



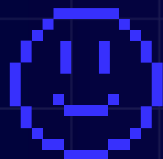
# Game not found:

## Addressing discovery challenges in Primo for gaming resources

Michelle Goodridge, MA MLIS  
Wilfrid Laurier University

# Summary

- 01 Games in Libraries
- 02 Cataloguing
- 03 Undiscoverable
- 04 Workarounds
- 05 Forward Thinking





01

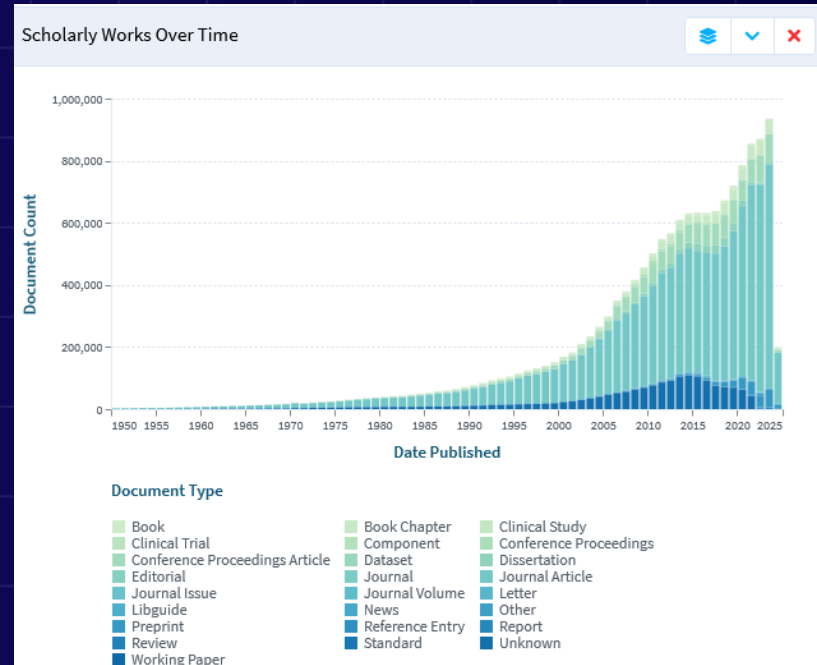
# Games in Libraries



# Games in Libraries

The previous decade had seen a drastic increase in academic libraries' interest in various uses of games and gaming: a quick search in the LISA database found 127 publications during the 1990s; from 2000 to 2008, there were 714 (Crowe & Sclipa, 2020)

This is a direct response to the rapid increase in academic literature on game-based learning, gamification and game design and an increase in game design programs



Data visualization of increase in publications on gamification, game-based learning and game design from lens.org (accessed April 16 2024)

# Laurier Library Gaming Collection

Through a generous grant from the Student Life Levy Fund in 2017, the Library has created the Game Library and a service point at the Brantford Digital Library and Learning Commons (DLLC) to support the collection. The bulk of the collection has since been relocated to the Waterloo campus.

This collection supports all Laurier students, staff and faculty especially those in the Game Design and Development program.

Items include gaming consoles, a gaming laptop, projector, Oculus Rift, tabletop games, and RPG books.





02

# Cataloguing



# Issues with Catalogue Records in Primo



## Removal of Tags

Tagging of records is no longer an option with consortial instances of Primo

## LCCN Spread

There are several major LCCN prefixes used for games making alphabetical sorting on shelf or shelf reading not viable

## Local notes not visible

Consortial limitations restrict our ability to display certain notes

## Inconsistent image grab

Games do not have ISBN/ISSN\* and Primo inconsistently pulls in images using LCCN when available

