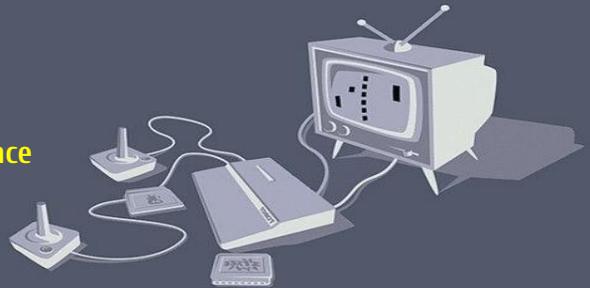


# *Cheat codes for the curious cataloger:* *cataloging video games with gamers in mind*

Oregon Library Association Annual Conference  
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# Before we press START...

- *Introduction*
- *Highlight reel/ helpful tips*
- *Handout*
- *Linkable slides and handout online*
  - ◆ <https://goo.gl/f3d41g>
  - ◆ [amihelich@wccls.org](mailto:amihelich@wccls.org)



Introduction: my background

Wccls cataloging librarian. Worked at Cedar Mill and cataloged games there. Helped draft WCCLS cataloging procedures, including the procedure for video games.

Highlight reel: This is going to be a quick and dirty rundown of some of the high points. Primarily directed at catalogers, but I hope that others will find some helpful tips or other worthwhile information.

Handout: There isn't time to go into all the sources of info about video games, and I didn't want people trying to frantically scribble down notes, so all my sources are listed here.

If you didn't get a handout, the google link above points to the presentation slides from this panel as well as the handout. Or you can email me.

Tried to front load the presentation so if we run short on time it'll still be ok.

Please fill out an evaluation!

## Knowledge Quest

*You are a library cataloger who knows almost nothing about video games or gamer culture.*

*You want to make sure your cataloging and collection decisions are serving those patrons/fans. How do you proceed?*



Not a gamer, mostly watched my brother and made helpful suggestions like “Maybe you should try not dying so much.” He grew up to program and develop video games at Xbox, so I must’ve really helped.

(Here’s his developer page at mobygames -

<http://www.mobygames.com/developer/sheet/view/developerId.282144/> )

Have taken training on cataloging video games (most recently OLAC conference last October - a multi-hour session) but has been really focused on catalogery stuff- FRBR and RDA and when is a game a new Work vs Expression

Video Game records have a lot of information but how much of it is useful to gamers?

Is that information being called out as well as it can be?

We assume they are doing known item searches but wouldn't it be great if they didn't have to leave the catalog to find other titles?

More and more patron interaction with the library is happening online.

If they can't find the games you have in the catalog, they won't know all that you are offering.

My quest can maybe be useful to anyone wanting to learn more about gamer culture without taking a sabbatical to play Xbox 10 hours a day.

# Knowledge Quest

→ *Wander around aimlessly for a while getting a feel for the environment*

→ *Find a trusted companion who will guide you.*

- ◆ [Whats Good Games](#)
- ◆ [IGN](#)
- ◆ [Mobygames](#)
- ◆ [OLAC Best Practices Guide](#)



In adventure games it's common for a player to not immediately leap into the game's story, but to spend some time exploring and kicking random rocks and trees in case they turn out to have secret treasure hidden in them. That's kind of what I did and I recommend giving yourself some time to do the same if you're wanting to orient yourself.

Start out with Wikipedia and top ten lists. Follow links to particular people, social media, etc.

Problem is that there is SO MUCH content. No Roger Ebert of games- explore sites listed on handout. Everyone is covering the same big games, so it comes down to which sources you relate to and enjoy.

I am an auditory learner so zeroed in on podcasts. Podcasters are a good way to learn a lot fast, hours of content weekly, used to thinking critically about games and expressing that in an entertaining way. More open format allows for deeper and more wide-ranging discussion than you'll find in reviews. And more likely to hear other voices and perspectives. Women, POC, LGBTQ, other non-male gamers still experiencing pushback from community. Real opportunity for libraries to provide a welcoming place/ community.

Articles section of handout has top 10 list.

Going to listen at work? Bring headphones because the f bombs do fly.

What's Good Games: all female hosts..

"I dropped that game because the clothes weren't cute enough."

"How do you market a character like this to a society that's getting really sick of toxic masculinity?"

IGN, bookmark your pages because they mess with site nav. Shows- "Game Scoop" is like The View, for games. Not great, but consistent.

Moby Games, like IMDb but for games and compiled by gamers. Lots of historical info. Lots of info about each game including style of play and genre.

OLAC is a great org to belong to for av catalogers

*Collect treasures (useful links)*

*a. Use a bookmarklet tool*

Bookmarklet tools: Evernote, onenote, Google Keep, Pocket

# FAQ & browsing around

*How do I find which (Xbox, PlayStation, Nintendo...) games are checked in?*

*How do I find new games?*

*If your games collection is mostly checked out or shelved behind the desk, the catalog is the only browsing option for gamer patrons.*



Some libraries have a New Games collection

All of these cataloging suggestions work best if applied consistently to all records so you can be pretty sure you are getting all the PS4 games, for instance

# Platforms

## Consoles

Nintendo Wii

Nintendo Switch

Playstation4 (PS4)

Xbox One

## Handheld

Nintendo 3DS

Playstation Vita



Nintendo Wii still around but going more towards Switch. Hybrid, can be played console or mobile. Graphics not as powerful so not suitable for some games.

