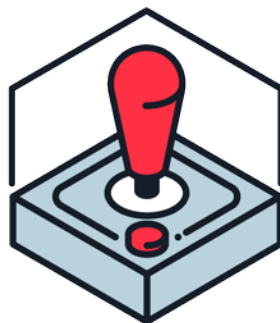




Video Game Metadata Schema

University of Washington Information School
Game Research (GAMER) Group
and Seattle Interactive Media Museum



GAMER
GAME RESEARCH GROUP

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Introduction

The Video Game Metadata Schema (VGMS) has been developed to advance the cataloging and classification of digital games as cultural artifacts and support the use of games in education and science.

The original version of the VGMS was designed to be a useful resource for a wide variety of users who may be interested in describing and organizing a video game collection. As such, the design considered six different types of users, aiming to represent a range of different needs they may have: game players, parents of youth game players, collectors, academic scholars, game professionals, and curators/librarians.

We anticipate that VGMS and the associated controlled vocabularies (CVs) will be applicable in a variety of settings, including cultural heritage institutions such as libraries and museums, game companies, and non-profit organizations. Each institution should determine the level of adoption that best suits its needs, such as incorporating specific metadata elements or using particular CVs.

The GAMER Group at the University of Washington periodically updates the VGMS and its associated CVs with input from MLIS (Master of Library and Information Science) students enrolled in the graduate course 'Metadata for Interactive Media'. As the original VGMS was created with console games as the primary focus, the updates have been focused on expanding it to better represent mobile games.

For the full history of the development of VGMS and the associated CVs, please refer to the following publications:

Lee, J. H., Tennis, J., Clarke, R., I., & Carpenter, M. (2013). Developing a video game metadata schema for the Seattle Interactive Media Museum. *International Journal on Digital Libraries*, 13(2), 105-117.

Lee, J. H., Clarke, R. I., & Perti, A. (2014). Metadata for digitally distributed video games at the Seattle Interactive Media Museum. In N. Proctor & R. Cherry (Eds.), *MW2014: Museums and the Web 2014*, Baltimore, MD: Museums and the Web. <http://mw2014.museumsandtheweb.com/paper/metadata-for-digital-video-games-at-the-seattle-interactive-media-museum/>

Lee, J. H., Clarke, R. I., Sacchi, S., & Jett, J. (2014). Relationships among video games: Existing standards and new definitions. In *Proceedings of the 77th ASIS&T Annual Meeting* (pp. 1-11). Seattle, WA: ASIS&T. doi: 10.1002/meet.2014.14505101035

Lee, J. H., Karlova, N., Clarke, R. I., Thornton, K., & Perti, A. (2014). Facet analysis of video game genres. In *iConference 2014 Proceedings* (pp. 125-139). doi:10.9776/14057

Lee, J. H., Clarke, R., I., & Perti, A. (2015). Empirical evaluation of metadata for video games and interactive media. *Journal of the Association for Information Science and Technology*, 66(12), 2609-2625.

Lee, J. H., Jett, J., & Perti, A. (2015). The problem of "additional content" in video games. In Proceedings of the 15th ACM/IEEE-CS Joint Conference on Digital Libraries (JCDL '15) (pp. 237-240). New York, NY: ACM.

Welhouse, Z., Lee, J. H., & Bancroft, J. (2015). "What am I fighting for?": Creating a controlled vocabulary for video game plot metadata. *Cataloging & Classification Quarterly*, 53(2), 157-189.

Jett, J., Sacchi, S., Lee, J. H., & Clarke, R. I. (2016). A conceptual model for video games and interactive media. *Journal of the Association for Information Science and Technology*, 67(3), 505-517.

Cho, H., Donovan, A., & Lee, J. H. (2018). Art in an algorithm: A taxonomy for describing video game visual styles. *Journal of the Association for Information Science and Technology*, 69(5), 633–646.

General Instructions

Elements marked with [R] are required.

Elements marked with [+] are repeatable.

Elements marked with [D] are deprecated from the prior versions of this document.

Depending on your specific implementation of this schema, we suggest non-required elements with missing or unknown values be entered as either a zero-length string or a NULL value as appropriate. Consult your implementation administrator for specific instructions.

There will be times when information for a required element may be difficult or even impossible to find. In those cases, we suggest using the string "unknown" and inserting an explanatory note in the appropriate entity note field. For example, if you cannot ascertain the MSRP for a 1970s game from a defunct publisher, MSRP can be entered as "unknown" and a note on the search attempt left in the Distribution Entity Note element.

