Just Catalog It!
Providing Access to 3-D Materials

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November 15, 2017
Presenters

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Principal Cataloger

Diane Robson  
Media Librarian

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Catalog Management Librarian

Hosted by ALCTS, Association for Library Collections & Technical Services
Outline

• Introduction
• Cataloging with RDA
• Genre Terms
• Facets
• Summary

Hosted by ALCTS, Association for Library Collections & Technical Services
Introduction
Challenges

• Confusing search results in online catalog
• Difficulty of finding materials in hidden collections
• Lack of relevant authorized genre terms
Goals of Enhanced Discovery

• Provide efficient and effective catalog searching
• Use terms relevant to users
• Collocate similar resources
• Generate recommendations for users
• Create programming around genres
Uncataloged Collections

• Inaccessible to your community
• At a greater risk for loss or theft
• Collection development complications

2015 Survey on Tabletop Game Collections

Do you create bibliographic catalog records for tabletop games?

- 31% -- yes
- 51% -- no
- 18% -- sometimes

Perfection

Instead of agonizing over “the perfect record”, decide:

1. “What data elements are useful for the kind of library research performed here in this particular institution?”

2. “How much, and which elements of that necessary information can this institution afford to support?”

Cooperative Cataloging

“Cooperative cataloging is not happening ‘once and for all’ in a few select institutions but is becoming more and more of a distributed, ongoing process.”

Genre/Form Term

Indicates what a resource is, not what it is about

Example:

655 _7 Globes. $2 lcgft
Specialized Lists of Genre Terms

• *Art and architecture thesaurus* (1970s)

• *Genre terms: A thesaurus for use in rare book and special collections cataloguing* (1983)
Library of Congress Genre/Form Terms for Library and Archival Materials (LCGFT)

• Cartographic materials
• General materials
• Law materials
• Literature
• Moving images
• Music
• Non-musical sound recordings
• Religious materials
• Art
Locally Created Genre Term Lists

• Artists’ books
• Chemistry and engineering literature
• Foreign films
• Video games
• Tabletop games
Facets

• Allow users to narrow search results by choosing various subcategories

• Examples (for games)
  – Number of players
  – Age of players
  – Duration of play
  – Genre terms

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Cataloging
Goal of Cataloging

• The goal of every library is to provide access to its collection. This goal is aided through records in the library catalog that enhance finding, identifying, and selecting.
Brief/Minimal Records

• Every item that your library provides to patrons should have a record.
• The extent of a record can vary based on user needs and the size of the collection.
• Bibliographic records, of any type, not only provide access for patrons, but also circulation data for collection management.
Realia Brief Records

Nandi
1 bronze sculpture (10 x 10 x 5 cm)
A small representation of Nandi the bull.

Bull
Religious object

245 0 0 Nandi.

300 \ 1 1 sculpture : $b bronze ; $c 10 \times 10 \times 5cm.

336 \ \ three-dimensional form $b tdf
$2 rdacontent

337 \ \ unmediated $b n $2 rdamedia

338 \ \ object $b nr $2 rdacarrier

500 \ \ Title from base.

520 \ \ A small representation of Nandi the bull.

600 0 \ Bulls $x Religious aspects.

https://commons.wikimedia.org/wiki/File:Nandi_Images_-_A_representation_of_Nandi_(the_bull).Nandi_is_believed_to_have_been_a_disciple_of_Lord_Shiva_and_also_His_mount.jpg
Brief Records

If we want to improve access, we need to provide access. You can create brief records that meet both:

• Your library’s minimal record requirements
• Supports user needs

**Tabletop Game**

245 0 0 Archer: $b once you go blackmail... a love letter game.

246 3 0 Love letter

655 \ 7 Tabletop games. $2 local

**Makerspace Item**

245 0 0 Makey: $b standard kit.

