” for sound, “u” for unknown, and “|” “fill character” for no attempt to code.

```
007 __ $a c $b o $d c $e g $f a
300 __ $a 1 computer disc : $b sound, color ; $c 4 ¾ in.
```

Record details of sound in MARC 344 (see Section 1, Sound characteristic).

## 9. Colour Content (RDA 7.17)

### Not Core

**Source: Resource itself, any accompanying material or container**

**MARC 007/300**

**\$b Other physical details**

Colour content refers to the general presence of colour, tone, etc., or specific colours, tones, etc., (including black and white) present in the content of a resource. Colour content information is recorded in MARC field 300 subfield b, following the sound content. Record colour content using the terms specific to moving images given at RDA 7.17.3.3, but per LC-PCC PS 7.17.3.3, use the spelling “color.”

Color information is also input in the MARC coded field 007 in the fourth position (007/03). Use “b” for black and white, “c” for multicolored, “m” for mixed. There are other codes for less commonly encountered color characteristics.

```
007 __ $a c $b o $d c $e g $f a
300 __ $a 1 computer disc : $b sound, color ; $c 4 ¾ in.
```

For games intended to be viewed on a monochrome monitor or which simulate a monochrome monitor, record the color as “black and white.” If needed for clarification, explain in a note details about the monochrome. Optionally, if the monochrome color is unlikely to vary on different display devices, just describe the display color in 300 subfield b. In these cases, 007 subfield d would be “a.”

007 \_\_\_ \$a c \$b o \$d a \$e g \$f a  
300 \_\_\_ \$a 1 computer disc : \$b sound, black and white ; \$c 4 ¾  
in.  
500 \_\_\_ \$a Color is monochrome and may display in different colors

depending on monitor display.

*or*

007 \_\_\_ \$a c \$b o \$d a \$e g \$f a  
300 \_\_\_ \$a 1 computer disc : \$b sound, displays as green and black  
; \$c 4 ¾ in.  
500 \$a Color is monochrome.

## 10. Performer, Narrator, and/or Presenter (RDA 7.23)

### Not Core

Source: Any source

MARC 511

If the video game has a well-known or prominently named voice actor or actors, record that name in the form presented in the resource. For MARC 21, use field 511. Use first indicator 1 for the print constant "Cast," if applicable; otherwise, record the function and the name and use 1<sup>st</sup> indicator 0 to suppress the print constant. Some games may also feature persons (especially athletes) whose images are used or whose actions have been captured via motion capture technology, and these people may be recorded as well if they are prominently named, with an appropriate explanation.

511 0\_ \$a Voice of Sam Fisher: Michael Ironside.

511 0\_ \$a Voice actors include Max von Sydow, Christopher Plummer.

511 1\_ \$a Ellen Page, Willem Dafoe.

## 11. Artistic or Technical Credit (RDA 7.24)

### Not Core

Source: Any source

MARC 508

RDA explains this ill-defined element as: "Record the names of persons, families, or corporate

bodies who have contributed to the artistic and/or technical production of a resource if

considered important for identification, access, or selection.” Its difference from the statement of responsibility is not altogether clear. In any case, games seldom have a clear statement of responsibility and many have no credits at all. At a minimum, attempt to find the name of the person or, more likely, corporation who is the game developer. This is not necessarily the same as the publisher. If the information is given in a form suitable for a statement of responsibility, give the information in field 245 subfield c. Otherwise use field 508. The information for the 508 can come from any source, so if it is not clear in the resource or its accompanying booklet or packaging, a third party site such as Moby Games, Wikipedia, or TheGamesDB.net may be used. Other credits are optional.

508 \$a Developed by Rebellion.

508 \_\_\_ \$a Developer/designer, John Tiller.

508 \_\_\_ \$a Producer, Scott Hamilton ; developer/designer, John Tiller ; design, Greg "Sturm" Smith ; additional scenario and campaign design, Tom Wilson, James Rapkins ; graphics, Joseph Amoral ; maps, Michael Avanzini ; music, Thomas Hook.

***Best Practice Recommendation:* Record the game developer in the 245 subfield c only when a clear statement can be transcribed from the disc, packaging, or credits. Otherwise, use a 508 note if the developer or other technical credits can be easily determined.**



## **V. Recording Relationships**

## A. Recording Relationships to Persons, Families & Corporate Bodies (RDA Section 6)

This section deals with recording relationships between entities and the resource—in other words, name added entries.

### Recording Relationships to Persons, Families & Corporate Bodies Associated with a Resource (RDA 18.4.1.2, RDA 18.5.1.3, Appendix I, RDA 19.2 Core element).

#### Core Element

Source: Any source

MARC 700, 710, 720 (rarely 100)

RDA chapter 18 discusses in general terms how to record relationships to a resource and gives instructions for using a relationship designator, which are listed in Appendix I. Chapter 19 gives instructions for relationships to works, chapter 20 is for expressions, chapter 21 for manifestations and chapter 22 for items. When using MARC there is no way to make this distinction unless a 100 or 110 field is used, making the name part of the work identifier. Furthermore, Appendix I, which identifies particular relationships with the resource, has few relationships that are applicable to games. LC-PCC PS 19.2 says that an access point for the first named creator is a core element, but looking at the relationships given in Appendix I.2.1 it is not clear that any of them would be considered a creator of a video game, especially since RDA 6.27.1.3 identifies video games as generally collaborative works. None of the categories in LC-PCC PS 19.2.2.1.1 “Corporate Bodies Considered to be Creators” is applicable to games.