For repeatable elements, the limit can be set at a local level by the implementation administrators based on the needs of the community or institution (e.g. "Record up to three terms for each attribute").

When implementing the VGMS, a notes field can be added to capture other unique and/or important information about the game for any of the elements, as needed.

Edge Cases

"All models are wrong but some are useful." – George Box, 1978

While we have taken steps to ensure the VGMS is broadly applicable, digital games are amazingly diverse, and we are certain that extensive cataloging activity will uncover games for which following this schema is difficult or impossible. If you encounter such a game, please contact the GAMER Lab at the University of Washington Information School and let us know, so that we can continue to improve the VGMS.

Chief Source of Information (CSI)

Primary Sources

The following sources are listed in order of preference.

Physical Games

1. Box
2. Manual
3. Disc/Cartridge
4. Additional Content
5. Game title screen/credits
6. Experience of playing the game

Digitally Distributed Games

1. Informational page available on the official website or app store listing
2. Game title screen/credits
3. Experience of playing the game

Secondary Sources (preferred, but not limited to)

1. Official Website
2. Official YouTube videos
3. Magazine articles, Strategy guides, Ad materials
4. Game-related Wiki/Fan websites
5. Wikipedia
6. GameFaqs

Game Entity

Definition: An abstract entity that describes features that are shared among different editions of a video game. The characteristics that are typically recognized by users when they say “we played the same game” even if they played it on different platforms.

Game Title [R][+]

Definition: Proper names used to refer to a video game, assigned by the creator¹.

Instructions: Using the “transcribed” attribute, transcribe the title as it appears on the CSI. When different titles are used in the CSI, transcribe the most prominently displayed title. When it is unclear which title is most prominent, transcribe the most frequently occurring iteration of the title used in the CSI.

Enter variant titles using the “alternative” attribute. Enter commonly used shortened versions of transcribed titles using the “abbreviated” attribute. For titles commonly used in conversation, use the “colloquial” attribute.

When the title is in a language other than English, transcribe it in the original language. When the title is written in multiple languages, transcribe it as it appears in those languages.

Record a single transcribed title. Record any number of alternative, abbreviated, and colloquial titles.

Attributes:

- Transcribed [R]
- Alternative [+]
- Abbreviated [+]
- Colloquial [+]

Examples:

- *Shin Megami Tensei Persona 3 Portable* [Transcribed]
- *P3P* [Abbreviated]

¹ Modified from the CIDOC CRM, 2011, p. 16. <http://www.cidoc-crm.org/index.html>

Gameplay Genre [R][+]

- Definition: The overall nature of a video game's interactivity based on its objectives, types of rules, distinctive characteristics, modes of action, and manners of gameplay.
- Instructions: Determine gameplay genre from the primary and secondary CSI. Select the most appropriate term(s) from the Controlled Vocabulary for GAMEPLAY GENRE² at the most specific level possible.

Narrative Genre [+]

- Definition: The narrative genre describes the type of game world and plot, similar to literary genres such as science fiction and fantasy.
- Instructions: Determine narrative genre (or lack of narrative genre) from the CSI. Select the most appropriate term(s) from the Controlled Vocabulary for NARRATIVE GENRE³ at the most specific level possible.

Summary

- Definition: A brief statement or account of events in the video game.
- Instructions: Write a brief summary of the video game's narrative and/or main features in a free text form.
- Avoid the use of marketing and critical review sources; use factual information and neutral language.

² <http://metadataregistry.org/uri/gamergenre>

³ <http://metadataregistry.org/uri/gamernarrative>

Theme [+]

- Definition: A common thread, motif, subject, or idea that recurs in the video game. (modified from Getty Art & Architecture Thesaurus⁴)
- Instructions: Determine the theme from the primary and secondary CSI. Select the most appropriate term(s) from the Controlled Vocabulary for THEME⁵

Setting [+]

- Definition: The type of world, location and time period in which the video game takes place.
- Instructions: Determine the type of world, location, time period from the primary and secondary CSI. Select the most appropriate term(s) from the controlled vocabulary for each attribute:
- Controlled Vocabulary SETTING – PLACE⁶
 - Controlled Vocabulary SETTING – WORLD⁷
 - Controlled Vocabulary SETTING - TIME PERIOD⁸
- Attributes:
- World [+]
 - Place [+]
 - Time Period [+]
- Example: *Persona 3*
- World: alternate
 - Place: urban; school
 - Time Period: 2009

⁴ <http://www.getty.edu/research/tools/vocabularies/aat/>

⁵ <http://metadataregistry.org/uri/VGMSTheme>

⁶ <http://metadataregistry.org/uri/vgmssettingplace>

⁷ <http://metadataregistry.org/uri/vgmssettingworld>

⁸ <http://metadataregistry.org/uri/settingtimeperiod>

Mood [+]

Definition: The pervading atmosphere or tone of the video game which evokes or recalls a certain emotion or state of mind.