Strong gain in popularity

PS4 Most popular. Kind of supports 4k. Not backward compatible.

Xbox Most powerful, 4K support, most expensive. Backward compatible. Direct competition with PS.

Handhelds- Nintendo dominates. Consideration here is packaging and labeling for circ

# Platforms in MARC

Use field 250 for Edition

Include any other edition/ version information in a second field

Create local subject/genre headings

WCCLS uses 690

65X \_7 ‡2local



Additional edition statements can be very important because games add content between releases.

# Genres

[GAMER Group](#) (out of University of Washington's iSchool) lists describe various aspects of games: setting, character, visual style, etc. Two of their genre lists are approved for use by OCLC:

Narrative Genre:

655 \_7 †a**Epic fantasy** †2vgmsng

Gameplay Genre:

655 \_7 †a**Tower defense** †2vgmsgg



A lot of records won't have genre headings, but Genre is the most important thing for gamers. There hasn't really been a good option for including it. GAMER lists out of UW iSchool approved by OCLC last summer - not widely adopted yet, but are a great option, very comprehensive.

Narrative genre is what's going on around you in the game. Gameplay genre is what you are doing. You can have hack and slash gameplay in a Street fighter game or an epic fantasy.

The GAMER lists are a great way to learn the terminology and the world.  
Recommended

## Field 380 can also be used for genre information

380 is free text but it has become sort of a garbage dump for that reason. Some PACs don't display or search it yet. If you use it, may want to be really intentional about it, create your own local policy.

# Studios

## Major studios & indys

Record all studio information in field 710:

710	2	<a href="#">Sold Out (Firm)</a> , #e publisher.
710	2	Ghost Town Games, #e contributor.
710	2	<a href="#">Team 17 Ltd.</a> , #e contributor.
710	2	<a href="#">Nintendo of America Inc.</a> , #e publisher.

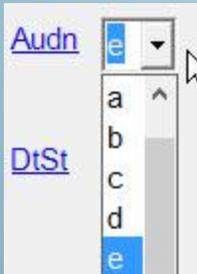


Fans track game studios in a big way. More so than book publishers or movies. Think indie music labels, but the whole industry is like that. Like movies, have big name studios that put out blockbusters and indy studios that create more innovative and high concept games. Try to get all studios listed in the bib record. You will find bibs that just say Nintendo or Microsoft. Not good enough.

# ESRB Ratings & Audience



Include rating and content description in 521 field  
Code for audience in fixed field 008/22, Audn field in Connexion  
Coding can help narrow searches in PAC/ discovery



*Catalogers judgment: sometimes E  
really is for Everyone*



Coding for audience can help parents, kids filter out mature games. May be particularly appreciated if your PAC / discovery layer displays cover art. Also helps adult gamers who don't want to scroll through long search results lists of kids games. But some adult gamers like to take a break and play E games - not as much difficulty or violence. Depending on how you shelve games, if they are in different sections of the library you may want to get some E games for your adult games collection. Also, nostalgia games are a popular category. Multiple generations of gamers. May be a kids game but nostalgia targets adults. "I remember playing this on my Nintendo 64 when I was a kid" Families are playing video games together.

# Cooperative play, multiple players

500

1 player ; Xbox Live Multiplayer 2-12 ; Xbox Live Co-op Multiplayer 2.

"Can you be friends or do you have to hurt each other?"

No specific place in MARC

Using separate 500 notes makes the information stand out



Quote from What's Good Games ep 45

Importance of coop play info was new to me. This is a separate type of information from the number of players supported. Are there multi player options? Can players team up or battle each other? One on one or battle Royale? If both types of info are available they should both be recorded and brought forward in their own 500 note. Don't bury them in a note with all the other information off the back of the game case. Don't use the 538.

# Griefers & Looting



*Video games get stolen.*

*What security measures will you use?*

*Increased security may cause decreased circ.*

*How will you keep track of inventory?*

*Will you purchase replacements?*



*Thanks to Brendan Lax of Hillsboro Public Library for his help on this topic!*

Griefers are players in online games who seem to be there just to ruin everything for everyone else

Physical security measures - RFID, locking cases? Will that cause extra expense?

Keep games in a secure/ non-public area? Circ will probably go down. Keep some out but put newer games in secure storage?

Limit number of games that can be checked out at a time?

Not all stolen games go Missing - some are checked out and intentionally never returned

Get to know your local used game seller -- games have higher resale values so they are sometimes stolen for profit.

Get to know your local used game seller anyway. They may be able to help in other ways.



Just so we  
don't end  
on that  
buzzkill  
note...

