The World of Witcher collection presents unique challenges for usage. The collection includes a wide range of objects that exist both in the real world, and in the Witcher universe itself. In addition, the collection may be of interest to multiple potential groups based on the source material of the Witcher universe, and breadth of mediums it occupies. As such, the collection includes a number of options to aid in faceting, searching, limiting and browsing.

The foundation of the collection’s functional requirements is the Boolean check and the eight categories. The Boolean check in every object asks if it physically exists in the real world, or only within the Witcher universe. This allows users to immediately identify objects that fulfill their interest in either how the game relates to the Witcher universe or its real world provenance and publication. Users also have the option of viewing objects based on one of eight collection categories: Media, Art, Printed Materials, Gear, Collectibles, Beasts, People, and Places. These eight categories encompass all objects in the collection and are outside of the metadata that captures real world or in universe attributes. With just these two options alone, a user looking for information on books that exist in the Witcher universe could select the “Printed Material” category and specify “In Universe” to find a list of titles Dandelion the bard might have read.

As the collection includes information from both the real world and the Witcher universe, users can also sort by fields such as year, genre, subject, or creator. Many records will contain both a real world and in-universe year for example, thus indicating either when they were written or coded in the real world and when they were created or appeared in the Witcher universe. Objects may also include multiple creators, such as the real world developer who coded an object and the in game craftsman who made it. The use of the Boolean check allows the collection to include as much in-depth information as possible and still be user friendly. Users can also elect to not use the Boolean check for their browsing. If a fan of the series wants to find all objects in the collection that relate to a specific year in the universe, they can choose to see both in universe objects from that time and the real world books or games that cover it. Genre and subject, depending on the object and whether they cover real world or in-universe information, allow users to see items based on Library of Congress subject headings, the videogame's built-in Bestiary, or real world influences such as Polish folklore.