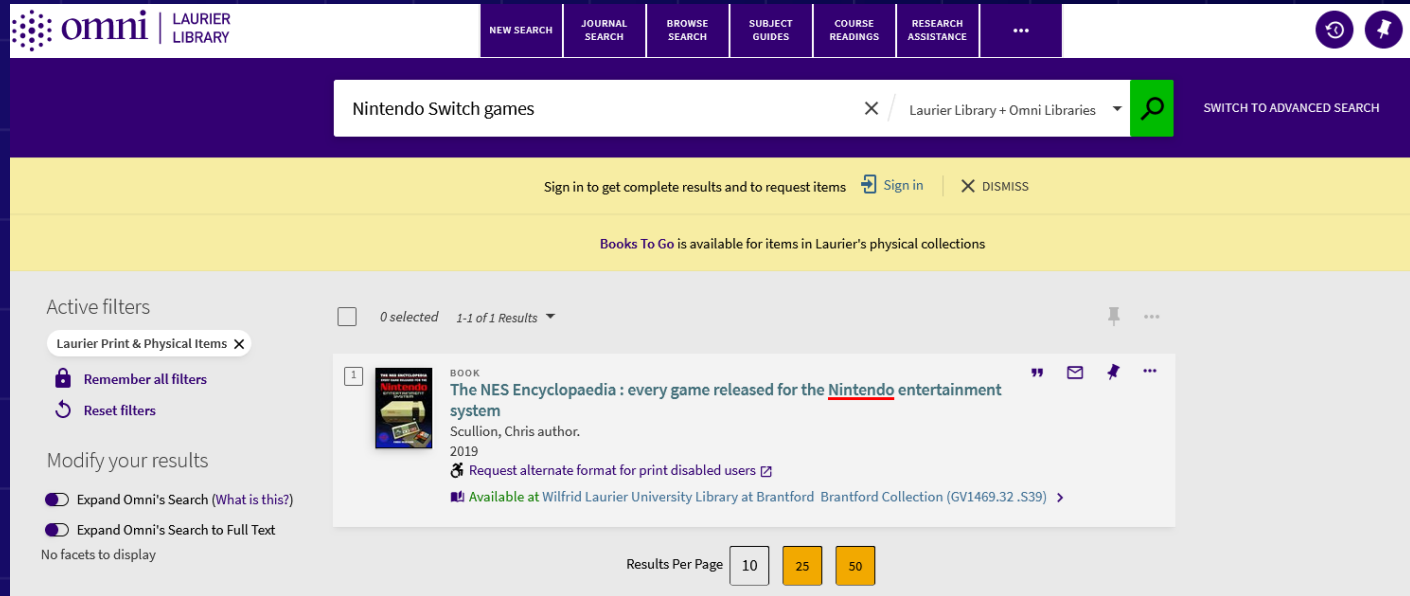
## Hardware Deduping

Copies of the same title across platforms are difficult to find

## MARC fields inadequate

We are limited to how we can describe games and make them searchable

# Removal of Tags



The screenshot displays the Laurier Library Omni search interface. At the top, the header includes the 'omni | LAURIER LIBRARY' logo and navigation tabs: NEW SEARCH, JOURNAL SEARCH, BROWSE SEARCH, SUBJECT GUIDES, COURSE READINGS, RESEARCH ASSISTANCE, and a menu icon. A search bar contains the text 'Nintendo Switch games' with a dropdown menu showing 'Laurier Library + Omni Libraries'. To the right of the search bar are icons for account and notifications, and a 'SWITCH TO ADVANCED SEARCH' link.

Below the search bar, a yellow banner prompts users to 'Sign in to get complete results and to request items' with a 'Sign in' button and a 'DISMISS' link. Another yellow banner states 'Books To Go is available for items in Laurier's physical collections'.

The main results area shows 'Active filters' with 'Laurier Print & Physical Items' selected. On the left, there are options to 'Remember all filters' and 'Reset filters'. Below this, 'Modify your results' includes checkboxes for 'Expand Omni's Search (What is this?)' and 'Expand Omni's Search to Full Text', with a note 'No facets to display'.

The search results list shows '0 selected' and '1-1 of 1 Results'. The first result is a book titled 'The NES Encyclopaedia : every game released for the Nintendo entertainment system' by Scullion, Chris. author, published in 2019. It includes a 'Request alternate format for print disabled users' link and an 'Available at Wilfrid Laurier University Library at Brantford Brantford Collection (GV1469.32 .S39) >' link.

At the bottom, the 'Results Per Page' section shows options for 10, 25, and 50 results.