650 \ 0 Arduino (Programmable controller)
Three-Dimensional Objects (Realia)

• **Realia**: objects and material from everyday life

• **Realia for catalogers**: 3D objects from real life

• **Realia for libraries**: those dusty things you have on that back shelf
Resource Description and Access (RDA) & Realia

• (Type) Type of record: realia (r) (3D objects) man-made or natural
• (TMat) Type of material:
  (a) Art original – created by an artist
  (c) Art reproduction – reproduction of item created by an artist
  (d) Diorama – scenes of object or figures in front of 3D background
  (g) Game – items designed for play
  (p) Microscope slide
  (q) Model – representations of real things
  (r) Realia – everything else!
  (w) Toy – objects for children or other to play with
• Physical Description – description of the extent of an item
  – Content type
    • three-dimensional form - 3D
  – Media type
    • Unmediated – no playback device needed
  – Carrier type
    • Object – 3D man-made or natural
Tabletop Games

Three-dimensional non-projectable graphic
Type of record: realia (3D objects)
Type of material: game (items designed for play)
Physical description
  Content type
    three-dimensional form
  Media type
    Unmediated
  Carrier type
    Object
Makerspace Items

Three-dimensional non-projectable graphic

Type of record: realia
Type of material: realia
Physical description
  Content type
    three-dimensional form
  Media type
    Unmediated
  Carrier type
    Object

https://commons.wikimedia.org/wiki/File:Makey_Makey.jpg
Other Types of Realia

Three-dimensional non-projectable graphic
Type of record: realia (3D objects)
Type of material: game (items designed for play)
model (representation of a real thing)
realia (3D objects)

Physical description
Content type three-dimensional form
Media type Unmediated
Carrier type Object
245  \  \ Ticket to Ride.
500  \  \ Title from instruction sheet

245  \  \ Classic brain : $b 5 part.
500  \  \ Title from publisher’s website.

245  \  \ Vernier Arduino interface shield.
500  \  \ Title from instructions.

245  \  \ [Stick].
246  \  \ Pointy stick
500  \  \ Title devised by cataloger.
Hamburg, Germany : $b 38 Scientific, $c [2014]

[Place of distribution not identified] : $b [publisher not identified], $c [date of publication not identified]
Description

Extent of three-dimensional form

1 game
1 game (4 tokens)
1 game (2 red tokens, 2 blue tokens, 16 cards (12 pirates/4 hooks))

Base material

1 item : plastic
1 model : plastic, metal, wood

Dimensions (height x width x depth)

5 x 5 cm
in container 12 x 4 x 8 cm

1 game (8 cards) : plastic, cardboard ; in container 12 x 4 x 8 cm
Notes / Tabletop Games

508 \ \ Game design by Alan R. Moon; illustrated by Julien Delval; graphic design by Cyrille Daujean.

500 \ \ Title from instruction sheet.

500 \ \ Duration of play: 30-60 minutes.

500 \ \ For 2-5 players.

521 \ \ Age 8 to adult.
Notes / Makerspace Items

538 \ Requires Arduino for use.


500 \ Title from instructions.

521 \ Recommended for college and high school.
500  \  \ Title from publisher's website.

546  \  \ Guide in Latin, English, German, Spanish, French, Portuguese, Italian, Japanese, Russian and Chinese.

500  \  \ Includes 58 tutorials and instructions for 6 showpiece models.
Ticket to Ride Bib Record

Type r (Three-dimensional artifact or naturally occurring object)
TMAT g (game)

245 0 0 Ticket to ride: $b the cross-country train adventure game! / $c Alan R. Moon.
246 3 0 Cross-country train adventure game
264 1 \ Los Altos, CA : $b Days of Wonder, $c c2004-2012.
300 \ 1 game (1 board map of North American train routes, 240 train cars, 144 cards) : $b cardboard, plastic, color ; $c in container 30 x 30 x 8 cm. + $e 1 instruction sheet.
336 \ \ three-dimensional form $b tdf $2 rdacontent
337 \ \ unmediated $b n $2 rdamedia
338 \ \ object $b nr $2 rdacarrier
508 \ \ Game design by Alan R. Moon ; illustrated by Julien Delval ; graphic design by Cyrille Daujean.
500 \ \ Title from instruction sheet.
500 \ \ Duration of play: 30-60 minutes.
500 \ \ For 2-5 players.
521 \ \ Age 8 to adult.
520 \ \ "Players collect cards of various types of train cars they then use to claim railway routes in North America. The longer the routes, the more points they earn. Additional points come to those who fulfill Destination Tickets – goal cards that connect distant cities; and to the player who builds the longest continuous route." -- boardgamegeek.com
# Arduino Interface Shield