It is not necessary to make added entries for all names recorded in the Statement of Responsibility or in any credit fields (508/511). Generally make added entries for the publisher and game developer. One may make an added entry for a prominently named person, particularly when they are part of the title. Optionally, one may make added entries for prominent voice actors or persons whose likenesses are used in the game, particularly when their images have been captured by motion capture technology

***Best Practice Recommendation:* Make added entries for the publisher and the game developer, and for a prominently named person in the franchise title.**

RDA 18.5.1.3 and the [PCC Guidelines for the Application of Relationship Designators in Bibliographic Records](#) advise using relationship designators from the list in RDA Appendix I and

inputting it in MARC 21 subfield e. If a term is not available in Appendix I, thought should be given to proposing a new term. The [MARC relator term](#) may be used for terms not yet in RDA, but not the MARC relator codes (\$4). If no term is available, even a general term, do not assign a relationship designator (PCC guideline 5).

Though it is not clear from RDA Appendix I, the PCC Guidelines specify that “publisher” may be used as a relationship designator (PCC guideline 4). The term “creator” may also be used, but would be appropriate for a game only if a single person created the game without any collaboration. The term “voice actor” is one of the few appropriate terms in Appendix I. An OLAC request to add the term “game developer” was changed to the existing term “software developer,” so presumably it is intended that “software developer” be used, even though it does not mean exactly the same thing. Record other contributors who are deemed to be important, adding an appropriate relationship designator when one exists.

710 20 \$a Ubi Soft Entertainment (Firm), \$e publisher.

710 20 \$a Crave Entertainment (Firm), \$e publisher.

710 20 \$a Collision Studios.

700 1\_ \$a Tiller, John, \$d 1953- \$e software developer.

700 1\_ \$a Clancy, Tom, \$d 1947-2013.

700 1\_ \$a Druckmann, Neil, \$e screenwriter.

700 1\_ \$a Sydow, Max von, \$d 1929- \$e voice actor.

## B. Recording Relationships to Concepts, Objects, Events and Places (Section 7)

This section in RDA has not been released. Presumably it is meant to cover subjects and possibly genre. Traditionally in American libraries, the Library of Congress provides the policies and controlled vocabulary for subjects and genres. Though topical headings are out of scope for this document, it is necessary to deal with some of the genre issues, as there is no coherent policy from the Library of Congress yet for catalogers of games to follow.

Provide Library of Congress subject headings according to LC policy given in the LC Subject Headings Manual. For computer/video games, a topical heading may be used with subdivisions \$v Computer games or \$x Simulation games.

```
650 _0 $a Stock car racing $v Computer games.  
651 _0 $a Rome $x Civilization $x Simulation games.
```

Supply appropriate genre headings for games. LC has not yet developed formal genre headings (authority record tag 155) for games. An OLAC task force has been formed to explore genre headings for video games. These are some interim guidelines which may be used until formal policies are available.

According to the LC Frequently asked Questions on form genre headings ([http://www.loc.gov/catdir/cpsd/genre\\_form\\_faq.pdf](http://www.loc.gov/catdir/cpsd/genre_form_faq.pdf)) question 34, "If the scope note says that the heading is used for works *of* a given type, then it can be used as a genre/form heading. If the scope note says that a heading is used for works *about* (or *on*) a given topic, then it cannot be used as an LC genre/form heading. If there is no scope note, then the cataloger should use his or her best judgment. If a topical heading cannot be used as an LC genre/form heading, but a library would like to use it in that way, the cataloger may code it as a local heading:

```
655 _7 $a Interactive art. $2 local
```

More of a clarification from the CONSER/BIBCO operations meeting of May 2008 "BIBCO catalogers can add 655 genre headings to BIBCO records coded with the 2nd indicator of "0". In response to a query on this topic, it was later clarified that indeed a 155 subject authority record does not need to exist in LCSH in order for it to be used as a 655-0 on a BIBCO record. LC has in the past used "Video games" and "Computer adventure games" as headings on actual games, so it appears that those and similar headings should be authorized for use as 655s, and such records may be coded as

BIBCO. The heading "Computer games" has a scope note identifying it a topic only and may only be used as 655\_7 \$2local.

Since there are no headings for specific video game genres, when cataloging a video game use the heading "Video games" and, if applicable, one or more of the specific game genres. Many actual game genres have no LC headings, so those terms may be used in the 380 field to describe the type or genre of the game. LC also has headings for specific brands of games, such as Sega Dreamcast video games, but not for all brands. It is uncertain if it is appropriate to use those headings as genres. Genre terms are not subdivided.

Presumably, authorized genres are:

- Video games
- Computer adventure games
- Computer baseball games
- Computer flight games
- Computer war games
- Computer word games
- Educational games
- Fantasy games (this is a narrower term from Role playing)
- Simulation games
- Video wrestling games

## **C. Recording Relationships between Works, Expressions, Manifestations & Items (section 8)**

This section in RDA covers formal and informal contents notes as well as access points for contained and other related works.

### **Recording Relationships between Works, Expressions, Manifestations & Items (RDA 24.4, 25.1, 26.1, RDA Appendix J)**

**Core for LC/PCC “unless burdensome”**

**Source: Any source**

**MARC 500, 505, 730, 740**

When cataloging a resource that is a compilation of games that has a collective title, record the names of the individual games in the 505 field unless there are so many as to be burdensome (LC-PCC-PS 25.1). LC practice is to not use an enhanced contents note (MARC 21 505 2<sup>nd</sup> indicator 0 with subfields t, r and g). However, PCC has not stated any such restrictions, so use of the enhanced contents note is up to the individual library. If not using an enhanced content note, optionally, record the game titles also as authorized access points. If there is no collective title, the titles are recorded as part of the title field (MARC 245) in the order in which they appear in the resource (RDA 2.3.2.9), and then should also be recorded as authorized access points (as there are not likely enough to be burdensome).