- Prior to OCUL creating Collaborative Futures and Omni, we had the ability to tag our local records to assist patrons with browsing and searching
- This was exceedingly handy for board games and video games as we could sort by format and hardware (eg. PS3, PS4, etc)
- Our users want to see “all the boardgames” or “all the Nintendo Switch games” and that was the best way to ensure all the records came up efficiently
- When we entered a consortia, Ex Libris informed us we could no longer use tags in this way making our collection difficult to search



# Local Notes Not Visible/Discoverable

- With the removal of tags, we have tried to explore other options to group together games by hardware/format
- We have used edition notes for the gaming console (MARC 655); included square brackets in the title with the system (eg. [Switch]); created some test records that include accessibility notes that are not searchable

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OTHER

**The Legend of Zelda : breath of the wild** [Switch].

Nintendo of America Inc., publisher.

2017

 [Get it from another library >](#)





# Hardware Deduping

- There has been notable issues with the same titles available on different consoles

For example, The Witcher III on Switch and The Witcher III on PS4

2



OTHER

## The Witcher. III, Wild hunt

Warner Bros. Interactive Entertainment, publisher.

2015

 [Get it from another library >](#)



- We also have issues with the consortium environment with recommendations for handling these records and some institutions also circulating games

# LCCN Spread



Michelle Goodridge

@migoodridge

The collection is really growing!!!

@LaurierLibrary #brantford #tabletopgames



9:28 AM - 27 Apr 2018

7 Likes



7



- There is a huge spread of LC Classification used to describe video games, tabletop (board) games and RPG
- The range is;  
G. Geography, Anthropology, Recreation  
GV. Recreation. Leisure  
GV1-1860. Recreation. Leisure  
GV1199-1570. Games and amusements
- As our collection grows, items end up being shelved alphabetically within their call number ranges making it difficult for most users to find the game they're looking for
- This also makes shelf reading options in Primo largely unhelpful as the games are not all located together within one call number range

# Inconsistent Image Grab

- Games in general do not have ISBN/ISSN so Primo struggles to pull images for games into the catalogue automatically
- A few but growing number of game publishers are using ISBNs (see Netrunner) as they cost less than UPC/EAN-13s; if they're already publishing books they have a block of ISBNs to use; it allows publishers to get their games into larger markets such as book stores
- Out of our over 300 board games in our collection, approximately 15% have images grabbed by Primo with some of these being from ISBNs and others are unknown
- Out of our over 400 video games, we have a slightly higher percentage with grabbed images
- It doesn't appear to be linked to OCLC numbers or PUBNUM




## Details

Title	Android netrunner
Author/Creator	<a href="#">Garfield, Richard, 1963- designer.</a> > <a href="#">Litzinger, Lukas, designer.</a> > <a href="#">Fantasy Flight Publishing, publisher.</a> >
Publication Date	2012
Description/Abstract	A card game of cyber struggle for 2 players, set in a dystopian future where man and machine live side by side. Each player assumes the role of either a corporation or runner in a contest of wits, deceit, and calculated risk.
Subject	<a href="#">Card games</a> >
Other title	Netrunner
Identifier	ISBN : 9781616614607 OCLC : (OCoLC)1087045941
Publisher	Roseville, MN : Fantasy Flight Games
Format	1 game (134 corporation cards, 114 runner cards, 2 click tracker cards, 2 reference cards, 51 one-credit/advancement tokens, 8 five-credit tokens, 6 brain damage tokens, 12 bad publicity/tag tokens, 2 click tracker tokens, 23 generic tokens) : colour, paper, plastic, ; in container 30 x 30 x 8 cm + 1 rules book (36 pages ; 28 cm)
Source	cardboard plastic paper
Library Catalog	Library Catalog
Collection Path	<a href="#">LIBRARY PICKS</a> / <a href="#">Gaming Collection</a> / <a href="#">Board/Table Top Games</a> /



# MARC fields inadequate

- MARC was created to catalogue books, not non-traditional library material
  - A study completed in 2017 by Robson Slobuski and Bentley, they noted that of the 94 respondents who had games in their library, only 51% of them catalogued them
  - There are several best practice documents around for cataloguing video games (eg. “Best Practices for Cataloging Video Games” prepared by the Online Audiovisual Catalogers, Inc), but there are still limitations to what can be entered in the record and what is fully searchable in Primo
  - The “Games Collection Cataloguing Workflow” prepared by Dartmouth College Library is a helpful tool for cataloguing games
- 

