Video Games Pwn the Library

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Introduction

1. Convince your administration to collect video games.
2. Develop a collection development policy for video games.
3. How to catalog the video games.
4. How to circulate your collection with maximum efficiency.

Creation of a Collection Development Policy

Define the types of games the library will be collecting. Consider if the library will also be acquiring the consoles on which to play these games.

Options:
- Contemporary games (Wii, PlayStation 3, Xbox 360, Nintendo DS, PSP)
- Vintage games (Atari 2600, Game Cube, PlayStation 1 & 2, Xbox, Nintendo64, GameBoy and many others)
- Multi-player vs. single player games
- Online vs. Console only games
- Best selling vs. educational only games
- The rating of the game might also come into consideration (video games are given ratings from E for everyone to M for mature audiences only).

The University of Oregon has decided that the collection will include examples of games from currently popular platforms. Consoles, accessories and games were purchased for the Wii, PlayStation 3, Xbox 360, and Nintendo DS. Consideration is currently underway on whether to purchase a copy of a game for each platform as they are available or whether to only purchase a game for the console on which it is most popular.

Where to get information about video games

Wikipedia offers good information about the games and game play, as well as which systems the games are available on. Amazon.com usually offers a good selection of games and user reviews.

CNET (http://reviews.cnet.com/games/) and Game Spot (http://www.gamespot.com/) give information about individual games based on rating, platform, genre, price, etc.

Cataloging

An example record:
LEADER 00000nmm 2200349Ka 4500
001 2203389832
003 004342856461 4500
008 004342856461 4500
042 4500
043 6101
045 [GAME]ORU
046 ORU|cORU
050
052 Title from container
054 In Mario Kart Wii, the player(s) can choose any one of up to 24 unique characters to operate their kart, which are separated into various classes of weight. The game includes 32 different tracks, half of which are remixes of tracks from previous Mario Kart games, and up to twelve characters can participate in a race
055 ESRB rating: E for Everyone
058 System requirements: Nintendo Wii, Wii Wheel or Wii remote and nunchuck or classic controller or Nintendo GameCube controller
060 0 KartoGetComputer simulation
710 2 Nintendo of America Inc
730 Nintendo Wii
856 4 (http://web.uoregon.edu/coll/livingames- info.html) Game and Equipment policy

Important fields to watch out for:
- 246: most video games have either alternate spellings or variations on their proper names.
- 250: most video games are available on multiple platforms.
- 520: A brief description of the game will help guide players to games that they may have never tried before.
- 538: Which controllers or other accessories that are needed is important for the player to know before leaving the Library with the game.
- A500 for the number of players that can play the particular game.

Decisions to make before starting
- Should you treat the game as a computer optical disc or as a CD-ROM.
- Is the file a game (game) or i (interactive multimedia).

Other Hints and tips
- Do you want to add a link to your libraries Game and Equipment policy.
- Pay close attention to the subject headings, make sure they express the content and topic of the game itself and not the fact that it is a game.
- Add a 753 field and have it indexed in your local catalog.

Conclusions

Adding video games and consoles to our library’s circulating collection has increased circulation and goodwill amongst the students and librarians. At the University of Oregon our video game collection was added to one of our branch libraries on campus. After having circulated fewer than 75 video games for a year, the video games now account for slightly over 10% of the circulation for that branch. 100% of the collection has circulated, and approximately 78% of the collection circulates every month. Our best guess is that the games cost per use is about $4.92. 100% of the collection has circulated, and 78% of the collection circulates each month.

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For further information

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Or
Visit the materials online at: https://scholarsbank.uoregon.edu/dspace/handle/1794/5456