**DATABASE FOR VIDEO GAME METADATA PROJECT FOR THE GAMER RESEARCH GROUP**

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**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.

**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

**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

**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

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Our thanks to the GAMER research group, especially Jin Ha Lee, Assistant Professor, University of Washington iSchool, and also to Saiwing Yeung, Assistant Professor, Beijing Institute of Technology, for his assistance with PHP coding and debugging.