# Cataloguing Games



- Most libraries don't catalogue their games, and for good reason!
- No dedicated MARC fields for games
- LCSH are limited in scope
- We can add local notes to MARC records (next slide)
- ESAR scheme may help with cataloguing of games
- 'Gamers' don't understand library cataloguing and collection management practices
- We catalogued using LCCN, but shelved alphabetical by game system

## Le Système ESAR

Pour analyser,  
classifier des jeux  
et aménager des espaces

E = Exercise play

Sensory and motor exercise play repeated for the pleasure of effects and immediate results. Examples: sensory and motor games, manipulating play, virtual action-reaction game.

S= Symbolic play

Play to pretend, imitate objects and peoples, play roles, create scenarios, represent reality through images or symbols. Examples: role-playing, staging, graphic production game, virtual simulation game.

A := Assembly (or Construction)

Play to gather, combine, arrange and fit more elements to form a whole, and achieve a specific goal. Examples: games of construction, design, assembly, virtual game.

R = Games with Rules

Games with a specific code, and rules, accepted by the players, to comply to. Examples: association game, sequential game, circuit game, skill game, sport game, strategy game, gambling, quiz, math game, language game, clue, virtual rule game.

4 letters, 4 words, 4 stages (facet A) and more (Facets B, C, D, E and F)