### Visual Material

<table>
<thead>
<tr>
<th>Type</th>
<th>r</th>
<th>(Three-dimensional artifact or naturally occurring object)</th>
</tr>
</thead>
<tbody>
<tr>
<td>TMAT</td>
<td>r</td>
<td>(realia)</td>
</tr>
</tbody>
</table>

<p>| 245 0 0 | Vernier Arduino interface shield / $c$ Vernier.          |
| 246 3 \ | Arduino interface shield                                 |
| 264 \ 3 | Beaverton, OR : $b$ Vernier Software &amp; Technology, $c$ 201?. |
| 336 \  \ | three-dimensional form $b$ tdf $2$ rdaccontent         |
| 337 \  \ | unmediated $b$ n $2$ rdamedia                          |
| 338 \  \ | object $b$ nr $2$ rdacarrier                           |
| 500 \  \ | Supported microcontrollers: SparkFun Arduino RedBoard, Arduino UNO, Arduino Leonardo, Intel Galileo. |
| 500 \  \ | Title from instructions.                               |
| 521 1 \ | Recommended for college and high school.                |
| 520 \  \ | &quot;The Vernier Arduino Interface Shield provides a convenient way to make connections from Arduino microcontrollers to Vernier sensors.&quot; -- website |</p>
<table>
<thead>
<tr>
<th>Tag</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Type:</td>
<td>r (Three-dimensional artifact or naturally occurring object)</td>
</tr>
<tr>
<td>TMAT:</td>
<td>m or r (model) or (realis)</td>
</tr>
</tbody>
</table>

245 0 0 Classic brain: $b 5 part.
264 \ 1 Hamburg, Germany: $b 3B Scientific, $c [2014]
300 \ \ 1 model (5 parts, 1 stand): $b plastic, metal; $c 13 x 14 x 18 cm + $e 1 guide (15 pages; 21 cm)
336 \ \ $3 model $a three-dimensional form $b tdf $2 rdacontent
336 \ \ $3 guide $a text $b txt $2 rdacontent
337 \ \ unmediated $b n $2 rdamedia
338 \ \ $3 model $a object $b nr $2 rdacarrier
338 \ \ $3 guide $a volume $b nc $2 rdacarrier
500 \ \ Title from publisher's website.
546 \ \ Guide in Latin, English, German, Spanish, French, Portuguese, Italian, Japanese, Russian and Chinese.
520 \ \ This five-part model is an original anatomic cast of a human brain. The components of the brain's left half are the frontal and parietal lobe, the temporal and occipital lobe, the encephalic trunk and the cerebellum. This model is supported on a detachable stand. The numbered guide indicates the primary parts of the brain, and contains information about models C15, C16, C17, C18 and C20.
Cannabis Goggles

Type: r (Three-dimensional artifact or naturally occurring object)

TMAT: r (realia)

245 0 0 Cannabis goggle.

264 \ 1 Brownsville, Wisconsin, USA : $b Drunk Busters of America, L.L.C., $c [not after 2016]

300 \ \ 1 pair of goggles : $b plastic, elastic, metal ; $c 9 x 20 x 4 cm + $e 1 guide (4 pages : color illustrations ; 29 cm) + 1 cloth bag (18 x 28 cm)

336 \ \ $3 goggles $a three-dimensional form $b tdf $2 rdacontent

336 \ \ $3 guide $a text $b txt $2 rdacontent

337 \ \ unmediated $b n $2 rdamedia

338 \ \ $3 goggles $a object $b nr $2 rdacarrier

338 \ \ $3 guide $a volume $b nc $2 rdacarrier

500 \ \ Title from publisher's website.

