



SHARE

Video Games

SHARE Cataloger's Training Session

January 13, 2026

Sharing Heartland's Available Resources Equally

Information to Include

- Title
- Statement of responsibility
- Edition information, when present
- Publication information
- Series statement, when present
- Standard identifier numbers

Preferred Sources of Information

- Title screen(s) or title frame(s)
- If the title screen or frame has no title that applies to the resource as a whole, OR you do not have the capability to view the title screen/frame, choose another source in this order:
 - Disc/cartridge label
 - Container or accompanying material
 - Internal source, i.e., startup menu
 - If no title is available, cataloger devises title

Title Proper – 245 **‡a**

- Transcribe the title proper from preferred source
- Include a 588 note with the source of the title

Examples: **245 00** **‡a**Elden ring.

245 02 **‡a**A boy and his blob.

588 0_ **‡a**Title from disc label.

- Do not transcribe introductory words that are clearly not intended to be part of the title

Example: **245 00** **‡a**Ratatouille.

246 00 **‡i**Title appears on cartridge label as: **‡a**Disney Pixar Ratatouille.

Title Proper – 245 **‡a** cont.

- If working with a franchise:
 - Include the names of both the franchise and the individual work in the title proper, as well as a number if present
 - Add a colon after the name of the franchise if not already present
 - DO NOT use subfields **‡b**, **‡p**, and/or **‡n** for this purpose.
- Include a 588 note with the source of the title

Example: **245 00** **‡a**Call of duty 4: modern warfare.

NOT: **245 00** **‡a**Call of duty :**‡b**Modern warfare.

245 00 **‡a**Call of duty **‡n**4,**‡p**Modern warfare.

Other Title Information – 245 **‡b** and 246

- If the resource *does* have a subtitle and is *not* part of a franchise, record **‡b** as usual

Example: **245 00** **‡a**PES 2014 :**‡b**pro evolution soccer.

- Add variant titles as applicable

Example: **245 00** **‡a**Destiny 2.

245 00 **‡a**Destiny two.

Statement of Responsibility – 245 †c

- Statements of responsibility are almost never appropriate for video game records
 - Should only be included when there is a very clear statement of responsibility on the piece, NOT simply a corporate name with no function indicated

Example: 245 00 †aRazor racing /†cdeveloped by Vision Scape Interactive, Inc.

General Material Designation (GMD)

- Add a GMD in the 245 to all non book records
 - *This is a local edit only, do not add in OCLC*
 - Use **‡h** [electronic resource] for all video and computer games
 - Subfield h comes after subfields a, n, and p

Example: **245** **__** **__** **‡a**Title proper**‡h**[electronic resource].

Edition Statement – 250 field

- Record the edition statement as it appears on the item
- Add all edition statements to MARC field 250, separated by a comma
- Transcribe a statement of the platform as an edition statement
 - If lacking such a statement, provide the platform name in brackets

Examples: **250 00 †a**Xbox 360.

250 00 †aXbox 360, Game of the Year edition.

250 00 †a[PC and Mac].

Publication Information – 264 field

- Transcribe publication information as it appears on the item
 - Identifying the publisher for a video game can be tricky. Use your best judgement when applicable
 - May have multiple 264s with indicators for different functions

Example: **264 _1** **‡a**Redmond, WA **:‡b**Nintendo of America, **‡c**[2023]
264 _4 **‡c**©2023

Physical Description: 300 field

- Record the number of physical units and carrier type in subfield a
 - For the 300 field, do not use the phrase “Blu-ray disc”
 - For discs, use the phrase “computer disc”
 - For cartridges, use the phrase “computer chip cartridge”
- Record other physical details in subfield b (sound, color, etc.)
 - Some of this information is now also recorded in other 34X fields
- Record dimensions in subfield c
 - Standard size for CDs is 4 $\frac{3}{4}$ in.

Physical Description: 300 field

- Record accompanying material details in subfield e
 - Could include instructions, playing guides, etc.