This first classification into four types of play (facet A) is followed by a psychological analysis which facilitates the description of intellectual or cognitive (facet B), functional and motor (facet C), social (facet D), linguistic (facet E) and affective abilities (facet F). These six facets allow a complete analytical look on play, games ou play materials in the perspective of children's global development.

```

leader 01890crm a2200373 i 4500
001 991456582205151
005 20210106160255.0
007 ou
008 190314s2018 qucnnn gneng d
024 8$a826956610106
028 52$aNMG 60010ENFR $bNext Move Games
035 $$a(OCOLC)1099700853
035 $$a(OWtL)5213158-triudb
035 $$a(triudb)5213158-triudb
040 $$aCaOWtL $beng Serda $cCaOWtL
041 0$aeng $afre
090 $$aGV1469.A98 $bK54 2018 $5CaOWtL $9local
100 1$aKiesling, Michael, $edesigner.
245 10$aAzul / $cMichael Kiesling.
264 1$aRigaud, QC, Canada : $bPlan B Games Inc., $c[2018]
300 $$a1 game (100 tiles, 4 player boards, 9 factory displays, 4 scoring markers, 1 starting player marker) : $bcolour, cardboard, resin, wood ; $cin container 26 x 26
336 $$athree-dimensional form $btdf $2rdacontent
337 $$aunmediated $bn $2rdamedia
338 $$aobject $bnr $2rdacarrier
340 $$acardboard $aresin $awood $2rda
380 $$apuzzles and games. $2logft
546 $$aGame instructions in English and French.
500 $$aTitle from container.
500 $$aPlay time: 30-45 min.
500 $$a2-4 players.
521 $$aAges 8 and up.
520 $$aIntroduced by the Moors, azulejos (originally white and blue ceramic tiles) were fully embraced by the Portuguese, when their king Manuel I, on a visit to the Al
532 $$aColour blindness friendly, some minor physical, language and visual imparity.
594 $$cDonation; $aMade possible by a Student Life Levy Grant. $9local
650 0$aBoard games.
710 2$aPlan B Games (Firm) $epublisher.

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## EXAMPLE OF ACCESSIBILITY NOTES IN MARC RECORDS





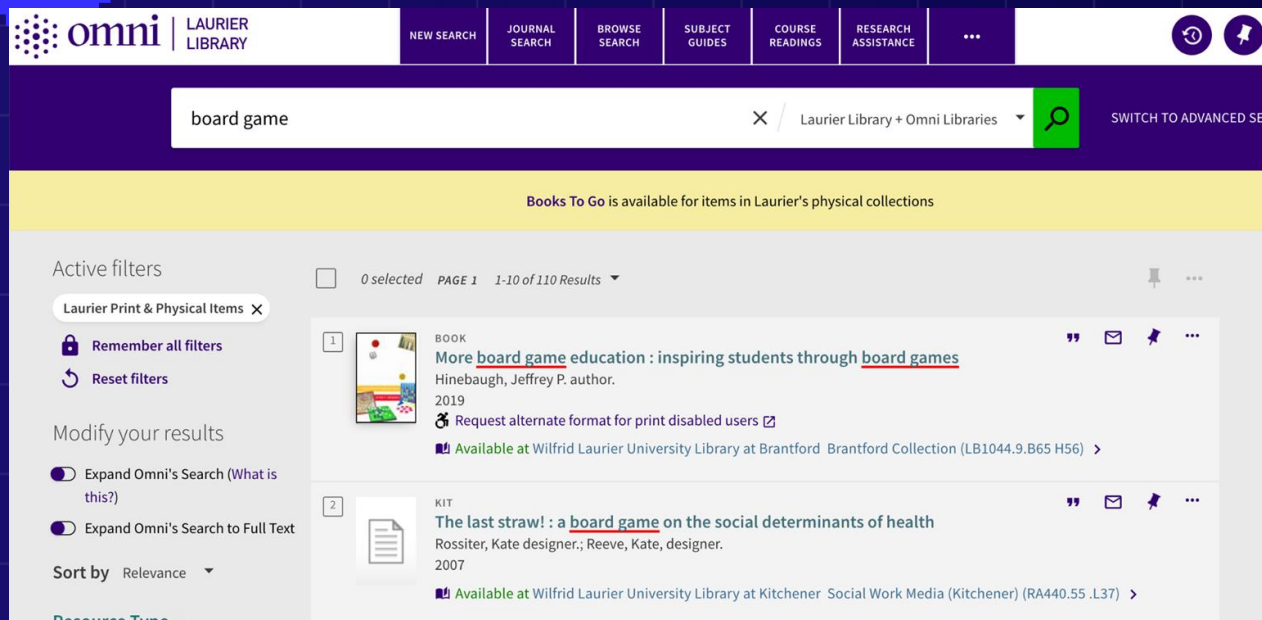
03

Undiscoverable





# We have games?



The screenshot shows the Laurier Library Omni search interface. The search bar contains 'board game' and the results are displayed on a yellow background. The search results are filtered to 'Laurier Print & Physical Items'. The first result is a book titled 'More board game education : inspiring students through board games' by Hinebaugh, Jeffrey P., published in 2019. The second result is a kit titled 'The last straw! : a board game on the social determinants of health' by Rossiter, Kate designer.; Reeve, Kate, designer., published in 2007. Both results are available at Wilfrid Laurier University Library.

omni | LAURIER LIBRARY

NEW SEARCH JOURNAL SEARCH BROWSE SEARCH SUBJECT GUIDES COURSE READINGS RESEARCH ASSISTANCE ...