To create an authorized access point for a game in a compilation, see the practice for creating authorized access points for work or expression in Section 2. For MARC 21, these access points will be recorded in field 730 (NOT 246). A relationship designator is encouraged, even when the relationship is already expressed in the indicators (PCC guideline 14, use designators from RDA Appendix J). What this means is that contained works should go in MARC field 730 with a second indicator 2 AND the authorized access point should be preceded by a subfield i for the relationship designator. For works in a compilation, the relationship designator will be “container of (work):” followed by a subfield a for the authorized access point.

Other contained works, including accompanying materials (e.g. a book on the animation, a sound track CD, guidebooks, untitled miscellanea, etc.) and minor works (e.g. previews of other games, storyboards, film clips) may be noted in structured or unstructured notes (RDA 24.4.3).

Significant accompanying works may also be treated as contained works as for compilations. Otherwise, if the title of a minor accompanying work needs to have an access point, generally use MARC 21 field 740 with a second indicator 2 (LC-PCCPS 2.3.6.3, section on Best practices for making variant titles for other titles borne by the item, B, Accompanying materials—though, note, this only mentions the 740 method). Also use field 740 when a variant title access point is needed for a work traced in another 740 or whose authorized access point is given in a 700 subfield t or 730 field.

Relationships to other works may be expressed in a structured or unstructured note (RDA 24.4.3). This will commonly be games which are derived from another work. To create an authorized access point for a related work, see the practice for creating authorized access points for work or expression in Section 2. Some related works may be entered under the authorized name of an author (e.g. for a game derived from a book). For MARC 21, these access points will be recorded in field 700. A game derived from a collaborative work like a film, television program, or another game will be recorded in field 730. In either case, the second indicator should be blank. A relationship designator is encouraged (PCC guideline 14, use designators from RDA Appendix J). As with the contained works, the authorized access point should be preceded by a subfield i for the relationship designator. This will most often be “video game adaptation of (work):” followed by a subfield a for the authorized access point. If no relationship designator is appropriate, do not record a relationship designator.

```
245 00 $a Banjo-Kazooie: nuts & bolts / $c Rare. Viva piñata /
Rare.
730 02 $a $i Container of (work): $a Banjo-Kazooie: nuts & bolts.
730 02 $a $i Container of (work): $a Viva piñata.
(Resource with two works, no collective title and authorized access point for the related (contained) works.
Yes, you trace both—consider that if the authorized access point for the first work were different from the
245 subfield a you would not be able to use it as a 130 because the 130 can only be for the resource as a
whole and not one of the contained works.)
```

```
245 00 $a Jak and Daxter collection.
505 0_ $a Jak and Daxter: the precursor legacy -- Jak II -- Jak
3.
730 02 $a $i Container of (work): $a Jak and Daxter: the
precursor legacy.
730 02 $a $i Container of (work): $a Jak II.
730 02 $a $i Container of (work): $a Jak 3.
(Resource with collective title, contents note and authorized access points for the related (contained)
works)
```

```
245 00 $a Capcom classics collection.
```

505 00 \$t 1942 -- \$t 1943 -- \$t 1943 Kai -- \$t Bionic commando --  
\$t Commando -- \$t Exed exes -- \$t Final fight -- \$t Forgotten  
world -- \$t Ghosts n' goblins -- \$t Ghouls n' ghosts -- \$t  
Gun.smoke -- \$t Legendary wings -- \$t Mercs -- \$t Pirate ship  
higemaru -- \$t Section Z -- \$t Son son -- \$t Street fighter II --  
\$t Street fighter II: champion edition -- \$t Street fighter II:  
hyper fighting -- \$t Super ghouls n' ghosts -- \$t Trojan -- \$t  
Vulgus.

*(Resource with collective title and enhanced contents note)*

740 02 \$a Empire master, the manual

*(Access point for title of accompanying manual when it is decided not to treat it as a separate work)*

730 0\_ \$i Video game adaptation of (work): \$a Camp Lazlo.

*(Authorized access point for a related work)*



# VI. Resources

## RDA Cataloging Resources

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### Video Game Resources

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# VII. Appendix

## Record examples

### Example 1.

4 ¾ in. DVD, PC

LDR/06 Type of Record	m	LDR/07 Bib Lvl	m	LDR/18 Desc Cat Form	i
--------------------------	---	-------------------	---	-------------------------	---