520 \ \ Simulates the effects of impairment from cannabis use.
Extent of Description

300
1 game (various pieces) : various materials ; in container.
or
1 game (1 board, 12 pieces, 2 dice) : wood, plastic, color ; in container 12 x 2 x 4.

336, 337, 338
$3 - Materials specified - Part of the described materials to which the field applies.

RDA allows you to choose to describe the predominant part of the manifestation or the most substantial parts. You get to decide what this means for your library.
Three-dimensional form vs. Tactile three-dimensional form

You will see some games and realia with tactile three-dimensional form. We use tactile three-dimensional form for items that require touch to be perceived. This puzzle box is a braille box that requires touch. You can not use it properly without the sense of touch.
Resources

• Cataloging Three-Dimensional Objects and Kits with RDA / Kelley McGrath

• RDA Cataloging of Two- and Three-Dimensional Non-Projectable Graphics / Yale Library

• Cataloguing using RDA: board games / Carleton University Library

• Cataloging 3D Objects & 2D Graphics Using RDA and MARC21 / Julie Renee Moore
Genre Terms
Genre Terms

• Use an established heading when possible
• If you can’t find a heading, create a local heading
  – Find a reliable and trusted resource for terms (Board Game Geek) to ensure the use of current vocabulary.
  – What terms do your users use?
  – Create standardized local headings
  – Maintain vocabulary as the collection grows
  – Share those headings with others
UNT Tabletop Game Genre Terms

Board Game Geek

Ticket to Ride (2004)

2-5 Players
Community: 2-5 — Best: 4

30-60 Min
Playing Time

Age: 8+
Community: 8+

Weight: 1.88 / 5
"Complexity" Rating

Alternate Names: Ticket to Ride 10 more

Designer: Alan R. Moon

Artist: Cyrille Daujean, Julien Delval

Publisher: Days of Wonder, ADC Blackfire Entertainment, Bandai (バンダイ), Bergsala Enigma + 9 more

See Full Credits

My rating ★★★★★★★☆☆☆

Add To Collection Log Play 2.4K Subscribe

CLASSIFICATION

Type
Family
Category
Trains
Travel
Mechanisms
Hand Management
Route/Network
Building
Set Collection

Hosted by ALCTS, Association for Library Collections & Technical Services
Establishing our terms

• Basic list of terms
  – 50 terms
  – Basic types of games
    • Board games, dice games, card games
  – Basic mechanics
    • Area of control games, cooperative games
  – Emphasis on terms for educators
    • Biology games, math games
UNT Genre Terms

155 Abstract games
455 Abstract strategy games
680 Abstract games are often theme-less, built on simple design and mechanics, perfect information games, promote one player overtaking opponents, little to no elements of luck, change, or random occurrence.
670 boardgamegeek.com

155 Acting games
555 Party games

155 Area of control games
455 Area of influence games
555 Strategy games
680 The Area Control mechanic typically awards control of an area to the player that has the majority of units or influence in that area.
670 boardgamegeek.com

155 Asymmetrical games
680 Asymmetrical games are games in which one player or faction of players plays the game differently from other players. An example would be Scotland Yard.
Educational Alignment

To encourage the use of games in curriculum development we have added educational alignments:

• Texas Essential Skills and Knowledge (TEKS)
  – 658 Science Concepts. $b The student recognizes multiple forms of energy and knows the impact of energy transfer and energy conservation in everyday life. $c 112.C.(c)(5)

• Common Core
  – 658 Science Concepts. $b Determine the meaning of symbols, key terms, and other domain-specific words and phrases as they are used in a specific scientific or technical context relevant to grades 11-12 texts and topics. $c CCSS.ELA-LITERACY.RST.11-12.4.
Educational Games
UNT Genre Terms

• Genre Terms for Tabletop Games
UNT Digital Library
(http://goo.gl/EVF0m8)
Facets
Facets

• They help facilitate discovery

• They make browsing a collection easier

• The main question: How do you want/see facets being used in your collection?
Flexibility of Facets

