Board Games Are Just Like Books! Except for When They're Not!

PJ BentleyWest Slope Community Library
Portland, Oregon

Why board games?

Only medium in the collection designed for social interaction.

Align with strategic goals that focus on literacy, families, and community.



Who wants board games?

Parents & Educators

Kids

Hardcore Hobbyists

Casual Players

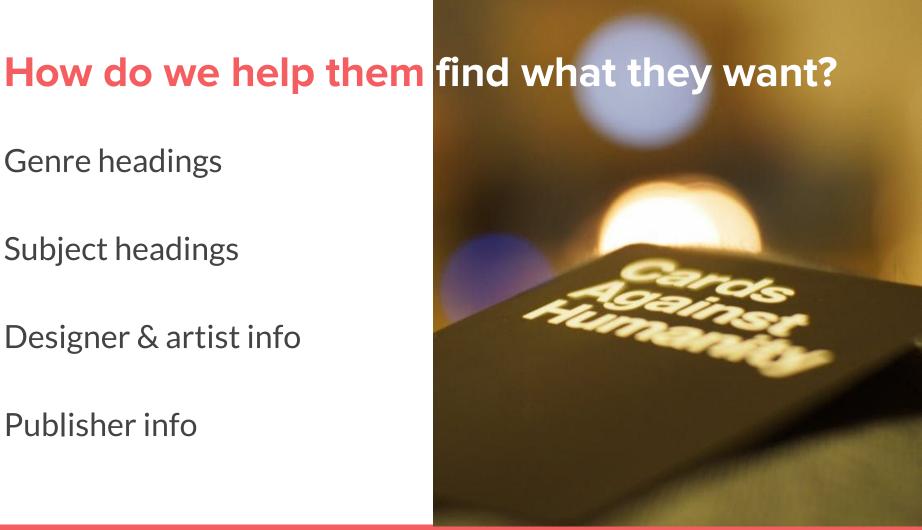


Genre headings

Subject headings

Designer & artist info

Publisher info

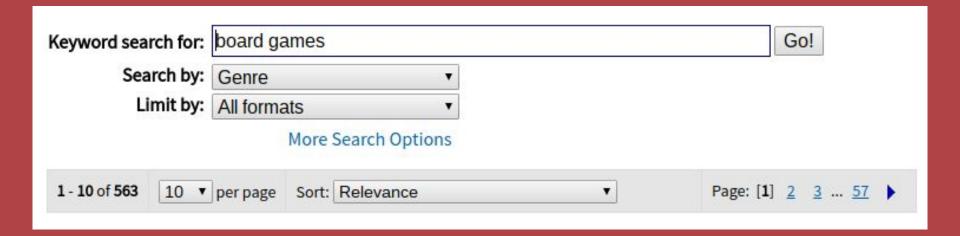


Genre & Subject Headings

Genre headings bring the collection together.

```
655 _7 $aBoard games.$21cgft
655 _7 $aPuzzles and games.$21cgft
655 _7 $aPuzzles and games*2fast*0(OCoLC)fst01919958
```

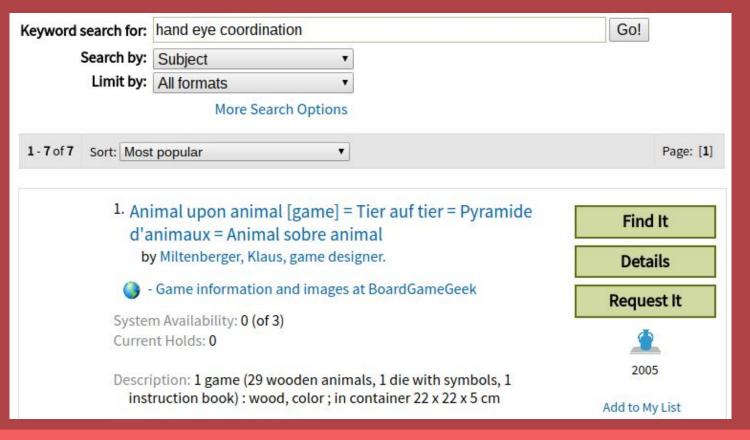
Genre headings bring the collection together.



Subject headings expose the value of games.

```
650 _0 $aMotor ability$xGames.
650 _0 $aEye-hand coordination$xGames.
650 0 $aPenguins$xGames.
```

Subject headings expose the value of games.



Subject headings help kids find games.



Build your own terms!

