

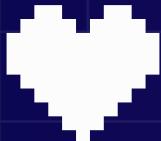


Game not found:

Addressing discovery challenges in Primo for gaming resources

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Summary

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

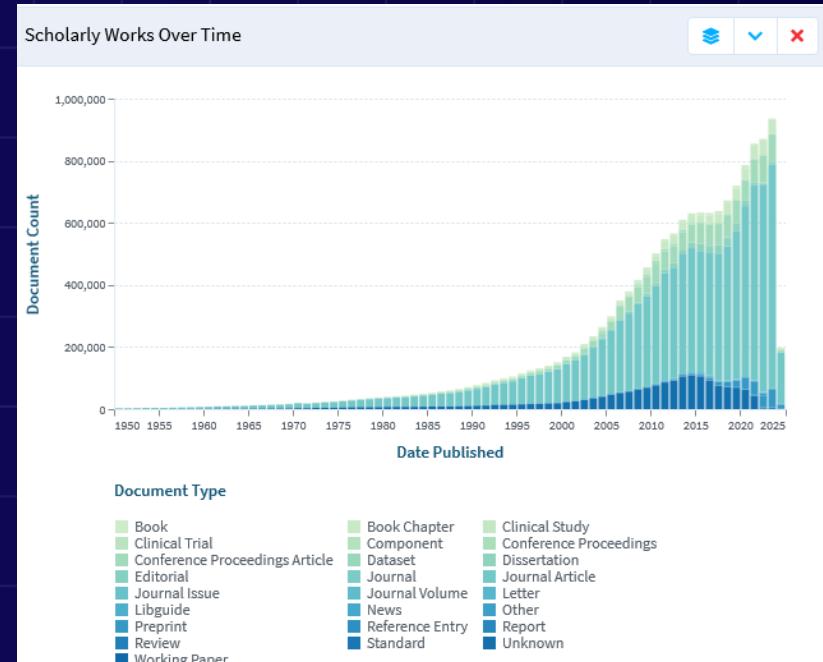
01

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 & Scilippa, 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.

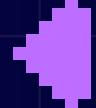
Items include gaming consoles, a gaming laptop, projector, Oculus Rift, tabletop games, and RPG books.



02

Cataloguing

Issues with Catalogue Records in Primo



Removal of Tags

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



Local notes not visible

Consortial limitations restrict our ability to display certain notes

Hardware Deduping

Copies of the same title across platforms are difficult to find



LCCN Spread

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

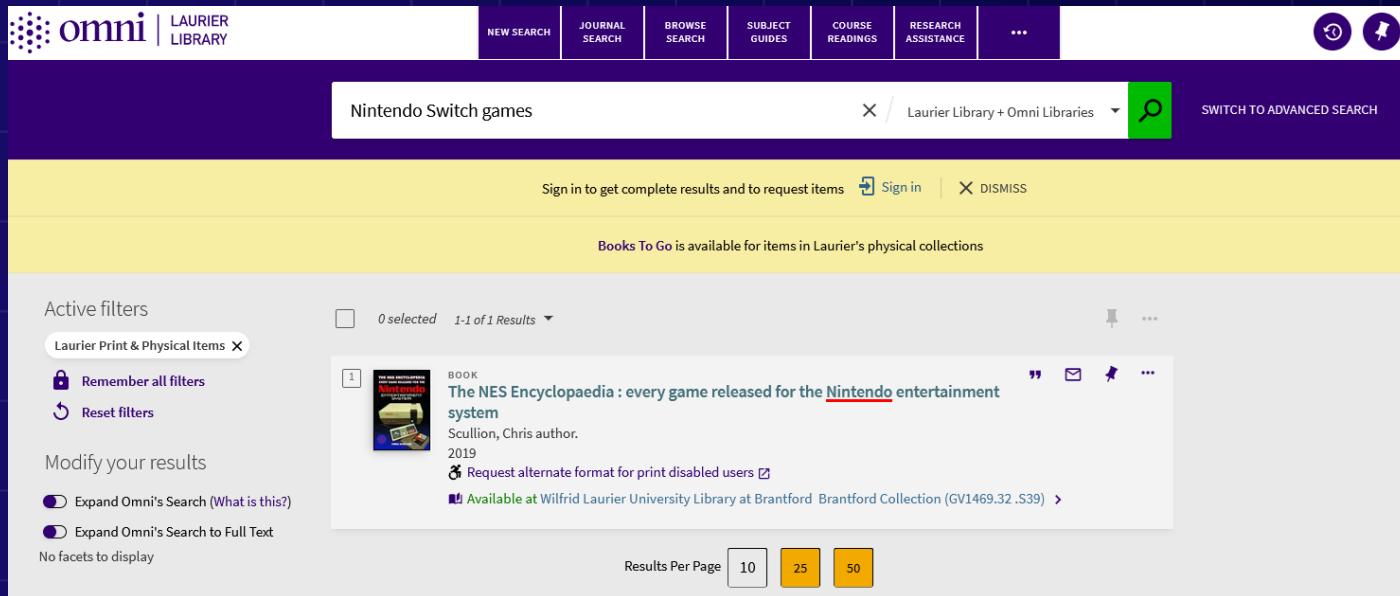
Inconsistent image grab

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

MARC fields inadequate

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

Removal of Tags



The image shows the Omni Laurier Library search interface. The search bar at the top contains the query "Nintendo Switch games". Below the search bar, a message encourages users to "Sign in to get complete results and to request items". The search results page displays one result for "The NES Encyclopaedia : every game released for the Nintendo entertainment system" by Scullion, Chris. The result includes a thumbnail image of the book cover, publication details (2019), and a link to request an alternate format for print disabled users. The interface also features a sidebar with "Active filters" (Laurier Print & Physical Items), "Modify your results" (Expand Omni's Search, Expand Omni's Search to Full Text), and a "Results Per Page" dropdown set to 10, with options for 25 and 50.

- 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



6

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

Q T 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	Garfield, Richard, 1963- designer. > Litzsinger, Lukas, designer. > Fantasy Flight Publishing, publisher. >
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	Card games >
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) cardboard plastic paper
Source	Library Catalog
Collection Path	LIBRARY PICKS / Gaming Collection / Board/Table Top Games /





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\$anm0 60010ENFR \$bNext Move Games
035 ##\$a(OCoLC)1099700853
035 ##\$a(CWtL)5213158-
035 ##\$a(triudb)5213158-
040 ##\$aCaOWtL \$beng Serda \$cCaOWtL
041 0#\$aeng \$afre
090 ##\$av1469.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 ; \$c1 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. \$2lcgft
546 ##\$aGame instructions in English and French.
500 ##\$atitle from container.
500 ##\$oplay 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 impurity.
594 ##\$cDonation; \$awade possibly by a Student life Levy Grant. \$9local
650 #0\$aBoard games.
710 2#\$aPlan B Games (Firm) \$epublisher.

EXAMPLE OF ACCESSIBILITY NOTES IN MARC RECORDS

03

Undiscoverable

We have games?



omni LAURIER LIBRARY NEW SEARCH JOURNAL SEARCH BROWSE SEARCH SUBJECT GUIDES COURSE READINGS RESEARCH ASSISTANCE ...  

board game  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  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  Resource Type

0 selected PAGE 1 1-10 of 110 Results  

 1	More <u>board game</u> education : inspiring students through <u>board games</u> 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	The last straw! : a <u>board game</u> 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

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?

omni | LAURIER LIBRARY

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

omni LAURIER LIBRARY

NEW SEARCH JOURNAL SEARCH BROWSE SEARCH SUBJECT GUIDES COURSE READINGS RESEARCH 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

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