Instructions: Identify the prevailing mood(s) of the video game according to the CSI; generally, the experience of playing or watching a gameplay video may be the most reliable source of this information. Select the most appropriate term(s) from the Controlled Vocabulary for MOOD⁹.

Example: *Katamari Damacy*

- cute
- quirky
- humorous

Pacing [D]

Definition: The methods by which time passes in the video game and/or manner in which events take place.

Instructions: This element has been deprecated. Pacing information is now part of the Mechanic element in the Game entity.

Mechanic [+]

Definition: A primary method or rule used to interact with the game state and progress through the game content

Instructions: Identify the mechanics of the video game according to the CSI; generally, the experience of playing or watching a gameplay video may be the most reliable source of this information. Select the most appropriate term(s) from the Controlled Vocabulary for MECHANICS (under development).

Example: *Puzzle Quest: Challenge of the Warlords:*

- Swap 3
- Resource management
- Leveling

⁹ <http://metadataregistry.org/uri/gamermoo>

Progression [+]

| | |
|---------------|---|
| Definition: | A description of how the player progresses or advances through the video game. |
| Instructions: | <p>Determine the manner in which the character progresses through the video game according to the following controlled vocabulary:</p> <ul style="list-style-type: none">▪ Linear: There is one general path from the beginning to end.▪ Branching: Play progresses through a branching tree of options, or players may choose which branch(es) to complete in an order they choose.▪ Open world: The player has great agency to explore the game world freely and progress at their own pace.▪ Other: A type of progression not outlined above. |
| Examples: | <p>Record as many terms as necessary.</p> <p><i>Super Mario Brothers</i>: linear <i>MegaMan</i>: branching <i>Skyrim</i>: open world</p> |

Protagonist

| | |
|---------------|---|
| Definition: | The nature of the main character(s) in the game, from the viewpoint of the characters(s) the player assumes. |
| Instructions: | Determine the type of protagonist from the primary and secondary CSI. Record the most appropriate term(s) from the Controlled Vocabulary for PROTAGONIST. |

Engagement Type [+]

| | |
|---------------|--|
| Definition: | Game elements designed to direct and maintain player attention to the game, aiming to improve the involvement and interest from players. |
| Instructions: | Identify the mechanisms used in the video game to promote player engagement and continued use of games according to the CSI, other reference sources (e.g., reviews, critiques, walkthroughs, or guides), or gameplay. Select the most appropriate term(s) from the controlled vocabulary for this element. Record as many terms as necessary. |
| Example: | <p><i>Pokémon GO</i></p> <ul style="list-style-type: none">▪ Leveling up; Completing/Collecting sets; Login rewards; Notifications; Easy inputs; Element of surprise; Social feature; Events; Customizability; Frequent and regular content updates |

Trope [+]

- Definition:** A generally recognizable narrative device or convention. Tropes rely on culturally mediated expectations to expedite the development of events, characterization, or narrative. When overused or oversimplified, tropes often come at the expense of fair and inclusive representations of vulnerable identities.
- Instructions:** Identify the key tropes of the video game according to the CSI, and other reference sources (e.g., reviews, critiques, walkthroughs, or guides).
- There are two categories of tropes: character tropes and narrative tropes. Select the most appropriate term(s) from the controlled vocabulary for this element.
- Controlled Vocabulary TROPES - CHARACTER TROPES¹⁰
 - Controlled Vocabulary TROPES - NARRATIVE TROPES¹¹
- Example:** Record as many terms as necessary.
Final Fantasy VII
- The Token Black Person (Barret–Character Trope)
 - Darkest Before the Dawn (Narrative Trope)

Packshot [D]

- Definition:** Primary visual representation of the video game.
- Instructions:** This element has been deprecated. It has been consolidated into the Representative Art element in the Distribution Package entity.

Game Note

- Definition:** Any other notable characteristics of the video game.
- Instructions:** Record notable or unique characteristics of the Game entity which are not captured in other fields. This may include explanations regarding other elements in this entity.

¹⁰ <http://metadataregistry.org/uri/vgmstropescharactertropes>

¹¹ <http://metadataregistry.org/uri/vgmsnarrativetropes>

Platform Edition Entity

Definition: Denotes a particular instantiation of a video game. An edition may be a particular release of a game that is in some way different than another release of the same game. This may be because it has been adapted for release on a new platform or because it has fully integrated content that was previously available only as separate expansion material or additional content/features not available in the regular release of the game.