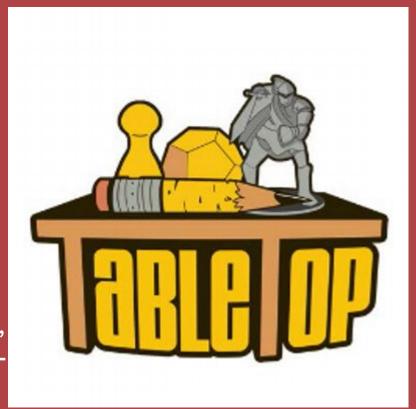
Broader term:

Tabletop games

Sub-genres:

- Abstract games
- Deck building games

For more terms, see "Genre Terms for Tabletop Games" from University of North Texas.



Game Designers, Artists & Publishers



GAME
DESIGNERS are like rock stars.

100 1 \$aFriese, Friedemann, \$edesigner.



Friday [game]
 by Friese, Friedemann, designer.

System Availability: 0 (of 2)

Current Holds: 0

Description: 1 game (72 playing cards, 3 storage boards and 22 wooden life points); in box 13 x 13 x 5 cm. + 1 rule book, 1 supplemental sheet.

Find It

Details

Request It



2012

Add to My List



ARTISTS & ILLUSTRATORS have fans.

700 1 \$aSobel, Beth,\$eartist.



Duaru games.

Board games.

Games.

Other Author: O'Malley, Matthew, designer.

Sobel, Beth, artist. Stonemaier Games.

Notes: Title from container.

For 3 to 7 players.

Duration of play: 25 minutes.

Designed by Ben Rosset & Matthew O'Malley; art by Beth Sobel.

System Availability: 1

Current Holds: 0

System items in: 1

Medium: [game]



PUBLISHERS have strong brands.

264 _1 \$aRoseville, MN:\$bFantasy Flight Games,\$c[2012].



PUBLISHERS have strong brands.

720 1 \$aBlue Orange Games Co.,\$epublisher.

Contents descriptions

Critical game info

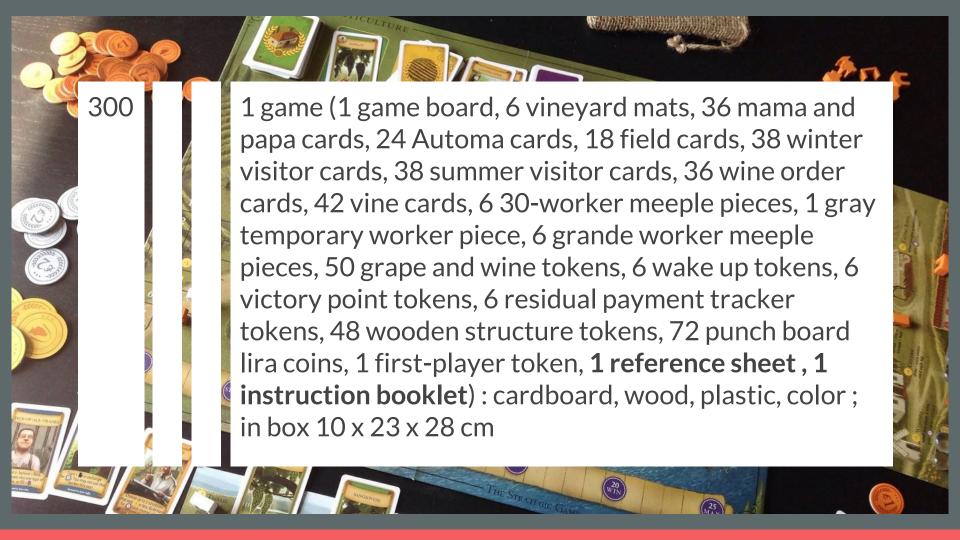
Gameplay summaries

Supplementary resources



Describing a Game





CRITICAL GAME INFORMATION is on the outside of the box.

Playing time, number of players, and age are important factors in selecting a game.







Critical Game Information

```
500 __ $aFor 1-6 players.

500 __ $aPlaying time: 60 minutes.

521 8 $aFor ages 10 and up.
```

GAMEPLAY matters.

Describe
rules,
mechanics,
setting, and
story
together.