• Information can come from any part of the record
• Facet terms can be created based on user want or collection need
• Records and facets can be easily updated to include new and current information
Facets in a collection

• How we determined facets

• Finding the information for easy cataloging
Facets in a record

245 0 0 Ticket to ride : the cross-country train adventure game! / c Alan R. Moon.
246 3 0 Cross-country train adventure game.
300 \ 1 game (1 board map of North American train routes, 240 train cars, 144 cards) : b cardboard, plastic, col. ; c in container 30 x 30 x 8 cm. + e 1 instruction sheet.
336 \ three-dimensional form : tf $ 2 r d a c o n t e n t .
337 \ unmediated : bn $ 2 r d a m e d i a
338 \ object : bn $ 2 r d a c a r r i e r
500 \ Title from instruction sheet.
500 \ For 2-5 players.
500 \ Duration of play: 30-60 minutes.
508 \ Game design by Alan R. Moon ; ill. by Julien Delval ; graphic design by Cyrille Daujean.
521 \ Age 8 to adult.
520 \ Players collect cards of various types of train cars they then use to claim railway routes in North America. The longer the routes, the more points they earn. Additional points come to those who fulfill Destination Tickets – goal cards that connect distant cities; and to the player who builds the longest continuous route. -- boardgamegeek.com.
541 \ $ c G i f t : $ a Days of Wonder, $ d November 2013.
541 \ $ c G i f t , c .2 : $ a U N T Gamers, $ d January 2014.
590 \ d 3 0 t 5 9 ; p 2 t 4 ; p 4 t 8 ; a 5 t 9 ; a 1 0 t 1 3 ; a 1 4 t 1 6 ; a 1 7 t 1 0 0
650 \ 0 Railroad trains x Games.
655 \ 7 Tabletop games. $ 2 l o c a l $ 5 T x D N
655 \ 7 Geography games. $ 2 l o c a l $ 5 T x D N
655 \ 7 Educational games. $ 2 l o c a l $ 5 T x D N
655 \ 7 Card games. $ 2 l o c a l $ 5 T x D N
700 1 \ Moon, Alan R., d 1952- $ e designer.
710 2 \ Days of Wonder, Inc.
Facets in a record

245 0 0 Ticket to ride: the cross-country train adventure game! / by Alan R. Moon.
246 3 0 Cross-country train adventure game.
300 \ 1 game (1 board map of North American train routes, 240 train cars, 144 cards): cardboard, plastic, col. ; in container 30 x 30 x 8 cm. + 1 instruction sheet.
336 \ three-dimensional form: cardboard content.
337 \ unmediated: board, plastic, col.
338 \ object: cardboard carrier
500 \ Title from instruction sheet.
500 \ For 2-5 players.
500 \ Duration of play: 30-60 minutes.
508 \ Game design by Alan R. Moon; ill. by Julien Delval; graphic design by Cyrille Daujean.
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520 \ Players collect cards of various types of train cars they then use to claim railway routes in North America. The longer the routes, the more points they earn. Additional points come to those who fulfill Destination Tickets – goal cards that connect distant cities; and to the player who builds the longest continuous route. -- boardgamegeek.com.
541 \ Gift: Days of Wonder, d November 2013.
541 \ Gift, c.2: UNT Gamers, d January 2014.
590 \ d30t59; p2t4; p4t8; a5t9; a10t13; a14t16; a17t100
650 \ 0 Railroad trains
655 \ 7 Tabletop games
655 \ 7 Geography games
655 \ 7 Educational games
655 \ 7 Card games
700 1 \ Moon, Alan R., d 1952-$ design.
710 2 \ Days of Wonder, Inc.