Edition Information [D]

Definition: A word or phrase appearing in the video game denoting the uniqueness of the edition.

Instructions: This element has been deprecated. It has been moved to the Local Release Subtitle element in the Distribution Package entity.

Platform [R][+]

Definition: The operating system or device on which the video game was designed to be played.

Instructions: Record the platform for which the video game is made as it appears on the GAMECIP - Computer Game Platforms controlled vocabulary¹².

For mobile devices and newer operating systems that are not found in the controlled vocabulary, you may have to create new terms (e.g., Android, Apple iOS). Specific version requirements, especially for games designed for multiple versions of an operating system, may be recorded in System Requirements, below, rather than in this element.

Examples: *Forza 5*: Microsoft Xbox One
Marathon:

- Apple iOS
- Apple Mac OS X
- Apple System 7
- Microsoft Windows
- Linux

¹² <http://metadataregistry.org/vocabulary/show/id/354.html>

System Requirements [+]

| | |
|---------------|--|
| Definition: | Hardware, firmware, and/or software components that are prerequisites for running the video game on a particular platform. |
| Instructions: | Determine system requirements from CSI. If applicable, describe “minimum” and “recommended” requirements. This is primarily for games designed for personal computers; it is not usually necessary to include system requirements for consoles and other devices. |
| Attributes: | <ul style="list-style-type: none">▪ Minimum▪ Recommended |
| Example: | <i>Deux Ex: Human Revolution (Microsoft Windows):</i> <ul style="list-style-type: none">▪ Windows XP, Windows Vista, or Windows 7 with DirectX 9.0c; 2 GHz dual core processor; 1 GB RAM (Windows XP) / 2 GB (Windows Vista and Windows 7); NVIDIA GeForce 8000 series or ATI Radeon HD 2000 series or better graphics card; 8.5 GB disk space [Minimum]▪ Windows 7; AMD Phenom II X4 or Intel Core 2 Quad or better; 2 GB RAM; AMD Radeon HD 5850 graphics card; 8.5 GB disk space [Recommended] |

Special Hardware [+]

| | |
|---------------|--|
| Definition: | The additional hardware devices that are recommended or required for playing the video game (e.g. motion controller; gaming headset). |
| Instructions: | Record the required and/or recommended special hardware as it appears in the CSI. In many cases, this information can be identified on the CSI as “compatible” hardware. |
| Attributes: | <ul style="list-style-type: none">▪ Required▪ Recommended |
| Example: | <i>The Legend of Zelda: Skyward Sword:</i> Wii MotionPlus [Required] <i>Pokémon GO:</i> Pokémon GO Plus + [Recommended] |

Networked Feature [+]

- Definition:** The ways in which the video game can be experienced through connection(s) to other entities (e.g., companies, third-party organizations, other players).
- Instructions:** Record the networked features as they appear on CSI.
- If the Platform element includes only platforms which do not support networked features, leave this element blank or NULL.
- If the platform element includes platforms with support for networked features but you determine the video game does not offer any, record “None” rather than leaving this element blank or NULL.
- Example:** *LEGO Star Wars: The Complete Saga (Xbox 360):* voice

Connectivity [+]

- Definition:** The technology through which the online features of the video game are realized.
- Instructions:** Where applicable, specify connectivity information for the following three attributes: method, network type, and bandwidth. Select terms from the CV below.
- Attributes:**
- Method:
 - Wired
 - Wireless
 - Both
 - Network type:
 - User-to-user
 - Server-based
 - Hybrid
 - Bandwidth [+]:
 - Required
 - Recommended

Record as many terms as necessary.

Number of Players [R][+]

| | |
|---------------|---|
| Definition: | The number or range of the number of players the video game can accommodate either separately or concurrently. |
| Instructions: | <p>Determine the number of players based on the CSI. Indicate the minimum-to-maximum range of concurrent players (e.g. 1, 1-2, 1-8). Massively multiplayer play should be recorded as "1-many".</p> <p>If the video game has additional modes (e.g. local multiplayer; online multiplayer, local network multiplayer) record the number of players for those modes by repeating the element. If the number of players is unknown, record "unknown".</p> <p>Record as many terms as necessary, or record only "unknown".</p> |
| Example: | <p><i>Crackdown:</i></p> <ul style="list-style-type: none">▪ 1▪ 2 [local network multiplayer]▪ 2 [online multiplayer] <p><i>Gears of War:</i></p> <ul style="list-style-type: none">▪ 1▪ 2 [local multiplayer]▪ 2-8 [online multiplayer] <p><i>Genshin Impact:</i></p> <ul style="list-style-type: none">▪ 1▪ 2-4 [online multiplayer] |

