

Introduction, Research Question, Methods

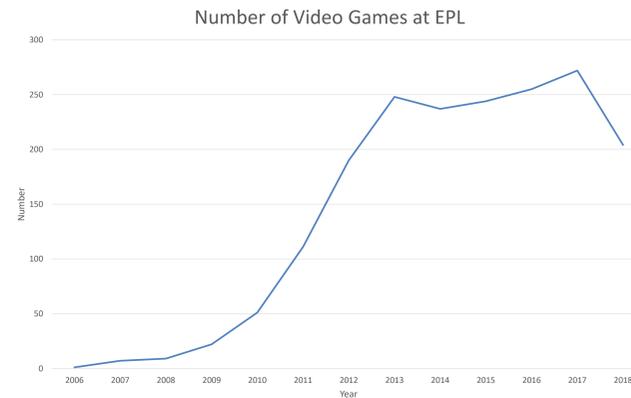
Video games have become increasingly important in today’s society (Nicholson, 2013; ESAC, 2017). Since 2008, they have also become important library collections. Most video games are catalogued using the same standards that are used to catalogue regular print materials. It has been identified that video gamers have a specific set of information needs when looking at video games, and traditional cataloguing techniques do not take this into account (Lee et al. 2013; Lee et al. 2016).

Research Question: to what extent do EPL’s video game catalogue records convey relevant information to video gamers?

Methods: 58 video game catalogue records were randomly sampled (1 every 25) from 2013-2018. They were then coded using 20 elements identified as important by Lee et al. (2013) and Lee et al. (2016) in interviews with video game players and video game stakeholders (parents, teachers, librarians, researchers). These elements were then input into an Excel sheet and scored as either a 0 (no presence), 0.5 (some presence, but incomplete), and 1 (complete). Social elements (user reviews, user tags, and age suitability statements) were also open coded.

List of Elements

- | | |
|---------------------------|-------------------------|
| 1. Title | 11. Publisher Date |
| 2. Edition | 12. Age Rating |
| 3. Story Summary | 13. Gameplay |
| 4. Star Rating | 14. Relationships |
| 5. Recommendations | 15. Genre |
| 6. Box Art | 16. Theme |
| 7. Platform | 17. Setting |
| 8. Jargon | 18. Visual Style |
| 9. Contents | 19. System Requirements |
| 10. Publisher Information | 20. Social Elements |



Sample Record

← Back to Search



MLB 14 The Show
Video Game - 2014 | PlayStation 4 (PS4).
★★★★☆ Rate this: ☆☆☆☆☆ 1

"MLB 14 The Show is a realistic baseball game that allows players to feel the MLB experience with moments such as when you're called up to the majors, a sacrifice fly to left field, or crushing a walk-off homer to win it all."—from www.metacritic.com.

Details Full Record

Title: MLB 14 the show [game]

Publisher: San Mateo, CA : Sony Computer Entertainment America, [2014]

Edition: PlayStation 4 (PS4).

Characteristics: 1 DVD-ROM ; sound, color ; 4 3/4 in.

Content Type: computer program

Media Type: computer

Carrier Type: computer disc

Notes: Title from disc label. Number of players: 1-4; online: 1-8. "Blu-ray disc." "Sony Computer Entertainment."

Summary: "MLB 14 The Show is a realistic baseball game that allows players to feel the MLB experience with moments such as when you're called up to the majors, a sacrifice fly to left field, or crushing a walk-off homer to win it all."—from www.metacritic.com.

Audience: ESRB rating E (everyone).

Local Note: 1 2 3 5 6 7 8 9 10 11 12 16 18 20 22

Additional Contributors: Sony Computer Entertainment

Alternative Title: Major League Baseball 2014 [game] : the show Show [game]

Branch Call Number: Video game TEEN 794.863 MLB

Subject Headings: Baseball juvenile software. Video games juvenile software.

Statement of Responsibility: Sony Computer Entertainment

Copyright Date: ©2014

System Details: System requirements: PlayStation 4: 47 GB hard drive space; HD video output (1080p); Dolby digital.

Publisher No: CUSA 00039

OPINION

COMMUNITY ACTIVITY

Comment (1) Age Suitability (1) Summary More

Add a Comment

★★★★☆ Aug 15, 2014 R robinz

This is the best baseball game ever made! Probably the best sports game ever made too! That's all that needs to be said.

EXPLORE FURTHER

Browse by Call Number

SUBJECT HEADINGS

- Baseball — Juvenile Software.
- Video Games — Juvenile Software.

LISTED

STAFF LISTS THAT INCLUDE THIS TITLE

No lists include this title yet

LISTS THAT INCLUDE THIS TITLE

No lists include this title yet

TAGS

No tags have been added to this title yet

SIMILAR TITLES

No similar titles have been added to this title yet

Findings

Element Coding

There were many consistent elements that correspond with regular cataloguing of print materials: title, edition, platform, publisher information, date, age rating, system requirements, and online capability. All of these can be found on the game case.