Example:

300 **ta**2 computer discs :**b**sound, color ;**c**4 ¾ in. +**te**1 program guide (25 pages : illustrations ; 12 cm)

MARC Tags 33X for Disc Video Games

336 – Content Type

336 _ _ **‡a**two-dimensional moving image **‡b**tdi **‡2**rdacontent
or **‡a**three-dimensional moving image **‡b**tdm **‡2**rdacontent

and/or

336 _ _ **‡a**computer program **‡b**cop **‡2**rdacontent

337 – Media Type

337 _ _ **‡a**computer **‡b**c **‡2**rdamedia

338 – Carrier Type

338 _ _ **‡a**computer disc **‡b**cd **‡2**rdacarrier

You can use a macro to generate 33X fields in OCLC

MARC Tags 33X for Cartridge Video Games – (Nintendo Switch)

336 – Content Type

336 _ _ **‡t**two-dimensional moving image**‡btdi‡2rdacontent**
or **‡t**three-dimensional moving image**‡btdm‡2rdacontent**

and/or

336 _ _ **‡a**computer program**‡bcop‡2rdacontent**

337 – Media Type

337 _ _ **‡a**computer**‡bc‡2rdamedia**

338 – Carrier Type

338 _ _ **‡a**computer chip cartridge**‡bcb‡2rdacarrier**

You can use a macro to generate 33X fields in OCLC



Physical Medium - 340

For disc games:

340 _ _ **#b**4 ¾ in.

340 _ _ **#g**polychrome**#2**rdacc

For cartridge games:

340 _ _ **#b**1 ¼ in.

340 _ _ **#g**polychrome**#2**rdacc

Other 34X fields

344: Sound Characteristics

- Use to record type of recording, recording medium, playing speed, configuration of playback channels, special playback characteristics, etc.

For discs, will always use:

344 __ **#a**digital**#2rdatr**

344 __ **#b**optical**#2rdarm**

For cartridge games always use:

344 __ **#a**digital**#2rdatr**

344 __ **#b**other

For both formats add specific sound information as appropriate:

344 __ **#g**surround**#2rdacpc**

344 __ **#h**Dolby Digital

Other 34X Fields

346: Video Characteristics

- If applicable, use to record type of encoding of video images

Example: 346 __ **‡b**NTSC**‡2**rdabs -or- 346 __ **‡b**PAL**‡2**rdabs

347: Digital File Characteristics

- Use to record file type, encoding format, file size, regional encoding, etc.

Examples:

347 __ **‡a**program file**‡2**rdraft

347 __ **‡a**video file**‡2**rdraft

347 __ **‡b**Blu-ray

347 __ **‡e**region 1**‡2**rdare

Series – 490/8XX

MARC Tag 490

- Series statement as it appears on the resource

MARC Tag 8XX or 830 or 800

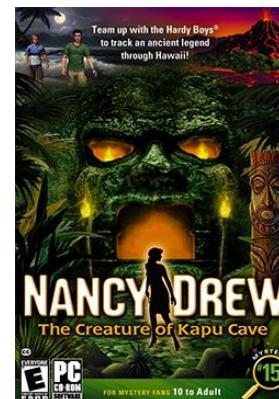
- Series as it is established in the series authority record
 - ✓ May or may not be the same as the 490
 - ✓ 830 – series established under title
 - ✓ 800 – series established under author's name

Series Example for Video Games

Title Series:

490 1_ \$aNancy Drew ; \$tv15

830 _0 \$aNancy Drew (Her Interactive, Inc.) ; \$tv15.



ARN 6203790							
Rec stat	n	Entered	20031113	Replaced	20250805035746.0	Source	c
Type	z	Upd status	a	Enc lvl	n	Name use	a
Roman	■	Ref status	n	Mod rec		Subj use	a
Govt agn	■	Auth status	a	Subj	a	Subj use	a
Series	a	Auth/ref	a	Geo subd	n	Ser use	a
Ser num	a	Name	n	Subdiv tp	n	Rules	z
010		no2003115142					
040		IAhCCS \$b eng \$e rda \$c IAhCCS					
130	0	Nancy Drew (Her Interactive, Inc.)					
642		mystery 1 \$5 DPCC \$5 IAhCCS					
643		Bellevue, Wash. \$b Her Interactive					
644		f \$5 IAhCCS					
645		t \$5 DPCC \$5 IAhCCS					
646		s \$5 IAhCCS					
670		Secrets can kill, c2000: \$b label (Nancy Drew)					

Series – 490/8XX – cont.