Ending

| | |
|---------------|---|
| Definition: | How the video game ends and/or the inclusion of post-game content. |
| Instructions: | <p>Determine and specify the ending information from the CSI ("Over 80 possible endings", "New Game+ feature", etc.).</p> <p>Record values for the following four attributes. Note that for live service games (i.e., games that are designed to be continuously updated with new content, features, and events to maintain player engagement over time), it will be impossible to determine the rest of the attributes under "Ending" until the service completely ends:</p> |

- Live service game?;
- End: Does it end?;
- Multiple endings: Does it have multiple endings?;
- Post-game content: Is there any post-game content or options?

Attributes:

Live service: Y/N

End: Y/N/Indeterminate

Multiple endings: Y/N/Indeterminate

Post-game content: Y/N/Indeterminate

Examples:

Tetris: N [end]

Final Fantasy XV: Y [end]; N [multiple endings]; Y [post-game content]

Zenless Zone Zero: Y [live service]; Indeterminate [end];

Indeterminate [multiple endings]; Indeterminate [post-game]

Estimated Time of Completion [D]

| | |
|---------------|---|
| Definition: | The estimated average time to complete the video game. |
| Instructions: | This element has been deprecated due to subjectivity of information and relevancy to users. For data regarding game completion times, the authors suggest HowLongToBeat ¹³ . |

Visual Style [+]

| | |
|---------------|---|
| Definition: | The predominant and recognizable visual appearance of a video game as originally intended by its creator, and/or determined in the context of creation. |
| Instructions: | <p>Determine the visual style from the CSI, and select the most appropriate term(s) from the controlled vocabularies:</p> <ul style="list-style-type: none">▪ Controlled Vocabulary for VISUAL STYLE – COLOR¹⁴▪ Controlled Vocabulary for VISUAL STYLE – LIGHT¹⁵▪ Controlled Vocabulary for VISUAL STYLE – STYLE¹⁶ <p>When multiple styles are used, only record the predominant style(s).</p> |

Dimension [+]

| | |
|---------------|---|
| Definition: | The intended perception of the depth of the represented entities inside the video game. |
| Instructions: | <p>Determine how depth is intended to be perceived in the video game and select the most appropriate term from the following controlled vocabulary:</p> <ul style="list-style-type: none">▪ 2D▪ 3D▪ Stereoscopic 3D▪ Unknown <p>Record as many terms as necessary.</p> |

¹³ <http://metadataregistry.org/vocabulary/show/id/354.html>

¹⁴ <http://metadataregistry.org/uri/vgmsvisualstylecolor>

¹⁵ <http://metadataregistry.org/uri/vgmsvisualstylelight>

¹⁶ <http://metadataregistry.org/uri/vgmsvisualstylestyle>

Point of View [+]

| | |
|---------------|--|
| Definition: | The perspective from which the player experiences the gameplay. |
| Instructions: | Determine the perspective from which the player experiences major portions of the video game. Record the appropriate term from the following controlled vocabulary: <ul style="list-style-type: none">▪ First person▪ Third person▪ Overhead▪ Other |
| | Record as many terms as necessary. |
| Example: | <i>Wolfenstein 3D</i> : first person |

Trailer [+]

| | |
|---------------|---|
| Definition: | The video footage released and/or endorsed by the developer/publisher of the video game for promotional purposes. |
| Instructions: | Record the URL for a trailer as found on the CSI. Include the retrieved date information. If possible, provide links to official trailers. This element provides only information regarding trailers, not game play videos. |

Transaction [+]

| | |
|---------------|---|
| Definition: | Exchange of value between players and the game, often involving real-world currency or in-game currency. |
| Instructions: | Identify the mechanisms in which the value exchange occurs in the game based on the examination of the CSI, other reference sources (e.g., reviews, critiques, walkthroughs, or guides), or gameplay. Select the most appropriate term(s) from the controlled vocabulary for this element. Record as many terms as necessary. |

Platform Edition Note

| | |
|---------------|---|
| Definition: | Any other notable characteristics of the platform edition. |
| Instructions: | Record notable or unique characteristics of the platform edition, not captured in other fields. |

Local Release Entity

Definition: Edition of a video game made available and accessible in a particular region and in a particular language as a local release. These variances typically include, but are not limited to, language, graphics (frequently through the censorship of religious iconography or nudity), and the customization options for both difficulty levels and characters.

