

Cataloging A Video Game Collection

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Introduction

- There is no standard metadata schema for video games yet
- The UW GAMER (Game Research) group created the Video Game Metadata Schema (VGMS) to try to solve this problem
- The VGMS hadn't been tested against an actual collection yet
- I decided to test the VGMS against a collection after taking Metadata for Media and working with the VGMS in class
- I chose to work with Living Computers: Museum + Lab's collection since it contained a large variety of early video games for different platforms

Outcome

- Cataloged 1,002 games out of the 2,162 games in the collection as of May 13, 2017
- Created documentation for Living Computers: Museum + Labs
- Proved that the VGMS is a viable choice for becoming a metadata standard for video games
- Suggested revisions to the VGMS based on my findings
- Wrote and submitted a paper for publication

Process

- Created a metadata crosswalk for the VGMS to MARC21
- Examined Michigan State University's MARC21 records since they are also using MARC21 to catalog 17,000 video games
- Used OLAC Best Practices for Video Game Cataloging in RDA to add elements
- Revised the crosswalk to incorporate changes
- Cataloged 100 games to test the crosswalk
- Met with librarians at MSU to agree on a course of action
- Continued to catalog the collection
- Supervised 2 interns who assisted with the cataloging process
- Continued to revise the crosswalk as issues came up

Next Steps

- Catalog the remaining games in the collection
- Reach out to other organizations that have video game collections to see if they would be interested in cataloging their collections according to the schema and methods I used
- Continue collaborating with MSU to incorporate my methods and what I've learned to increase standardization in the practice of cataloging video games