- Always check “Series”, “Ser num”, and “Ser use”

ARN 10066171					
Rec stat	n	Entered	20150121	Replaced	20250804201626.8
Type	z	Upd status	a	Enc lvl	n
Roman	■	Ref status	a	Mod rec	
Govt agn	■	Auth status	a	Subj	a
Series	n	Auth/ref	a	Geo subd	n
Ser num	n	Name	n	Subdiv tp	n
		Rules	z		
p10 no2015008820					
040		CLU-MUS	‡b	eng	‡e rda
046		‡c CLU-MUS			
130	0	Halo (Video game)			
380		Video games	‡2	lcsh	
430	0	Halo, combat evolved (Video game)			
430	0	Halo CE (Video game)			
430	0	Halo 1 (Video game)			
670		O'Donnell, Martin. Halo theme, 2006:	‡b	title page	(Halo theme)
670		Wikipedia, viewed January 21, 2015	‡b	(Halo: combat evolved; also referred to as Halo: CE; Halo 1; 2001 military science fiction first-person shooter video game; first of the Halo franchise)	

ARN 3687931					
Rec stat	c	Entered	19940927	Replaced	20250805021417.4
Type	z	Upd status	a	Enc lvl	n
Roman	■	Ref status	a	Mod rec	
Govt agn	■	Auth status	c	Subj	a
Series	n	Auth/ref	a	Geo subd	n
Ser num	n	Name	n	Subdiv tp	n
		Rules	z		
p10 n 94092532 ‡z n 00068318					
040		DLC	‡b	eng	‡e rda
		‡c DLC	‡d	DLC	‡d ICrIF
130	0	Madden NFL			
381		Video game			
430	0	NFL			
430	0	Madden NFL '94			
430	0	Madden NFL 2000			
670		Inside Madden NFL '94, c1993			
670		Madden NFL 2000, c1994			

Notes (in no particular order)

- 500: Add a 500 note with the number of players
 - If the game can be played online with multiple players, include that information here as well
 - Transcribe this information from the container
- 500: Internet access/downloads/membership requirements
 - “This game may require internet access for updates. Some online services / downloads may require additional hardware, software, memberships and/or fees.”
- 505: add contents not with titles of segments, if applicable

Notes

- Add a 521 note with the rating information
 - **Example:** 521 8_ †aESRB rating: E.
- 508: available to add names of designers, voice actors, graphic artists, etc.
- 520: Summary
 - Brief description of the contents of the work
 - Use 1st indicator 4 for content advice note
 - **Example:** 520 4_ †aMild profanity.

Even more notes!

538 - System Requirements

- Name of the console (spelled out); system requirements; single or multi-player; broadcast standard; regional encoding (if available)
 - Remember: broadcast standard and regional encoding should also be recorded in the appropriate 34X fields.

Example: 538 __ †aPlayStation 3; 25 MB required hard drive space; HDTV 720p/1080i/1080p; HDMI cable; 1080 native display with an HDMI input supporting HDCP.

588 – Source of Description Note

- Source of title

Example: 588 0_ †aTitle from disc label.

Subject Headings

- Add as applicable, including topical, geographic, and names
- Use the free-floating subdivision **‡v Video games** with all topical headings
 - The subdivision **‡v Computer games** is obsolete

Genre Headings

- Add all applicable terms from the LCGFT or OLAC Video Game Genre Terms thesaurus (OLACVGGT) for all video game records
 - Add **655 _ 7 †a**Video games.**‡2lcgft** to all video game records
 - OLAC Video games thesaurus:
cornerstone.lib.mnsu.edu/cgi/viewcontent.cgi?article=1021&context=olac-publications
- When needed, use an LCSH term as a genre term, if no appropriate LCGFT term exists
 - Some terms are reflective of the console or software
 - Some are reflective of the type of gameplay

Genre Headings

- These have changed!
 - LCSH term for “Computer adventure games” is now “Adventure video games”
- Local genre heading: **655 _ 7 †a**Computer games.**‡2**local
- Playaways launchpads:
 - Add the local 690 field
 - **690 _ _ †a**Playaway Launchpad (Preloaded tablet computer)

Standard Numbers

020 – International Standard Book Number (ISBN)

024 – UPC Number

028 – Publisher Number

050, 090, 082, 092 – Call Numbers

Call Numbers

Individual Library Decision

- Be consistent!
- Many alphabetize by title
- Some use prefixes
- Dewey numbers may be used if preferred

✓ General number for video games: 794.8

007

#a = **c** – computer files

#b = **o** – optical discs **-or-** **b** – chip cartridge

#d = **a** – one color **-or-**

b – black & white **-or-**

c – multicolored **-or-**

m – mixed

#e = **g** – dimensions for a disc **-or-** **z** --chip cartridge

#f = **a** – sound

#g through l = **u** or you can skip coding these since there is no relevant information

Fixed Fields

- Will always be present in the record but may or may not contain data
- Will only accept data that is valid for that field
- Different formats of material have different fixed fields
- Data can be used to limit searches
- Some are system-supplied; some are coded from data in the variable fields
- Polaris uses this to generate format icon