Every record had instances of library-specific jargon manifesting in the form of square brackets around dates, and bibliographic information in the content, media, and carrier field types. The terms “computer program” or “computer disc” are problematic because a computer game is very different from a Playstation 4 game.

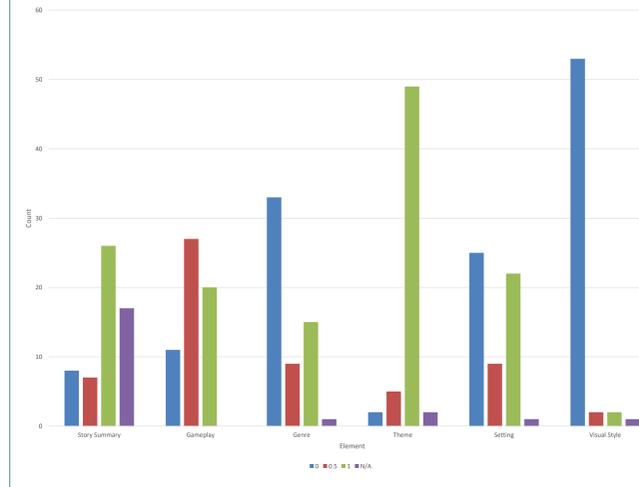
Most records had instances of relationships identified. These were mainly in the form of developer and publisher relationships. This only captures one form of relationship that video gamers may be interested in (Jett et al. 2015).

Box art was present on only 22% of records.

The review aggregator site Metacritic was the most common source for game summaries.

Elements that aren’t immediately clear based on the game case – such as story, gameplay, genre, theme, setting, and visual style – had a much more inconsistent presence. Many of these do not have specific vocabularies to pull from, and aside from theme (which was present in subject headings), had to be picked out from either summaries or subject headings.

Presence of Story, Gameplay, Genre, Theme, Setting, and Visual Style Elements



References:
Entertainment Software Association of Canada. (2017). Essential facts about the Canadian video game industry [white paper]. Retrieved from: http://theesa.ca/
Jett, J., Sacchi, S., Lee, J.H., & Clarke, R.I. (2015). A conceptual model for video games and interactive media. Journal of the Association for Information Science and Technology, 67(3), 505-517. DOI: 10.1002/asi.23409
Lee, J.H., Cho, H., Fox, V., & Perri, A. (July, 2013). User-centred approach in creating a metadata schema for video games and interactive media. Paper presented at the Joint Conference on Digital Library '13, Indianapolis, Indiana. DOI: 10.1145/2467696.2467702
Lee, J.H., Clarke, R.I., & Rossi, S. (2016). A qualitative investigation of users' discovery, access, and organization of video games as information objects. Journal of Information Science, 42(6), 833-850. DOI: 10.1177/0165551515618594
Nicholson, S. (2013). Playing in the past: A history of games, toys, and puzzles in North American libraries. Library Quarterly: Information, Community, Policy, 83(4), 341-361. Retrieved from: https://www.jstor.org/journal/library

Findings

Coding of Social Elements

38% (22/58) of records had some form of social element with it, the vast majority of which were user reviews.

The social elements provide valuable insight into what gamers consider to be useful information about the game.

The coding can be divided into the following themes: gameplay, game quality, content, genre, enjoyment, and relationships to other games.

They provide patrons with important information that might not be in the record. However, the social elements are not searchable in the catalogue.

User tags were primarily used to indicate game quality (“aweful”, “broken”, “cash-in”) or to create lists (“epl great stuff”).

☆☆☆☆☆ Sep 13, 2015 Donovan01

While the game looks good and the controls are fine the over-all package is sub-par at best. After the initial hour and a half of cut-scenes the Phantom Pain quickly turns into a grind, repeating the same pattern for nearly ever mission in the game. Scout the area, destroy communications, extract the target. You're rarely rewarded at the end of the extraction with even text informing you the mission is complete; even rarer still is a cut-scene that is so short and convoluted that it explains nothing. The entire story is hidden in the cassette tapes you find in the game, Konami instead spent their time building massive worlds with nothing in them, except the same handfuls of soldiers at the few outposts dotting the horizon. I'd recommend anyone wanting a Metal Gear experience to just go back and play the older [but much better] games.

Conclusion

The catalogue records for video games at EPL provide video gamers with basic information about the item, but the finer details about the games are missing in many cases. When these elements are there, the patron has to search through the record to find them.

Social elements provide insight into what information gamers find relevant and contains information that could potentially enrich the catalogue, but they are mostly not searchable.