008/06 Type of Date	s	008/07-10 Date1	2009	008/11-14 Date2	blank
008/15-17 Place of pub	cau	008/22 Target Audience	e	008/23 Form of Item	q
008/26 Type of Comp File	g	008/28 Govt Pub	blank	008/35-37 Language	eng

```

007  __ $a c $b o $d c $e g $f a
040  __ $a XXX $b eng $e rda $c XXX $d XXX
024  _1 $a 047875332935
042  __ $a pcc
130  0_ $a Prototype (Computer game : 2009)
245  10 $a Prototype.
250  __ $a PC DVD.
264  _1 $a Los Angeles, CA : $b Activision Publishing Inc., $c [2009].
264  _4 $c ©2009
300  __ $a 1 computer disc : $b sound, color ; $c 4 3/4 in.
336  __ $a three-dimensional moving image $b tdm $2 rdacontent
336  __ $a computer program $b cop $2 rdacontent
337  __ $a computer $b c $2 rdamedia
338  __ $a computer disc $b cd $2 rdacarrier
344  __ $a digital $2 rdatr
344  __ $b optical $2 rdarm
380  __ $a 3rd person 3-D action computer game.
538  __ $a System requirements: Windows XP, Vista; Intel Core 2 Duo 1.86 GHz
or AMD Athlon 64 X2 4000+ or better; 8 GB free hard drive space; 1 GB RAM
memory for Windows XP (2 GB for Vista); all NVIDIA GeForce 7800 GT 256 MR and
better chipsets, all ATI Radeon X1800 256 MB and better chipsets.

```

538 \_\_ \$a Disc characteristics: DVD-ROM.  
508 \_\_ \$a Developed by Radical Entertainment.  
500 \_\_ \$a Includes booklet (9 pages).  
521 \_\_ \$a ESRB rating: M, Mature 17+ (blood and gore, intense violence, strong language).  
500 \_\_ \$a Title from disc label.  
520 \_\_ \$a "You are Alex Mercer, the PROTOTYPE, the ultimate shape-shifting

weapon. With no memory and no mercy, hunt your way to the heart of the conspiracy which created you, making those responsible pay! Deadly shape-shifting action ... over-the-top locomotion & agility ... consume and become"--Container.

650 \_0 \$a Shapeshifting \$v Computer games.  
650 \_0 \$a Abnormalities, Human \$v Computer games.  
650 \_0 \$a Motor ability \$v Computer games.  
655 \_0 \$a Computer adventure games.  
655 \_0 \$a Fantasy games.  
655 \_0 \$aVideo games.  
710 2\_ \$a Activision (Firm), \$e publisher.  
710 2\_ \$a Radical Entertainment (Firm)  
753 \_\_ \$c Microsoft Windows XP  
753 \_\_ \$c Microsoft Windows Vista

Example 2.

4 ¾ in. , Windows/Mac

LDR/06 Type of Record	m	LDR/07 Bib Lvl	m	LDR/18 Desc Cat Form	i
-----------------------------	---	-------------------	---	-------------------------	---

008/06 Type of Date	s	008/07-10 Date1	2014	008/11-14 Date2	blank
008/15-17 Place of pub	xxu	008/22 Target Audience	e	008/23 Form of Item	q
008/26 Type of Comp File	g	008/28 Govt Pub	blank	008/35-37 Language	eng

007 \_\_ \$a c \$b o \$d c \$e g \$f a  
040 \_\_ \$a XXX \$b eng \$e rda \$c XXX \$d XXX  
024 1\_ \$a 020626729154  
042 \_\_ \$a pcc  
090 \_\_ \$b  
245 00 \$a Diablo III: reaper of souls.  
246 3\_ \$a Diablo: reaper of souls  
246 3\_ \$a Diablo 3: reaper of souls  
246 30 \$a Reaper of souls  
250 \_\_ \$a Expansion set.  
250 \_\_ \$a [Windows and Mac].  
264 \_1 \$a [United States] : \$b [Blizzard Entertainment] \$c [2014]  
264 \_4 \$c ©2014  
300 \_\_ \$a 1 computer disc : \$b sound, color ; \$c 4 3/4 in.  
336 \_\_ \$a two-dimensional moving image \$b tdi \$2 rdacontent  
336 \_\_ \$a computer program \$b cop \$2 rdacontent  
337 \_\_ \$a computer \$b c \$2 rdamedia  
338 \_\_ \$a computer disc \$b cd \$2 rdacarrier  
344 \_\_ \$a digital \$2 rdatr  
344 \_\_\_ \$b optical \$2 rdarm  
380 \_\_ \$a Isometric action RPG.  
538 \_\_ \$a System requirements for Windows: Windows XP, Vista, 7, 8 (latest service pack) (Windows 7 or 8 recommended) ; Intel Pentium D or AMD Athlon; 64 X2; 2 GB RAM; NVIDIA GeForce 7800 GT or ATI Radeon X1940 Pro; 24 GB available HD space; Broadband internet connection, keyboard, mouse, DVD-ROM

drive, 1024/768 minimum display resolution; requires full version of Diablo III to play; Battle.Net registration required.

538 \$a System requirements for Mac: OS X 10.8 (latest version) (OS X 10.9 recommended) ; Intel Core 2 Duo; 4 GM RAM; NVIDIA GeForce 8600M or ATE Radeon HD 2600 pro; 24 GB available HD space; Broadband internet connection, keyboard, mouse, DVD-ROM drive, 1024/768 minimum display resolution; requires full version of Diablo III to play; Battle.Net registration required.

538 \$a Disc characteristics: DVD-ROM.

521 8\_ \$a ESRB rating: M (Mature, 17+, blood and gore, violence).

500 \_\_ \$a Title from disc label.

508 \_\_ \$a Developed by Blizzard.

520 \_\_ \$a "The first expansion for Blizzard's popular RPG Diablo III, Reaper

of Souls raises the level cap from 60 to 70, adds one new character class and one new artisan, adds a fifth act to the campaign, and introduces the new Adventure mode. The new Crusader class offers heavy armor, strong weapons, and holy magic as players battle a variety of new enemies and attempt to prevent the Angel of Death from destroying humanity. The Mystic artisan can enhance character equipment, and the Adventure mode lets gamers freely roam the entire world to accept bounties and explore dungeons."--AllGame guide.