Specific Fixed Fields for Video Games

Type (Type of record): m - for computer files

Form (Form of item): q - for direct electronic

File (Type of computer file): g - for game

DtSt: s - for single date ; t - for publication date and copyright date or phonogram date

MARC Field 753 – System Details

- Record the platform of the machine used to play the game
 - If possible, use a gcipplatform term
 - [The Registry! :: GAMECIP - Computer Game Platforms :: Show Detail](#)
 - [Computer Game Platform | Game Metadata and Citation Project Controlled Vocabularies](#)

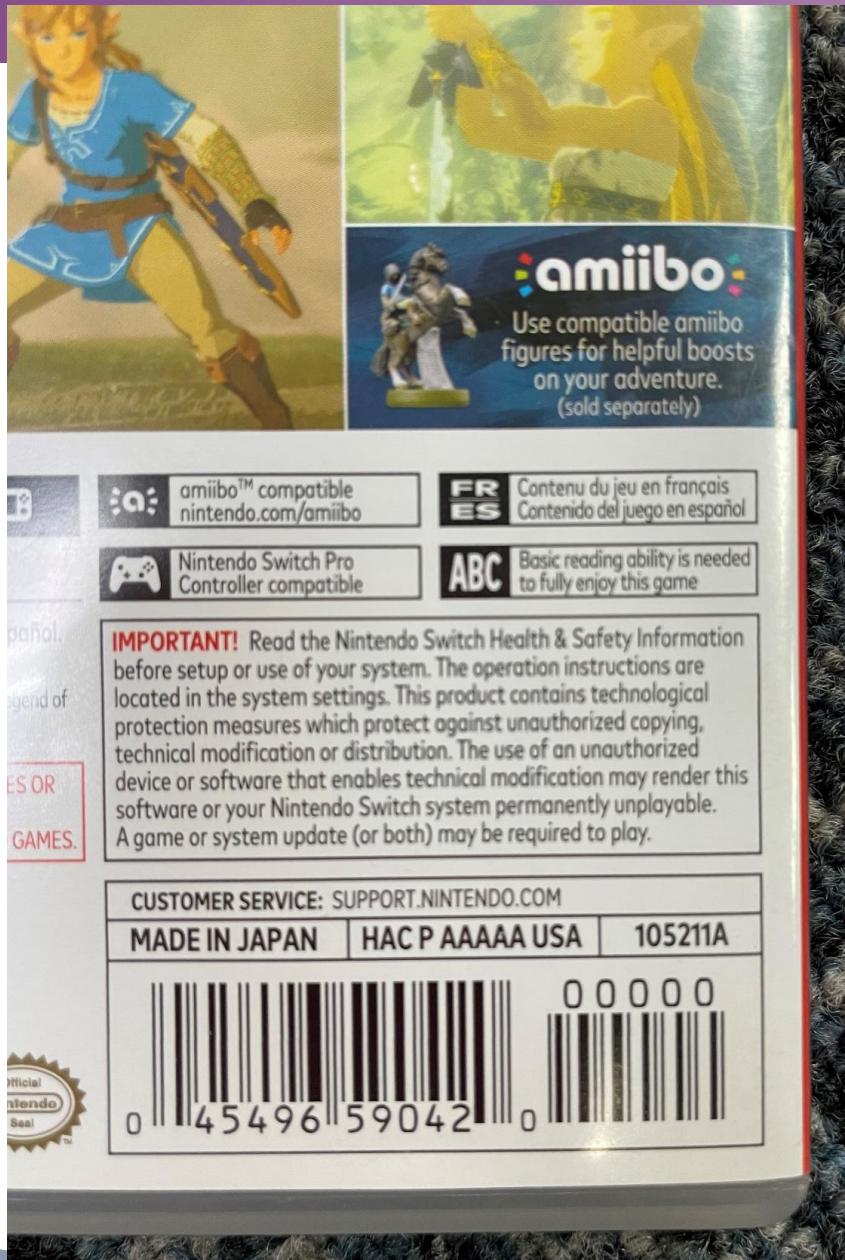
Example: 753 _ _ †aNintendo Switch‡2gcipplatform

Authorized Access Points

- Creator – MARC tag 1XX
 - Video Games don't usually have a 1XX field
- Contributor – MARC tag 7XX
 - A person, family, or corporate body contributing to an expression
 - Production companies, publisher, voice actors, etc.
 - Include a relationship designator in every 1XX and 7XX field
 - In OCLC – will be recorded in \$4 with 3-letter relator code or in \$e with relationship designator
 - For SHARE, always remove the \$4 with the code and use only the relationship designator – the codes do not show up in Polaris