Local Release Subtitle

Definition: A word or phrase appearing in the video game denoting the uniqueness of the local release (e.g., second edition, greatest hits, collector edition limited edition)¹⁷.

Instructions: Record the local release subtitle as it appears on the CSI, if applicable.

Language [+]

Definition: The classification code for the language(s) in which the video game conveys information.

Instructions: Identify the primary language(s) in which the video game conveys information. When users can change language settings, provide all the available language options. Use the appropriate language code from ISO 639-2¹⁸. If no language code is available use “OT” for “other”.

Record as many terms as necessary.

Attributes: ▪ Mode: Audio; Text

¹⁷ Modified from FRBR, 2009, p. 41,
<http://www.ifla.org/publications/functional-requirements-for-bibliographic-records>

¹⁸ <http://www.oasis-open.org/cover/iso639a.html>

Region Code [R][+]

| | |
|---------------|---|
| Definition: | The classification code that indicates the video encoding and regional hardware necessary to realize the video game. |
| Instructions: | Identify the region code(s) as they appear on the CSI. On physical cases, they may be located on the back or spine of the case. On physical discs or cartridges, they may be located on the front side of the medium. If the secondary sources confirm that the item is not region-specific, record “region-free”. If the classification code is unknown, record “unknown”. Record as many terms as necessary. |
| Example: | <i>Portal 2</i> (Xbox): NTSC |

Customization Option [D]

| | |
|---------------|---|
| Definition: | The in-game options for difficulty level and characters which can be modified by the player for personalized experience. |
| Instructions: | This element has been deprecated and its content split between two new elements. Character customization options are now part of the Protagonist element in the Game entity. Difficulty level options are now part of the Difficulty Options element in the Local Release entity. |

Difficulty Options

| | |
|---------------|--|
| Definition: | The in-game options for difficulty of gameplay. |
| Instructions: | Determine the options for customizing the game play difficulty from the CSI. Transcribe the different options as given in the video game (e.g., “insanity”, “god mode”), separating entries with semicolons. |
| Example: | <i>Doom</i> : I'm too young to die; Hey, not too rough; Hurt me plenty; Ultra-Violence; Nightmare! |

Rating [+]

| | |
|---------------|--|
| Definition: | The classification of the content in the video game used to inform decision making about the video game, provided by organizations such as professional associations, video game distributors, or creators. |
| Instructions: | <p>Transcribe the rating as it appears on the CSI. When the rating is unknown, or the video game existed before the current rating system(s), specify “unknown”. Transcribe all information pertaining to the rating starting with the rating organization (such as ESRB) and including the audience (such as “M (Mature 17+)”) as well as any descriptors or explanation included with the rating information (for example “Blood and Gore. Nudity. Violence.”).</p> <p>When multiple ratings appear for a single video game, transcribe all of them by repeating the element.</p> <p>Note that some older video games do not have this rating information.</p> |
| Example: | <i>God of war: Ascension</i> : ESRB; M (Mature 17+): Blood and Gore. Intense Violence. Strong Language. |

Screenshot [+]

| | |
|---------------|--|
| Definition: | Still images taken during the gameplay. |
| Instructions: | <p>Record the URL for a screenshot that represents the visual experience of the video game, focusing on the main gameplay. Gameplay screenshots should include the video game's user interface.</p> <p>If more than one user interface is typically encountered by the player (e.g., a combat HUD and an inventory screen), repeat the element for each configuration.</p> <p>In order of preference, screenshots should represent the following:</p> <ol style="list-style-type: none">1. main gameplay, ideally from sequences which represent significant phases of the video game;2. title screens;3. significant cutscenes;4. stills that capture other notable aspects of the work (e.g., "Easter eggs", unique credits sequences, storytelling "hooks", well-known graphics glitches, or examples of the overall art/visual style). <p>When possible, include subtitles in screenshots.</p> <p>Indicate when there is potential spoiling of video games in those images through the Spoiler attribute.</p> |
| Attribute: | Spoiler: Y/N |

Gameplay Video [+]

| | |
|---------------|--|
| Definition: | Video footage of the gameplay excluding such things as introductions, cutscenes, or trailers. |
| Instructions: | <p>Record the URL for a gameplay video as found on the CSI. Include the retrieved date information.</p> <p>If possible, provide links to official gameplay videos on YouTube channels, etc. This element provides actual, in-game video information, not trailers or openings of video games.</p> <p>Indicate when there is potential spoiling of video games in those videos through the Spoiler attribute.</p> |
| Attribute: | Spoiler: Y/N |
| Example: | <i>Final Fantasy</i> : http://www.youtube.com/watch?v=RMsxNT2A-jg (www.youtube.com; 2013-10-05; spoiler - Y) |