board game X Laurier Library + Omni Libraries SWITCH TO ADVANCED SEARCH

Books To Go is available for items in Laurier's physical collections

Active filters

Laurier Print & Physical Items X

Remember all filters

Reset filters

Modify your results

Expand Omni's Search (What is this?)

Expand Omni's Search to Full Text

Sort by Relevance

0 selected PAGE 1 1-10 of 110 Results

1 BOOK  
More board game education : inspiring students through board games  
Hinebaugh, Jeffrey P. author.  
2019  
Request alternate format for print disabled users  
Available at Wilfrid Laurier University Library at Brantford Brantford Collection (LB1044.9.B65 H56) >

2 KIT  
The last straw! : a board game on the social determinants of health  
Rossiter, Kate designer.; Reeve, Kate, designer.  
2007  
Available at Wilfrid Laurier University Library at Kitchener Social Work Media (Kitchener) (RA440.55 .L37) >

Intuitive search of “board game” applying the items physically available gets 110 results of which 10% are actual games

Search of “tabletop game” is even worse with 7 results, none of which are actual games, just print resources about games

We know other consortial partners have games, some of whom do circulate them and they do not appear in these searches either

Searching “Ticket to Ride” you get a realia record from UW before the Laurier copy

Chat is available Monday - Friday, 8:30 a.m. - 6:00 p.m., Sunday, 11:00 a.m. - 5:00 p.m., and other times as available. Please use [our contact form](#).

#### Additional Assistance

[Michelle Goodridge](#) (view profile)

Office: L320

Email Address: [mgoodridge@wlu.ca](mailto:mgoodridge@wlu.ca)

Email Form: [Send Email \(form\)](#)

## Gaming Collection

The gaming collection which includes tabletop, roleplay and digital games is physically available at the Laurier Library Waterloo campus. Items can be sent to other campuses.

Through a generous grant from the Student Life Levy Fund in 2017, the Library has created the Game Library.

**Questions?** Please contact the [Library Help Desk](#).

## Collection Contents

- over 180 board games
- over 200 digital games
  - Xbox 360 Games
  - Xbox One Games
  - PS3 Games




04

# Workarounds

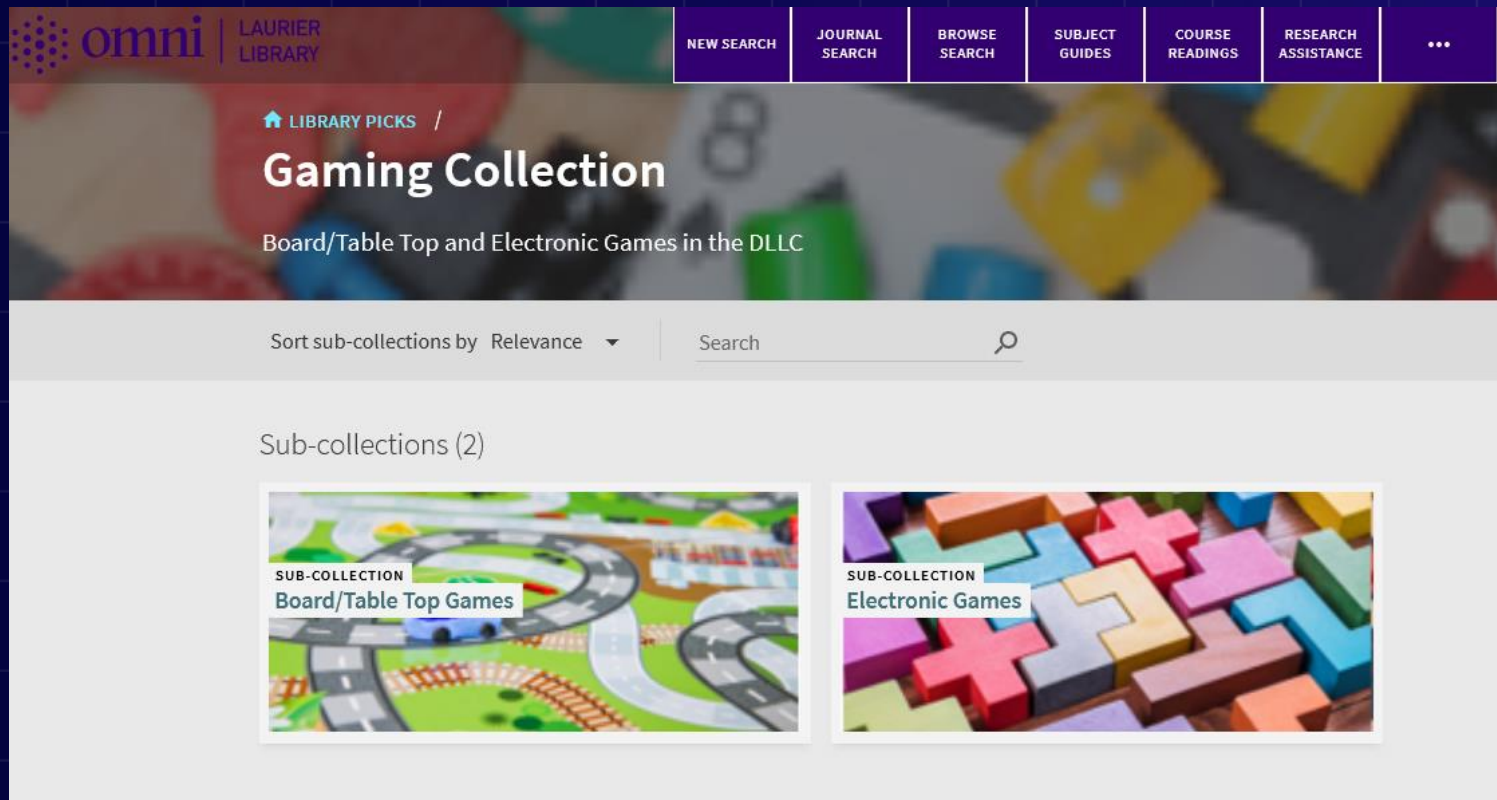




# Navigate Away from the Library Catalogue

- NYU has a collection of over 3000 titles and they use Google Sheets
  - The MIT Game Lab doesn't even list their game collection online
  - Northeastern University used Leganto to make a Reading List for their games
  - Memorial University Libraries uses Flickr to display their game collection
  - Louisiana State University, University California-Irvine, Arizona State and University of Cincinnati use LibGuides to list their games