Hosted by ALCTS, Association for Library Collections & Technical Services
Facets in a record

245 0 0 Ticket to ride : $b the cross-country train adventure game! / $c Alan R. Moon.
246 3 0 Cross-country train adventure game.
300 \ 1 game (1 board map of North American train routes, 240 train cars, 144 cards) : $b cardboard, plastic, col. ; $c in container 30 x 30 x 8 cm. + $e 1 instruction sheet.
336 \ three-dimensional form $bt $df $rd a content.
337 \ unmediated $bn $2 rdamedia
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590 \ d30t59; p2t4; p4t8; a5t9; a10t13; a14t16; a17t100
650 \ 0 Railroad trains $x Games.
655 \ 7 Tabletop games. $2 local $5 T x DN
655 \ 7 Geography games. $2 local $5 T x DN
655 \ 7 Educational games. $2 local $5 T x DN
655 \ 7 Card games. $2 local $5 T x DN
700 1 \ Moon, Alan R., $d 1952- $d designer.
710 2 \ Days of Wonder, Inc.
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</tr>
<tr>
<td>590 \ d 30t 59; p 2t 4; p 4t 8; a 5t 9; a 10t 13; a 14t 16; a 17t 100</td>
</tr>
<tr>
<td>650 \ 0 Railroad trains $x Games.</td>
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<td>655 \ 7 Tabletop games.$2local$5TxDN</td>
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</tr>
<tr>
<td>710 2 \ Days of Wonder, Inc.</td>
</tr>
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</table>
## Local Field Labels

### Duration of Play
- Less than 30 minutes
- 30 minutes to 1 hour
- 1 to 2 hours
- More than 2 hours

### Number of Players
- 1 player
- 2 to 4 players
- 5 to 8 players
- More than 8 players

### Recommended Age
- 1 to 4 years
- 5 to 9 years
- 10 to 13 years
- 14 to 16 years
- 17 years and up

Hosted by ALCTS, Association for Library Collections & Technical Services
Faceted test catalog

Search the UNT Library Catalog

To get started, enter a search in the search box at the top of the screen, or use the facets on the left-hand side of the screen to explore the catalog.
### Genre facet

<table>
<thead>
<tr>
<th>Genre</th>
<th>Count</th>
</tr>
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<tbody>
<tr>
<td>Electronic books</td>
<td>2,065</td>
</tr>
<tr>
<td>Video games</td>
<td>909</td>
</tr>
<tr>
<td>Tabletop games</td>
<td>480</td>
</tr>
<tr>
<td>Films for the hearing impaired</td>
<td>420</td>
</tr>
</tbody>
</table>
Other Facets

Games, Duration
- less than 30 minutes: 266
- 30 minutes to 1 hour: 254
- 1 to 2 hours: 121
- more than 2 hours: 25

Games, Recommended Age
- 1 to 4 years: 7
- 5 to 9 years: 181
- 10 to 13 years: 376
- 14 to 16 years: 239
- 17 years and up: 184

Games, Number of Players
- 1 player: 48
- 2 to 4 players: 455
- 5 to 8 players: 18
- more than 8 players: 71
Functionality

You searched for:

Games, Duration › less than 30 minutes

Genre › Tabletop games

Genre › Dice games

« Previous | 1 - 10 of 34 | Next »
Functionality

Games, Number of Players

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>1 player</td>
<td>1</td>
</tr>
<tr>
<td>2 to 4 players</td>
<td>6</td>
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<tr>
<td>more than 8 players</td>
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Genre

<table>
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<th>Genre</th>
<th>Value</th>
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<tr>
<td>Dice games</td>
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<tr>
<td>Educational games</td>
<td>6</td>
</tr>
<tr>
<td>Tabletop games</td>
<td>6</td>
</tr>
<tr>
<td>Area of control games</td>
<td>3</td>
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<tr>
<td>Asymmetrical games</td>
<td>2</td>
</tr>
</tbody>
</table>

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Starting the discussion with IT

• Every situation is unique
• Think about your library’s structure
• Build on already established success
• Always have an advocate
Summary
Summary

• Enhanced discoverability
• Efficient and effective catalog searching
• Just catalog it!
Resources

Genre Terms for Tabletop Games
http://goo.gl/EVF0m8

Handout with bibliography and catalog record example
http://goo.gl/M72vNT
Extra Special Thanks

Jason Thomale
Resource Discovery Systems Librarian
Contact Information

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Diane.Robson@unt.edu

Kevin Yanowski, M.S.
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