

VIDEO GAME METADATA SCHEMA (VGMS) PUBLISHING

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Print cataloging has a long and standardized tradition to draw from, but with the emergence of interactive media, the same standards do not translate. The **GAMER (Game Research) Group**, led by University of Washington's Jin Ha Lee, has been actively creating a schema called the Video Game Metadata Schema (VGMS) that captures concepts that are important to those who re-search video games.

Our project will make this schema publicly available and understandable to all who would like to implement it. It will be especially useful for catalogers, metadata specialists, and information architects working with interactive media. In addition to publishing the VGMS, we are creating a publishing tool-kit for future use as the schema is still an evolving project for the GAMER Group.

GAMER
Schema

Open
Metadata
Registry

Controlled
Vocabularies

WHAT IS THE OMR?

The Open Metadata Registry (OMR) is an online software which provides services to developers and consumers of metadata schemas and controlled vocabularies.

It began as the NSDL Registry, and is one of the first production deployments of the RDF-based Semantic Web Community's Simple Knowledge Organization System (SKOS).