  - University North Texas uses their catalogue and canned searches (genre: tabletop game) to bring up complete lists of games that can be filtered by game mechanics (eg. hand management, party, etc)
  - University Wisconsin-Madison also use their catalogue through a canned search, but are missing images and catalogued the games as "kits"
- 

# Alma Solution?



The screenshot displays the Laurier Library Alma website. At the top, the 'omni | LAURIER LIBRARY' logo is on the left, and a navigation bar contains links for 'NEW SEARCH', 'JOURNAL SEARCH', 'BROWSE SEARCH', 'SUBJECT GUIDES', 'COURSE READINGS', 'RESEARCH ASSISTANCE', and a menu icon. Below the navigation bar, a banner for the 'Gaming Collection' features a background image of various board game pieces. The banner text includes 'LIBRARY PICKS / Gaming Collection' and 'Board/Table Top and Electronic Games in the DLLC'. A search bar with the placeholder text 'Search' and a magnifying glass icon is positioned below the banner. Underneath the search bar, the text 'Sub-collections (2)' is displayed. Two sub-collection tiles are shown: 'Board/Table Top Games' with a background image of a board game track, and 'Electronic Games' with a background image of colorful Tetris blocks. Each tile has a 'SUB-COLLECTION' label in the top left corner.

omni | LAURIER LIBRARY

NEW SEARCH JOURNAL SEARCH BROWSE SEARCH SUBJECT GUIDES COURSE READINGS RESEARCH ASSISTANCE ...

LIBRARY PICKS /

## Gaming Collection

Board/Table Top and Electronic Games in the DLLC


Sort sub-collections by Relevance ▾

Search 🔍

Sub-collections (2)


SUB-COLLECTION

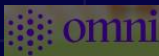
Board/Table Top Games



SUB-COLLECTION

Electronic Games




 LAURIER  
LIBRARY

NEW SEARCHJOURNAL  
SEARCHBROWSE  
SEARCHSUBJECT  
GUIDESCOURSE  
READINGSRESEARCH  
ASSISTANCE...









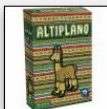



[LIBRARY PICKS](#) / [Gaming Collection](#) /

Board/Table Top Games

Sort items by Title ▾

Search 

Items (156)

 KIT 1812 : the invasion of Canada	 KIT 7 wonders	 KIT 7 wonders duel	 KIT Abyss
 KIT Adrenaline	 KIT Agility	 KIT Agricola	 KIT Alien frontiers
 KIT Altiplano	 KIT Android netrunner	 KIT Apples to apples : the game of crazy combinations!	 KIT Archipelago : war & peace



05

# Forward Thinking





# This isn't just games

Libraries continue to expand the kinds  
of items we want to circulate to our  
patrons

We need to find creative solutions to  
make these items discoverable within  
the confines of the systems we have





# THANKS!



Do you have any questions?  
[mgoodridge@wlu.ca](mailto:mgoodridge@wlu.ca)

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