

Video Games Best Practices Task Force Report

The Video Games Best Practices Task Force was formed in July and has been making rapid progress on a draft of best practices which should be available for comment by Midwinter. This report may include provisional recommendations in some areas, as policies for preferred titles, games as subjects, and game genres will need to be worked out in coordination with the Library of Congress. The intent is to get a working document to the OLAC community as soon as possible with the understanding that not all policies will be finalized. The group is also working with the GAMECIP group from Stanford and UC Santa Cruz, which is working on a standardized list of game platforms which could provide an authority for the 753 field.

Greta de Groat is chairing the task force. Members are Marcia Barrett, Julie Moore, Robert Freeborn, Neil Robinson, Emma Cross, Junghae Lee, Jared Cowing, and Violet Fox. Advisors are Andrea Leigh from LC and Jin-Ha Lee from the University of Washington iSchool.

The group is recommending using “computer program” with either “two-dimensional moving image” or “three-dimensional moving image” for content type. We’re questioning whether the distinction between 2D and 3D is important or if it would be more helpful to have an RDA rule change to just “moving image.” We welcome feedback on this issue.