650 \_0 \$a Good and evil \$v Computer games.

650 \_0 \$a Battles \$v Computer games.

650 \_0 \$a Superheroes \$v Computer games.

655 \_0 \$a Fantasy games.

655 \_0 \$a Computer adventure games.

655 \_0 \$a Video games.

710 2\_ \$a Blizzard Entertainment (Firm), \$e publisher.

753 \_\_ \$c Microsoft Windows XP

753 \_\_ \$c Microsoft Windows Vista

753 \_\_ \$c Microsoft Windows 7

753 \_\_ \$c Microsoft Windows 8

753 \_\_ \$c Apple Mac OS X 10.8

753 \_\_ \$c Apple Mac OS X 10.9

Example 3.

3 ½ in. disc, Mac

LDR/06 Type of Record	m	LDR/07 Bib Lvl	m	LDR/18 Desc Cat Form	i
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008/06 Type of Date	s	008/07-10 Date1	1991	008/11-14 Date2	blank
008/15-17 Place of pub	mau	008/22 Target Audience	blank	008/23 Form of Item	q
008/26 Type of Comp File	g	008/28 Govt Pub	blank	008/35-37 Language	eng

007 \_\_ \$a c \$b j \$d c \$e a \$f a  
 040 \_\_ \$a XXX \$b eng \$e rda \$c XXX  
 042 \_\_ \$a pcc  
 090 \_\_ \$b  
 245 00 \$a Empire master.  
 250 \_\_ \$a For the Macintosh.  
 264 \_1 \$a [Massachusetts?] : \$b [Christopher Eliot] ; \$c [1991]  
 264 \_4 \$c ©1991  
 300 \_\_ \$a 1 computer disc : \$b sound, color ; \$c 3 1/2 in.  
 300 \_\_ \$a 50 pages : \$b illustrations ; \$c 22 cm.  
 336 \_\_ \$a two-dimensional moving image \$b tdi \$2 rdacontent  
 336 \_\_ \$a computer program \$b cop \$2 rdacontent  
 337 \_\_ \$a computer \$b cop \$2 rdamedia  
 338 \_\_ \$a computer disc \$b cd \$2 rdacarrier  
 344 \_\_ \$a digital \$2 rdatr  
 344 \_\_\_ \$b magnetic \$2 rdarm  
 380 \_\_ \$a Computer war game.  
 538 \_\_ \$a System requirements: Macintosh; system 6 or higher; some features  
 will work only with System 7.  
 508 \$a Originator and primary author, Christopher Eliot; co-developer,  
 Clayton Prestia.  
 500 \_\_ \$a Title from disc label.  
 500 \_\_ \$a Accompanying booklet entitled: Empire master, the manual.  
 500 \_\_ \$a Earlier versions of the game were called Empire builder.



520 \_\_ \$a "A computerized war game for the Macintosh. You start out with a  
signe city in an unknown world. Your city builds units which move out to  
explore the world, finding and conquering more cities."--Booklet page 1.  
650 \_0 \$a Imperialism \$e Computer games.  
655 \_0 \$a Computer war games.  
655 \_0 \$a Video games.  
700 1\_ \$a Eliot, Christopher, \$e publisher.  
730 0\_ \$i Preceded by (work): \$a Empire builder (Computer game : Eliot).  
740 02 \$a Empire master, the manual.  
753 \_\_ \$c Apple Mac OS System 6  
753 \_\_ \$c Apple Mac OS System 7

Example 4

PlayStation Portable (PSP)

LDR/06 Type of Record	m	LDR/07 Bib Lvl	m	LDR/18 Desc Cat Form	i
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008/06 Type of Date	s	008/07-10 Date1	2006	008/11-14 Date2	blank
008/15-17 Place of pub	cau	008/22 Target Audience	e	008/23 Form of Item	q
008/26 Type of Comp File	g	008/28 Govt Pub	blank	008/35-37 Language	eng

007 \_\_ \$a c \$b c \$d c \$e z \$f a  
040 \_\_ \$a XXX \$b eng \$e rda \$c XXX \$d XXX  
024 1\_ \$a 008888333036  
024 8\_ \$a ULUS 10070  
028 52 \$a 333036 \$b Ubisoft  
042 \_\_ \$a pcc  
090 \_\_ \$b  
245 00 \$a Tom Clancy's splinter cell: essentials.  
246 30 \$a Splinter cell: essentials  
246 30 \$a Essentials  
250 \_\_ \$a PSP.  
264 \_1 \$a San Francisco, CA : \$b Ubisoft, Inc., \$c [2006]  
264 \_4 \$c ©2006  
300 \_\_ \$a 1 computer disc cartridge : \$b sound, color ; \$c 7 cm + \$e 1 volume  
(28 pages : illustrations ; 17 cm)  
336 \_\_ \$a two-dimensional moving image \$b tdi \$2 rdacontent  
336 \_\_ \$a computer program \$b cop \$2 rdacontent  
337 \_\_ \$a computer \$b c \$2 rdamedia  
338 \_\_ \$a computer disc cartridge \$b ce \$2 rdacarrier  
344 \_\_ \$a digital \$2 rdatr  
344 \_\_ \$b optical \$2 rdarm  
347 \_\_ \$e region 1 \$2 rdare  
380 \_\_ \$a Action stealth video game.  
538 \_\_ \$a System requirements: PlayStation Portable (PSP) ); Region 1; wi-fi  
compatible.  
538 \$a Disc characteristics: UMD (Universal media disc).