Example: Nintendo Switch game





Example Record: Nintendo Switch game

LDR	nmm 22 i 4500
001	3503801
005	20260108152056.0
007	cb cza
008	170307t20172017wau gq g eng d
020	#a0045496590420
024 1	#a045496590420
028 01	#aHAC P AAAAAA USA#bNintendo#q(container)
028 01	#a105211A#bNintendo#q(container)
028 01	#aLA-H-AAAAAA-USA#bNintendo#q(chip cartridge)
035	#a(OCOlc)974711826
035	#a(OCOlc)ocn974711826
035	#a3503801
040	#aOJ4#beng#erda#cOJ4
041 1	#aeng#afre#aspa#heng
049	#aIK6A
082 04	#a794.8#223/eng/20220913
245 04	#aThe legend of Zelda#h[electronic resource]:#bbreath of the wild.
246 30	#aBreath of the wild
250	#aNintendo Switch.
264 1	#a[Redmond, Washington] :#bNintendo of America,#c[2017]
264 4	#c©2017

300 †a1 computer chip cartridge :#b sound, color ;#c1 1/4 in.

336 †a three-dimensional moving image#b tdm#2rda content

336 †a computer program#b cop#2rda content

337 †a computer#b c#2rdamedia

338 †a computer chip cartridge#b cb#2rdacarrier

340 †b1 1/4 in.

340 †g polychrome#2rdacc

344 †a digital#2rdatr

344 †b other

500 †a TV mode: 1 player ; Tabletop mode: 1 player ; Handheld mode: 1 player.

500 †a "Basic reading ability is needed to fully enjoy this game"--Container.

500 †a "Amiibo: Use compatible amiibo figures for helpful boosts on your adventure"--Container.

500 †a "Warning: If you have epilepsy or have had seizures or other unusual reactions to flashing lights or patterns, consult a doctor before playing video games"--Container.

520 †a Explore the wilds of Hyrule. Climb up towers and mountain peaks in search of new destinations, then set your own path to get there and plunge into the wilderness. Along the way, you'll battle towering enemies, hunt wild beasts, and gather ingredients for the food and elixirs you'll make to sustain you on your journey.

521 8 †a ESRB rating: E 10+, Everyone 10+ (fantasy violence mild suggestive themes, use of alcohol).

538 †a System requirements: Nintendo Switch game system; Amiibo" compatible, Nintendo Switch Pro controller compatible.

546 †a Game content in English, French and Spanish.

588 0 †a Title from cartridge label.

650 0 †aLegend of Zelda (Game)
650 0 †aEnd of the world‡vVideo games.
650 0 †aQuests (Expeditions)‡vVideo games.
650 0 †aImaginary places‡vVideo games.
650 0 †aGood and evil‡vVideo games.
655 7 †aAdventure video games.‡2olacvgggt
655 7 †aFantasy video games.‡2olacvgggt
655 0 †aNintendo video games.
655 7 †aVideo games.‡2lcgft
710 2 †aNintendo of America Inc.,‡epublisher,‡esoftware developer.
753 †aNintendo Switch‡2gcipplatform

LEADER - BIBLIOGRAPHIC DATA X

Record status (05)	n - New
Type of record (06)	m - Computer file
Bibliographic level (07)	m - Monograph/item
Type of control (08)	- No specific type
Character coding scheme (09)	- MARC-8
Encoding level (17)	- Full level
Descriptive cataloging form (18)	i - ISBD punctuation included
Multipart resource record level (19)	- Not specified or not applicable

OK Cancel Help

008--COMPUTER FILES (LDR/06 value m) X

Entry date (00-05)	170307
Type of date (06)	t - Publication date and copyright date
Date 1 (07-10)	2017
Date 2 (11-14)	2017
Place of pub (15-17)	wau - Washington (State)
Audience (22)	g - General
Form of item (23)	q - Direct electronic
Type of computer file (26)	g - Game
Government pub (28)	- Not a government publication
Language (35-37)	eng - English
Modified record (38)	- Not modified
Cataloging source (39)	d - Other

OK Cancel Help

Resources

- [SHARE Editing Checklists](#)
 - Under review for accessibility purposes
 - Watch for updated checklists in the coming weeks
- [OLAC's Best Practices for Cataloging Video Games](#)
- [OLAC's Alphabetical List of Genre Terms](#)



SHARE

Questions?



SHARE

Thank you!

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