Gameplay Summary

520 __ \$a

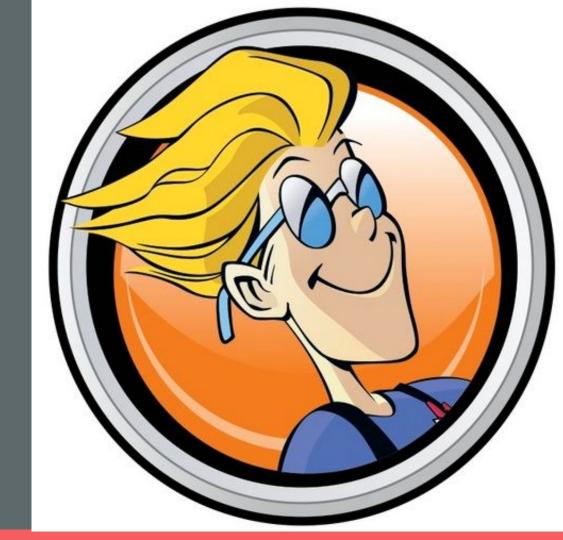
\$aPlayers play cards to add evolutionary traits to species to help their species survive in the game's simulated ecosystem. Players must also keep their species fed with food tokens. The player with the most consumed food tokens and most trait cards at the end of the game wins.

BOARDGAMEGEEK.COM and other online boardgame resources can **supplement shortcomings** in ILS, LOC, RDA, etc.



BOARDGAMEGEEK.COM:

- Can inform local genre headings
- Provides designer, contributor, publication, and version info
- Lists awards for games
- Provides lists of games' components



How do we help them access our games

Call numbers

Lending details clear at item-level in ILS

Records only visible for what can be accessed





1. The grizzled [game] (2015)

7			
	Call Numb	er	

Notes Hillsboro Brookwood Library

(0 of 1 available)

Board Games

West Slope Community Library

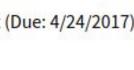
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Board Games

◆BOARD GAME GRIZZLED Item Cannot Ship to Another Library Out (Due: 4/24/2017) Apr 3 2017 Realia

◆BOARD GAME GRIZZLED Item Cannot Ship to Another Library Out (Due: 4/27/2017) Apr 6 2017 Realia

Status







Circ Date



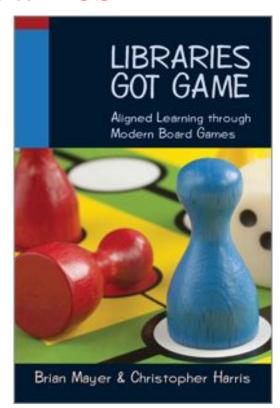
Type



Resources: Libraries & Board Games

Libraries Got Game! by Brian Mayer & Christopher Harris

"Arranging the Pieces: A Survey of Library Practices Related to a Tabletop Game Collection" by Teresa Slobuski, Diane Robson, PJ Bentley in Evidence Based Library and Information Practice: http://dx.doi.org/10.18438/B84C96



Resources: Cataloging 3D Objects & Games

"Cataloging Three-Dimensional Objects and Kits with RDA" by Kelley McGrath: http://www.ala.org/alcts/confevents/upcoming/webinar/cat/032812

"Games Collection Cataloging Workflow" by Cataloging and Metadata Services at Dartmouth College Library:

http://www.dartmouth.edu/~library/catmet/cataloging/games-cataloging-workflow.pdf?mswitch-redir=classic

"Cataloguing using RDA: board games" by Cataloguing and Collection Maintenance at Carleton University Library: http://accessola2.com/superconference2016/sessions/901BOA%20B.pdf

"Genre Terms for Tabletop Games" by Diane Robson, Kevin Yanowski, and Catherine Sassen at University of North Texas Libraries:

https://digital.library.unt.edu/ark:/67531/metadc826647/

Thank you!

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Photo credits

Tabletop logo: http://geekandsundry.com/shows/tabletop/

Friedemann Friese holding Funkenschlag:

http://boardgame-record.blogspot.tw/2014/11/power-grid-deluxe-europenorth-america.html?fb_comme

nt_id=800114560055167_800307493369207

Herbaceous card art: http://www.theindiegamereport.com/qplay-thyme-to-talk-herbaceous

Beth Sobel: http://www.grand-con.com/guests/

Takenoko (CC): https://flic.kr/p/yaqmYy

Rainer Knizia: http://www.andhegames.com/blog/how-reiner-knizia-makes-games

Viticulture game board: https://www.shutupandsitdown.com/review-viticulture/

Board game playing time icons: http://firesidegames.com/games/castle-panic/

"In boardgame land" board game shelves: https://www.flickr.com/photos/4nitsirk/23940788925