500 \_ \$a 1-2 players.  
521 8\_ \$a ESRB rating: M (Mature 17+; strong language, violence)  
508 \_ \$a Developed by Ubisoft.  
500 \_ \$a Title from disc label.  
520 \_ \$a "Tom Clancy's Splinter Cell: Essentials creeps its way onto PSP in an espionage adventure that touches upon Sam Fisher's entire career, from his time as a Navy SEAL to the death of his daughter, fleshing out the storylines in each console game in the process. The viewpoint is similar to the console versions, with players controlling Fisher from a third-person perspective in a variety of outdoor and indoor 3D environments, some of which include levels introduced in earlier games. The handheld title runs on a modified version of Splinter Cell: Pandora Tomorrow's graphic engine on PS2, incorporating such trademark effects as real-time lighting. "--AllGame guide.  
650 \_0 \$a Special operations (Military science) \$v Computer games.  
650 \_0 \$a Espionage \$v Computer games.  
655 \_0 \$a Computer adventure games.  
655 \_0 \$a Video games.  
700 1\_ \$aClancy, Tom, \$d 1947-2013.  
710 2\_ \$a Ubi Soft Entertainment (Firm), \$e publisher.  
753 \_ \$a Sony PlayStation Portable

Example 5  
Game Boy Advance

LDR/06 Type of Record	m	LDR/07 Bib Lvl	m	LDR/18 Desc Cat Form	i
-----------------------------	---	-------------------	---	-------------------------	---

008/06 Type of Date	s	008/07-10 Date1	2005	008/11-14 Date2	blank
008/15-17 Place of pub	nju	008/22 Target Audience	g	008/23 Form of Item	q
008/26 Type of Comp File	g	008/28 Govt Pub	blank	008/35-37 Language	eng

007 \_\_ \$a c \$b b \$d c \$e z \$f a  
040 \_\_ \$a XXX \$b eng \$e rda \$c XXX  
024 1\_ \$a 096427014621  
024 8\_ \$a AGB-BLNE-USA \$q (label)  
024 8\_ \$a AGB P BLNE \$q (container)  
042 \_\_ \$a pcc  
245 00 \$a Loony tunes double pack.  
250 \_\_ \$a Game Boy Advance.  
264 \_1 \$a Edison, N.J. : \$b Majesco Entertainment, \$c [2005]  
264 \_4 \$c ©2005  
300 \_\_ \$a 1 computer chip cartridge : \$b sound, color ; \$c 6 cm  
336 \_\_ \$a two-dimensional moving image \$b tdi \$2 rdacontent  
336 \_\_ \$a computer program \$b cop \$2 rdacontent  
337 \_\_ \$a computer \$b c \$2 rdamedia  
338 \_\_ \$a computer chip cartridge \$b ce \$2 rdacarrier  
344 \_\_ \$a digital \$2 rdatr  
347 \_\_ \$e USA  
380 \_\_ \$a Racing video games.  
538 \_\_ \$a System requirements: Game Boy Advance.  
500 \_\_ \$a Accompanied by two booklets (9 cm): Instruction booklet and  
Precautions booklet.  
521 8\_ \$a ESRB rating: E (Everyone).  
500 \_\_ \$a Title from cartridge label.  
520 \_\_ \$a Two racing games based on Loony Tunes characters.

505 0\_ \$a Dizzy driving -- Acme antics.  
630 00 \$a Looney tunes \$v Computer games.  
650 \_0 \$a Racing \$v Computer games.  
655 \_0 \$a Video games.  
710 2\_ \$a Majesco Entertainment (Firm), \$e publisher.  
730 0\_ \$i Video game adaptation of (work): \$a Looney tunes.  
730 02 \$i Container of (work): \$a Dizzy driving.  
730 02 \$i Container of (work): \$a Acme antics.  
753 \_\_ \$a Nintendo Game Boy Advance



500 \_\_ \$a Title from disc label.  
500 \_\_ \$a Includes booklet laid in container (23 pages : illustrations ; 12 cm).  
520 \_\_ \$a "The sequel to Razor Freestyle Scooter, Razor Racing has the same Tony Hawk-inspired gameplay but more of a focus on racing the small scooters carrying the Razor brand. The game includes 13 different characters to play and six areas in three cities. Each city has a track and a park. Once you successfully win the track race, you then have to beat a specified score in the freestyle park, which will then unlock the next city. Players can also collect token, to make available new characters. By performing tricks and adding to the score, players can unlock new tricks and upgraded abilities such as better and increased speed. The multiplayer modes include Time Trial, Trick Parks, Freestyle Race and Circuit."--Moby Games.  
650 \_0 \$a Scooters \$v Computer games.  
650 \_0 \$a Racing \$v Computer games.  
655 \_0 \$a Video games.  
710 2\_ \$a Crave Entertainment (Firm), \$e publisher.  
710 2\_ \$a Vision Scape Interactive, Inc.  
753 \_\_ \$a Sony PlayStation