Version Information

| | |
|---------------|--|
| Definition: | Information related to the particular version of the video game being cataloged. |
| Instructions: | Enter the version number of the video game being cataloged, if available. |

Local Release Note

| | |
|---------------|--|
| Definition: | Any other notable characteristics of the local release of the video game edition. |
| Instructions: | Record notable or unique characteristics of the local release of the video game edition, not captured in other fields. |

Distribution Package Entity

Definition: A superclass of two disjoint sub-entity types: Physical Distribution Package and Digital Distribution Package. These two entity types model all of the properties necessary to describe the media through which individual copies of a game are distributed. See Appendix: Entity Relationship Diagram for additional information.

Distribution Type [R]

Definition: The manner in which the video game is distributed.

Instructions: Record either “physical” or “digital”, whichever represents the method of distribution for the video game.

- Physical: Distribution package includes physical media, such as games distributed via a cartridge or disc.
- Digital: Distribution package is digitally downloadable, streaming or somehow accessible without physical media.

File Type [D]

Definition: The type of file for digitally distributed video games.

Instructions: This element has been deprecated. File Type information is now File Format element in the Distribution Package entity.

File Format [R]

Definition: The file format for digitally distributed video games.

Instructions: Record the file format in which the game is distributed.

This is only applicable to digitally distributed video games. If the video game is physically distributed, record “N/A”.

File Size

Definition: The size of the file for digitally distributed video games.

Instructions: Record the size of the file, including units (KB, MB, GB).

This is only applicable to digitally distributed video games. If the video game is physically distributed, record “N/A”.

Physical Format [R]

Definition: The distribution medium that provides the executable code of a video game with physical media.

Instructions: Determine the media format by examining the physical object according to the GAMECIP - Media Formats controlled vocabulary¹⁹.

Record the most appropriate format.

This is only applicable to physically distributed video games. If the video game is digitally distributed, record “N/A”.

Retail Release Date [R][+]

Definition: The date of the public/commercial release of the video game.

Instructions: Determine the release date from the CSI and record it following the ISO 8601 Standard²⁰ (i.e., YYYY-MM-DD) with the source and the date when this information was acquired. If unknown, record “unknown”.

Example: *Fallout 4*: 2015-11-10 (wikipedia.org, 2017-01-05)

Representative Art [+]

Definition: The officially released image that is representative of the video game, prominently featured in a physical or digital distribution package.

Instructions: Record the URL for the representative art as found on the CSI. Include the retrieved date information.

If possible, provide links to official representative art.

¹⁹ <http://metadataregistry.org/vocabulary/show/id/356.html>

²⁰ <http://www.w3.org/TR/NOTE-datetime>

Packaging

| | |
|---------------|--|
| Definition: | All items included in the original packaging of the video game. |
| Instructions: | Record all physical items included in the distribution package as found on the CSI. Separate items in the list with a semicolon. This is only applicable to physically distributed video games. If the video game is digitally distributed, record "N/A". |
| Example: | <i>World of Warcraft: Warlords of Draenor Collector's Edition</i> : Full-color hardcover art book; behind-the-scenes two-disc Blu-ray/DVD set; CD soundtrack; mouse pad |

DRM [+]

| | |
|---------------|--|
| Definition: | Digital rights management technologies intended to control the use of the video game. |
| Instructions: | Determine if the video game has specific DRM such as download restrictions, use restrictions, requirement of physical discs, persistent online connectivity. If so, record the information from the CSI. |

Price/MSRP [+]

| | |
|---------------|--|
| Definition: | The manufacturer's suggested retail price (MSRP) at time of initial release in the region where the video game was released. |
| Instructions: | Determine the Manufacturer's Suggested Retail Price (MSRP) at the time of launch as found on the CSI. Record the price with the currency, source, and the date when this information was acquired. |
| Example: | 59.99 (USD, Amazon.com, 2014-03-25) |

Distribution Package Note

| | |
|---------------|--|
| Definition: | Any other notable characteristics of the distribution entity of the video game local release. |
| Instructions: | Record notable or unique characteristics of the distribution entity of the video game local release, not captured in other fields. |

Franchise Entity

Definition: The intellectual property, related data, and content shared among a group of cultural objects to which one or more video games belong (e.g., Pokémon, The Witcher).

Franchise Name [+]

Definition: A commonly used name referring to the intellectual property, related data, and content shared among a group of cultural objects to which the video game being described belongs.

