DATABASE FOR VIDEO GAME METADATA PROJECT FOR THE GAMER RESEARCH GROUP

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GAMER GAme MEtadata Research Group

GAMER overview

The Game Metadata Research (GAMER) Group is a collaborative research group that explores new ideas and approaches for organizing and providing access to video games and interactive media, from a user-centered perspective.

Their UW/SIMM Video Game Metadata Schema project aims to advance video game cataloging practice by developing a metadata model that captures the essential video game information in a standardized way.

GAMER's need: database for game records

Our mission

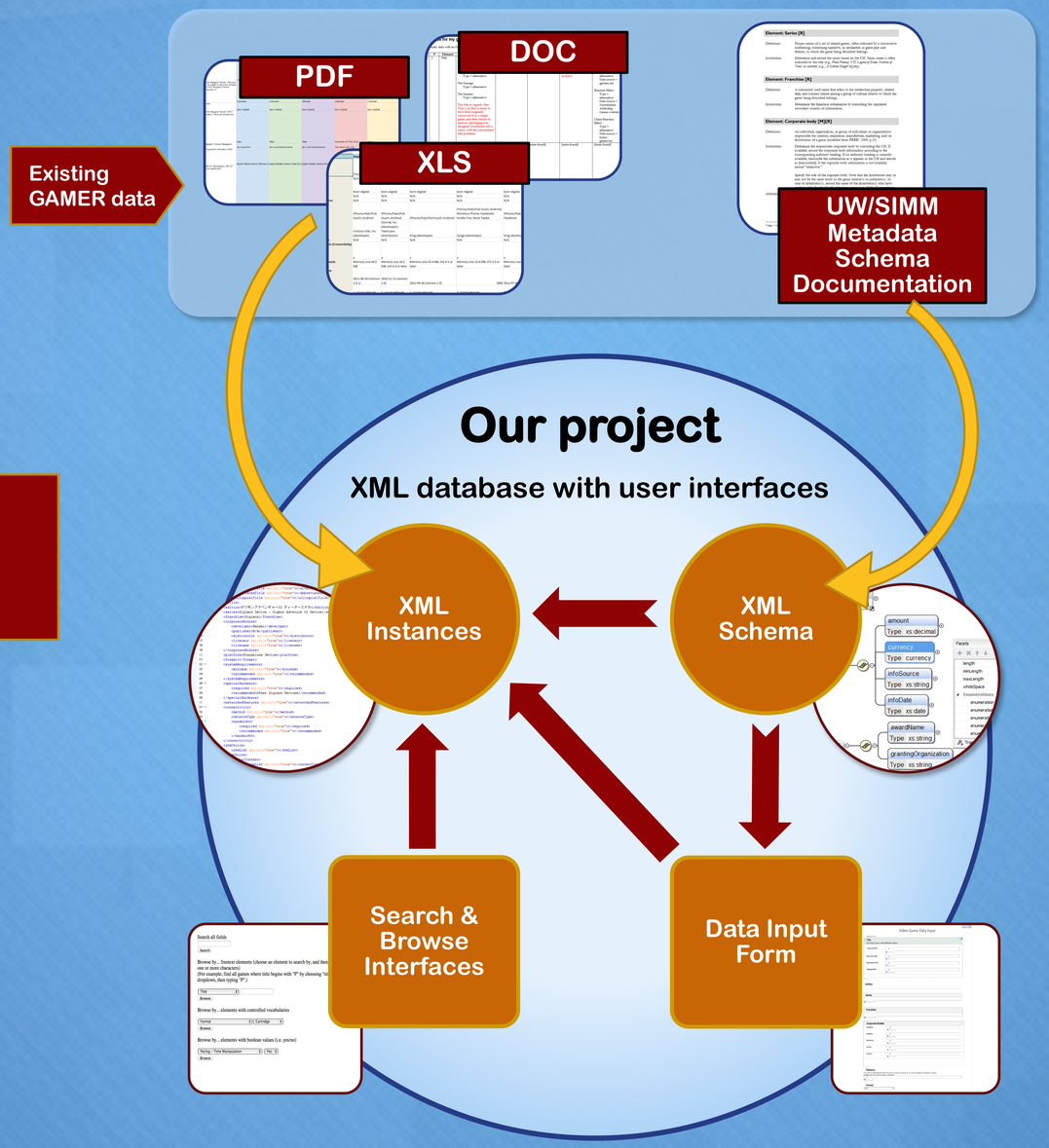
Create a database to support the Video Game Metadata Schema project.
Requirements:

- Structural flexibility to accommodate GAMER's evolving metadata model
- Consolidation and enhancement of scattered and incomplete game data
- User-friendly interfaces to support data input and retrieval

Solution

An XML database, with web-based search interface and MS InfoPath data input form.
Benefits:

- Hierarchical data structure
- Flexible and extensible
- Interoperability
- Queryable
- Software accessibility



Process

- Become familiar with GAMER project and user needs
- Research and compare database options

- Build XML schema (using Oxygen) based on GAMER Group's metadata model

- Build input form (using MS InfoPath) based on XML schema

- Create prototype search and browse interfaces using PHP

- Build XML instances based on video game data in various formats

- Perform iterative assessment, clarification, testing, and modification

The resulting system:

- Can demonstrate the power/effectiveness of the GAMER metadata model
- Provides a framework to facilitate future enhancement

Next steps

- Populate database with more game records
- Continue to evaluate and modify database as needed
- Implement more powerful database infrastructure
- Create more sophisticated user interfaces

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