Example 7  
Game Boy Color

LDR/06 Type of Record	m	LDR/07 Bib Lvl	m	LDR/18 Desc Cat Form	i
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008/06 Type of Date	s	008/07-10 Date1	2001	008/11-14 Date2	blank
008/15-17 Place of pub	cau	008/22 Target Audience	g	008/23 Form of Item	q
008/26 Type of Comp File	g	008/28 Govt Pub	blank	008/35-37 Language	eng

```

007 __ $a c $b b $d c $e z $f a
040 __ $a XXX $b eng $e rda $c XXX
020 __ $a 1584162228
020 __ $a 9781584162223
024 1_ $a 047875802155
024 8_ $a CGB-B2SE-USA $q (label)
024 8_ $a CGB P B2SE $q (container)
042 __ $a pcc
245 00 $a Spider-man 2: the sinister six / $c developed by Torus Games.
246 3_ $a Spiderman 2: the sinister six
246 30 $a Spider-man 2
246 3_ $a Sinister six Spider-man 2
250 __ $a Game Boy Color.
264 _1 $a Los Angeles, CA : $b Activision, $c [2001]
264 _4 $c ©2001
300 __ $a 1 computer chip cartridge : $b sound, color ; $c 6 cm
336 __ $a two-dimensional moving image $b tdi $2 rdacontent
336 __ $a computer program $b cop $2 rdacontent
337 __ $a computer $b c $2 rdamedia
338 __ $a computer chip cartridge $b ce $2 rdacarrier
344 __ $a digital $2 rdatr
347 __ $e USA
380 __ $a Side-scrolling platform video game.
538 __ $a System requirements: Game Boy Color.

```



500 \$a Accompanied by two booklets (9 cm): Instruction booklet and Consumer information and precautions booklet.

521 8\_ \$a ESRB rating: E (Everyone, mild violence).

500 \_\_ \$a Title from cartridge label.

520 \_\_ \$a "Doctor Octopus has kidnapped Aunt May and unleashed The Sinister

Six on Spider-Man. It's time to swing through 18 deadly levels to save your aunt and defeat this supergroup of villains. At your disposal are punches, kicks and webbing that paralyzes your foes. To stay alive, you'll need to collect power-ups like life, health and web cartridges. A password system is used to save your place in the game."--All game guide.

650 \_0 \$a Spider-Man (Fictitious character) \$v Computer games.

655 \_0 \$a Computer adventure games.

655 \_0 \$a Video games.

710 2\_ \$ Activision (Firm), \$e publisher.

710 2\_ \$a Torus Games (Firm)

753 \_\_ \$a Nintendo Game Boy Color

Example 8

Nintendo Game Cube, 3 1/8 in. computer disc

LDR/06 Type of Record	m	LDR/07 Bib Lvl	m	LDR/18 Desc Cat Form	i
-----------------------------	---	-------------------	---	-------------------------	---

008/06 Type of Date	s	008/07-10 Date1	2002	008/11-14 Date2	blank
008/15-17 Place of pub	nju	008/22 Target Audience	e	008/23 Form of Item	q
008/26 Type of Comp File	g	008/28 Govt Pub	blank	008/35-37 Language	eng

007 \_\_ \$a c \$b o \$d c \$e z \$f a  
040 \_\_ \$a XXX \$b eng \$e rda \$c XXX \$d XXX  
024 1\_ \$a 096427012924  
024 8\_ \$a DO-DOL-GBDE-USA \$q (label)  
024 8\_ \$a DOL P GBDE \$q (container)  
042 \_\_ \$a pcc  
090 \_\_ \$b  
130 0\_ \$a Bloodrayne (Video game)  
245 10 \$a Bloodrayne / \$c developed by Terminal Reality.  
250 \_\_ \$a Nintendo Game Cube.  
264 \_1 \$a Edison, NJ : \$b Majesco Sales Inc., \$c [2002]  
264 \_4 \$c ©2002  
300 \_\_ \$a 1 computer disc : \$b sound, color ; \$c 3 1/8 in.  
336 \_\_ \$a three-dimensional moving image \$b tdm \$2 rdacontent  
336 \_\_ \$a computer program \$b cop \$2 rdacontent  
337 \_\_ \$a computer \$b c \$2 rdamedia  
338 \_\_ \$a computer disc \$b cd \$2 rdacarrier  
344 \_\_ \$a digital \$2 rdatr  
344 \_\_\_ \$b optical \$2 rdarm  
347 \_\_ \$e USA  
380 \_\_ \$a Third-person 3-D action video game.  
538 \_\_ \$a System requirements: Nintendo Game Cube; memory card uses 1 block.  
500 \_\_ \$a Accompanying booklets (16 cm) are: Instruction booklet and  
Precautions booklet.  
500 \$a One player.

521 8\_ \$a ESRB rating: M (Mature, blood and gore, strong language, violence).

500 \_\_ \$a Title from disc label.

520 \_\_ \$a "BloodRayne is a third-person action title starring a secret operative whose mission is to wipe out opposing threats to world security. As female agent BloodRayne, players will be able to tap into her natural talents for hunting down enemies by using her traits as both a human and vampire. Armed with two wrist-mounted silver blades, Rayne can slice and dice would-be assailants as well as throw projectiles or use various firearms."--All game guide.

650 \_0 \$a Vampires \$v Computer games.

650 \_0 \$a Computer adventure games.

655 \_0 \$a Video games.

710 2\_ \$a Majesco Sales, Inc., \$e publisher.

710 2\_ \$a Terminal Reality (Firm)

753 \_\_ \$a Nintendo GameCube (NTSC-U/C)

Example 9

Game available online, Provider-neutral

- Game available online catalogued as an integrating resource based on the rationale that, similar to a website, the game receives updates and patches even if this is not explicitly stated.
- Note PCC best practice to include 264 field first indicator 3 for integrating resources to indicate current/latest.