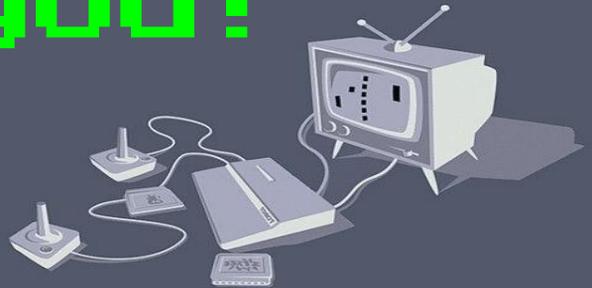


*You can play the Oregon Trail game online via  
the Internet Archive!*

*Just search for "Oregon Trail Internet Archive"*

There is bonus content - more cataloging info - online.

Thank you!



Transition to Lori's presentation

# Bonus content



# Copy cataloger cheat code: use the command line search in Connexion



Title: Farcry 5 and Material  
Type: Game



Title: Farcry 5 and  
Keyword:Xbox



This works in WorldCat searches, too!

# Game play run time

Of interest to gamers, but no designated place in MARC

[Howlongtobeat.com](http://Howlongtobeat.com)

## Tech specs

Field 753: Record platform here  
Not always used by PACs

Field 538:  
All other system requirements



Howlongtobeat.com covered in Forbes.com article "How long does it REALLY take to play a video game?" 5/29/2013 Carol Pinchefskey

<https://www.forbes.com/sites/carolpinchefskey/2013/05/29/how-long-does-it-really-take-to-play-a-videogame/#6d6568be51ce>

## Title & Franchise

Prefer title from disc or cartridge surface.

Keep franchise title and individual volume title together in the 245  
¶a, do not use a subtitle in ¶b.

Yes: ¶aAssassin's Creed: Unity

No: ¶aAssassin's Creed :¶b Unity



You may need to go back and clean up older records.

# Collections

- Atari Flashback Classics Vol. 1
- Use the collective title in the 245 ға
- Preferred (rare):
  - Create a 730 for each game in collection, add
  - ға Container of (work)
- Alternate (common):
  - List all games in 505



## Trusted companions (and other sources of information)

\*What's Good Games: <https://whatsgoodgames.com/>

ArsTechnica: <https://arstechnica.com/gaming/>

CNet: <https://www.cnet.com/games/>

DailyDot: <https://www.dailydot.com/topics/gaming/>

Engadget: <https://www.engadget.com/gaming/>

Entertainment Weekly: <http://ew.com/gaming/>

GameInformer: <http://www.gameinformer.com/>

Gizmodo: <https://gizmodo.com/tag/video-games>

\*The Guardian: <https://www.theguardian.com/games>

\*IGN: <http://www.ign.com/>

IGN Shows: <http://www.ign.com/watch>

Metacritic: <http://www.metacritic.com/game>

Motherboard: [https://motherboard.vice.com/en\\_us/topic/gaming](https://motherboard.vice.com/en_us/topic/gaming)

\*Onion AV Club: <https://games.avclub.com/>

Recode: <https://www.recode.net/gaming>

Techcrunch: <https://techcrunch.com/gaming/>

The Verge: <https://www.theverge.com/games>

Wired: <https://www.wired.com/tag/video-games/>

\*IGN Gaming Terms Lexicon:

<http://www.ign.com/wikis/gaming-terms-lexicon/Terms>

\*Moby Games: <http://www.mobygames.com/>

\*GAMER Group: [https://gamer.ischool.uw.edu/official\\_release/](https://gamer.ischool.uw.edu/official_release/)

\*OLAC Best Practices for cataloging Video Games:

[http://olacinc.org/sites/capc\\_files/GameBestPractices.pdf](http://olacinc.org/sites/capc_files/GameBestPractices.pdf)



Sources from accompanying handout

# Bookmarklet tools

(For keeping track of your treasure on your quest)

Pocket

Google Keep

Microsoft OneNote

Evernote

Slant: 27 Best Ways to Organize Bookmarks  
(accessed 4/13/18)



Slide has links

# Select Bibliography

PS4 Backwards Compatibility:

[https://support.us.playstation.com/articles/en\\_US/KC\\_Article/PS4-Backward-Compatibility](https://support.us.playstation.com/articles/en_US/KC_Article/PS4-Backward-Compatibility)

XboxOne Backward Compatibility List

<https://www.xbox.com/en-US/xbox-one/backward-compatibility#faqSection>

Xbox Support- 4K and HDR

<https://support.xbox.com/en-US/browse/xbox-one/4k>

## Statistics

Global Weekly Video Game Chart

<http://www.vgchartz.com/charts/weekly.php?reg=date=43184>

Video game console sales worldwide for products total lifespan as of Sept 2017

<https://www.statista.com/statistics/268966/total-number-of-game-consoles-sold-worldwide-by-console-type/>

Background image:

<http://www.pptbackgrounds.org/tv-console-download-backgrounds.html>

