

Video Games: Cataloging Guidelines UO Libraries

The following guidelines are for selected elements in the record: those that are specific to the computer files format, or for which we want to document our decisions and practices relating to games. It is assumed that catalogers will consult AACR2, LCRIs, and other relevant documentation for general cataloging information.

Descriptive cataloging:

Fixed field elements:

Type: m (computer files)

File: g (game) -- *file is for recreational or educational use. Usually text and software, including videogames*

i (interactive multimedia) – *item supports navigation through and manipulation of many kinds of media (audio, video, etc.) in which the user has an almost conversational interaction with the computer*

Variable fields:

007 \$a c \$b o \$d c \$e g \$f a -- optical disc, 4 ¾ in., color & sound

\$a= category of material: c (computer file)

\$b= specific material designation: o (optical disc), b (chip cartridge)

\$d= color: typically c (multi-color)

\$e= dimensions: g (4 ¾ in. disc), a (3 ½ in. disc), z (other, chip cartridge)

\$f= sound: a (sound), blank (no sound), u (unknown)

049 [GAME]ORVN

099 Accession number (five digits) followed by the platform:

DS

GC

PS1

PS2

PS3

PSP

XBox

XBox360

Wii

245 include \$h [electronic resource] – whether on CD or on game card/chip
use \$n and \$p as appropriate for numbered and/or named parts of a game

246 *Relevant rule to note: AACR2 1.7B4:* Make notes on titles by which a bibliographic resource is commonly known or on titles borne by the resource other than the title proper if considered to be important.

246 1_ Commonly known as: \$a LCIB

Add a 246 for a “commonly known” name if it seems likely that users might search under it.

250 Give the platform as an edition statement if the game is issued in different versions for different platforms.

Relevant rule: AACR2 9.2B2: In case of doubt about whether a statement is an [edition](#) statement, take the presence of words such as *edition*, *issue*, *version*, *release*, *level*, *update* (or their equivalents in other languages) as evidence that the statement is an edition statement, and transcribe it as such.

300 1 computer optical disc -- (*we are not applying the option to give 1 CD-ROM*)
1 computer chip cartridge

\$b sd., col. – if easily determinable

\$c size – diameter for CDs and DVDs (usually 4 ¾ in. or 3 ½ in.)
length of computer chip cartridge (e.g. 2 ½ in.)

\$e – give brief description of accompanying material, no need to give pagination or dimensions: 1 instruction booklet; 1 user guide, etc.

Note fields:

538 Give System requirements as the first note. Use the following terminology:

Nintendo DS

Nintendo GameCube

Nintendo Wii

PlayStation 1

PlayStation 2

PlayStation 3

Xbox

Xbox 360

If the game has an online component with separate system requirements, summarize these in a separate 538 field. Patrons typically need to have their own paid subscription to an online gaming service to make use of these features.

Example:

Xbox Live requirements: paid subscription; Internet service (cable or DSL); Ethernet cable

500 Always note source of title.

Include a note giving number of players if easily determined

- 521** Leave in ESRB ratings if present; add if lacking and easily determined. Omit parenthetical information (mild lyrics, suggestive themes, animated blood)
- 520** Include a brief objective summary if easily determined.
- 710** Give the heading for the game manufacturer.
- 753** System Details Access to Computer Files (The type of machine, programming language and/or operating system used with computer files and accompanying material).

Give the name of the game platform here. Use the following terminology, as these phrases are used in keyword searches for games on a particular platform:

Nintendo DS
Nintendo GameCube
Nintendo Wii
PlayStation 1
PlayStation 2
PlayStation 3
Xbox
Xbox 360

- 856** Provide a link to the Game and Equipment Policies page:

856 4_ \$u <http://libweb.uoregon.edu/scilib/games-info.html> \$z Game and Equipment Policies

Subject cataloging:

- 65X** Subject headings:

Evaluate the subject headings on copy carefully. Remember that subject headings express the content/topic of the item. Common errors are to give the name of the game as a subject heading or a heading such as “Nintendo video games”. Delete such headings in copy.

Bring out the topic of the game followed by the form subdivision **\$v Computer games** when possible. Often it will not be possible; many games will have no subject headings. Examples:

610 20 National Football League \$v Computer games (*for Madden NFL*)
650 _0 Dance \$v Computer games (*for DDR*)

If a game is a computer simulation of a practice or activity that is not a sport or game, add a heading for it followed by **\$x Computer simulation**. Example:

650 _0 Medicine \$x Computer simulation (*for Trauma center*)

Don't include headings for the same topic with both **\$v Computer games** and **\$x Computer simulation**.

655 Add the following genre term to all games:

655 _0 Video games.

Delete other genre terms.

Item records:

Itype: 15 (use this for ALL games, disc or cartridge)

Location: orvng (SCI Game)

Other library collections that may be helpful for browsing:

Simon Fraser University: <http://www.lib.sfu.ca/about/surrey/gamesroom.htm>

Univ. of Illinois at Urbana-Champaign: <http://www.library.uiuc.edu/gaming/games.html>