LDR/06 Type of Record	m	LDR/07 Bib Lvl	i	LDR/18 Desc Cat Form	i
-----------------------------	---	-------------------	---	-------------------------	---

008/06 Type of Date	c	008/07-10 Date1	2012	008/11-14 Date2	9999
008/15-17 Place of pub	cau	008/22 Target Audience	blank	008/23 Form of Item	o
008/26 Type of Comp File	g	008/28 Govt Pub	blank	008/35-37 Language	eng

```
007 __ $a c $b r $c # $d c $e n $f a $g ||| $h m $i | $j | $k | $l |
040 __ $a XXX $b eng $e rda $e pn $c XXX $d XXX
```

```
245 00 $a Realm of the mad god.
250 $a [Windows and Mac].
264 31 $a [San Francisco, CA] : $bKabam, $c 2012-
300 __ $a 1 online resource : $b sound, color
336 __ $a two-dimensional moving image $b tdi $2 rdacontent
336 __ $a computer program $b cop $2 rdacontent
337 __ $a computer $b c $2 rdamedia
338 __ $a online resource $b cr $2 rdacarrier
344 __ $a digital $2 rdatr
380 __ $a MMO game.
500 __ $a Multi-player, cross-platform multiplayer, co-op, Steam
```

achievements, stats.

```
506 0_ $a Free to play.
508 __ $a Developed by Wild Shadow Studios.
520 __ $a "Team up with dozens of players and battle through the Realm of the
```

Mad God, Oryx. With a retro 8-bit style, Realm is an evolution of traditional MMO gameplay. A dozen classes and hundreds of items to discover means Realm is easy to play but difficult to master" -- Steam.

538 \$a System requirements for Windows: Windows XP or later, 2.33GHz or faster x86-compatible, 1 GB RAM, 100 MB HD space.

538 \$a System requirements for Mac: Mac OS X v.10.6 or later, Intel Core Duo or faster, 1 GB RAM, 100 MB HD space.  
588 \$a Description based on online resource; title from Steam resource page viewed December 5, 2014.  
655 \_0 \$a Computer adventure games.  
655 \_0 \$a Video games.  
650 \_0 \$a Battles \$v Computer games.  
710 2\_ \$a Kabam (Firm) \$e publisher.  
710 2\_ \$a Wild Shadow Studios.  
753 \_ \$c Microsoft Windows XP  
753 \_ \$c Apple Mac OS X 10.6  
856 40 \$u <http://store.steampowered.com/app/200210/>

Example 10

Game available online, Provider-neutral

- Game available online catalogued as monograph based on the rationale that the game is archived for preservation purposes and will not receive updates. Games in emulation are an exception to the standard treatment to catalogue games available online as integrating resources.
- Note: as a provider neutral record, the original publisher and date is used in the 264 with distribution service in the 588 field.

LDR/06 Type of Record	m	LDR/07 Bib Lvl	m	LDR/18 Desc Cat Form	i
-----------------------------	---	-------------------	---	-------------------------	---

008/06 Type of Date	s	008/07-10 Date1	1981	008/11-14 Date2	blank
008/15-17 Place of pub	cau	008/22 Target Audience	blank	008/23 Form of Item	o
008/26 Type of Comp File	g	008/28 Govt Pub	blank	008/35-37 Language	eng

007 \_\_ \$a c \$b r \$c \_ \$d c \$e n \$f a \$g ||| \$h m \$i | \$j | \$k | \$l |  
 040 \_\_ \$a XXX \$b eng \$e rda \$e pn \$c XXX \$d XXX

130 0\_ \$a Venture (Video game : 1981)

245 10 \$a Venture.

250 \$a [Windows and Mac].

264 \_1 \$a [Sunnyvale, CA] : \$bExidy, \$c 1981.

300 \_\_ \$a 1 online resource : \$b sound, color

336 \_\_ \$a two-dimensional moving image \$b tdi \$2 rdacontent

336 \_\_ \$a computer program \$b cop \$2 rdacontent

337 \_\_ \$a computer \$b c \$2 rdamedia

338 \_\_ \$a online resource \$b cr \$2 rdacarrier

344 \_\_ \$a digital \$2 rdatr

380 \_\_ \$a Maze, shooter game.

506 0\_ \$a Open access.

508 \_\_ \$a Developed by Exidy.

520 \_\_ \$a The goal of Venture is to collect treasure from a dungeon. The

player, named Winky, is equipped with a bow and arrow and explores a dungeon with rooms and hallways. The hallways are patrolled by large, tentacled monsters (the "Hallmonsters") who cannot be injured, killed, or stopped in any way. Once in a room, the player may kill monsters, avoid traps and gather

treasures. If they stay in any room too long, a Hallmonster will enter the



room, chase and kill them. The more quickly the player finishes each level, the higher their score - Internet Arcade.

538 \$a System requirements: in-browser emulation Javascript MESS (JSMESS) player runs in most modern browsers and maps to most keyboards.

588 \$a Description based on online resource; title from Internet Arcade resource page viewed December 5, 2014.

655 \_0 \$a Computer adventure games.

655 \_0 \$a Video games.

650 \_0 \$a Maze puzzles \$v Computer games.

650 \_0 \$a Shooting \$v Computer games.

710 2\_ \$a Exidy (Firm) \$e publisher.

753 \_ \$c Microsoft Windows.

753 \_ \$c Apple Mac OS

856 40 \$u [https://archive.org/details/arcade\\_venture](https://archive.org/details/arcade_venture)