Instructions: Determine and record the franchise information by consulting the stipulated secondary sources of information.

Franchise Note

Definition: Any other notable characteristics of the franchise of the video game.

Instructions: Record notable or unique characteristics of the franchise of the video game, not captured in other fields.

Series Entity

Definition: A set of related video games, often indicated by consecutive numbering, continuing narrative, or similarities in gameplay and themes, to which multiple video games belong (e.g., Final Fantasy, The Legend of Zelda).

Series Title [R][+]

Definition: Proper name of a set of related video games, often indicated by consecutive numbering, continuing narrative, or similarities in gameplay and themes, to which multiple video games belong.

Instructions: Record the series title based on the CSI. Series name is often indicated by the title (e.g., *Final Fantasy VII*; *Legend of Zelda: Ocarina of Time*) or subtitle (e.g., *A Gabriel Knight Mystery*).

Record as many terms as necessary.

Series Note

Definition: Any other notable characteristics of the series of the video game.

Instructions: Record notable or unique characteristics relating to the franchise of the video game, not captured in other fields.

Additional Content Entity

Definition: Extra downloadable or purchasable content including new levels, story, characters, items, etc. to extend or enhance gameplay.

Content Name [D]

Definition: Proper names used to refer to additional contents for video games, assigned by the creator.

Instructions: This element has been deprecated. Content Name information can now be found in the Content Title element in the Additional Content entity.

Content Name [R][+]

Definition: Proper name used to refer to additional content for video games, assigned by the creator.

Instructions: Record the title of any additional content available for the video game, as indicated by the CSI.

Record as many terms as necessary.

Content Type [+]

Definition: The type of additional content.

Instructions: Record the type of any additional content available for the video game, as indicated by the CSI. Common forms of additional content are

- DLC: Downloadable content which extends an existing game
- Mod: Alterations to existing content
- Patch: Software fixes intended to correct bugs or other play issues

Version Requirement

Definition: Any version requirement to play the video game with the additional content.

Instructions: Record any special version requirements unique to playing the video game with the additional content.

Additional Content Note

Definition: Any other notable characteristics of the additional content.

Instructions: Record any notable or unique characteristics relating to the additional content of the video game, not captured in other fields.

Collection Entity

Definition: A group of related video games which are collected and published together (e.g., *Halo: The Master Chief Collection* which includes *Halo: Reach*, *Halo: Combat Evolved Anniversary*, *Halo 2: Anniversary*, *Halo 3*, *Halo 3: ODST*, and *Halo 4*).

Collection Title [+]

Definition: Proper name used to refer to the collection of video games, assigned by the creator.

Instructions: Record the name of the collection titles associated with the video game, as indicated by the CSI.
Record as many terms as necessary.

Collection Note

Definition: Any other notable characteristics of the collection the video game is part of, that are not captured in other fields.

Instructions: Record any notable or unique characteristics relating to the collection of the video game, not captured in other fields.

Agent Entity

Definition: An individual, organization, or group of individuals or organizations responsible for creation, realization, manufacture, marketing, and/or distribution of a video game (modified from FRBR²¹, 2009, p.25)

Corporate Body [D]

Definition: An individual, organization, or group of individuals or organizations responsible for creation, realization, manufacture, marketing, and/or distribution of a video game (modified from FRBR²², 2009, p.25)

Instructions: This element has been deprecated. Corporate Body information can now be found in the Agent Name element in the Agent entity.

Agent Name [R][+]

Definition: An individual, organization, or group of individuals or organizations responsible for creation, realization, manufacture, marketing, and/or distribution of a video game (modified from FRBR²³, 2009, p.25)

Instructions: Determine the responsible corporate body by consulting the CSI. If available, record the full name of the corporate body. Transcribe the information as it appears in the CSI and denote as [transcribed]. If the corporate body information is not available, record “unknown”. Select and specify the role of the corporate body along with the name of the corporate body: developer, publisher, distributor, licensor, or licensee. When the role of the corporate body is unknown, record “unknown”.

Note that the distributors may or may not be the same entity as the video game creator(s) or publisher(s). In case of distributor(s), record the name of the distributor(s) who have market rights for the North American region (e.g.: Valve Corporation).

Example: *Never alone* – Upper One Games [Developer]; E-Line Media [Publisher]

²¹ <http://www.ifla.org/publications/functional-requirements-for-bibliographic-records>

²² *ibid*

²³ *ibid*

Agent Note

Definition: Any other notable characteristics of the agent.

Instructions: Record any notable or unique characteristics of the agent, not captured in other fields.

Appendix: Entity Relationship Diagram

