



**SHARE**

# Video Games

*SHARE Cataloger's Training Session*

January 13, 2026

# 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 ‡aElden ring.

245 02 ‡aA boy and his blob.

588 0\_ ‡aTitle from disc label.

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

**Example:** 245 00 ‡aRatatouille.

246 00 ‡iTitle appears on cartridge label as: ‡aDisney 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 ‡aCall of duty 4: modern warfare.

**NOT:** 245 00 ‡aCall of duty :‡bModern warfare.

245 00 ‡aCall of duty ‡n4,‡pModern 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 ‡aPES 2014 :‡bpro evolution soccer.

- Add variant titles as applicable

**Example:** 245 00 ‡aDestiny 2.

245 00 ‡aDestiny 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 \_\_ ‡aTitle 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 ‡aXbox 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 ‡aRedmond, WA :‡bNintendo 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 \_\_ ~~1~~a2 computer discs :~~1~~b sound, color ;~~1~~c 4 ¾ in. +~~1~~e1 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 \_\_ *a*two-dimensional moving image*btdi*2*rdacontent*  
*or* *a*three-dimensional moving image*btdm*2*rdacontent*  
*and/or*

336 \_\_ *a*computer program*bcp*2*rdacontent*

## 337 – Media Type

337 \_\_ *a*computer*bcb*2*rdamedia*

## 338 – Carrier Type

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

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**2**rdatr

344 \_\_ **b**optical**2**rdarm

For cartridge games always use:

344 \_\_ **a**digital**2**rdatr

344 \_\_ **b**other

For both formats add specific sound information as appropriate:

344 \_\_ **g**surround**2**rdacpc

344 \_\_ **h**Dolby Digital

# Other 34X Fields

## 346: Video Characteristics

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

**Example:** 346 \_\_ \$bNTSC\$2rdabs -or- 346 \_\_ \$bPAL\$2rdabs

## 347: Digital File Characteristics

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

### Examples:

347 \_\_ \$aprogram file\$2rdaft

347 \_\_ \$avideo file\$2rdaft

347 \_\_ \$bBlu-ray

347 \_\_ \$eregion 1\$2rdare

# Series – 490/8XX

## MARC Tag 490

- Series statement as it appears on the resource

## MARC Tag 8XX or 830 or 800

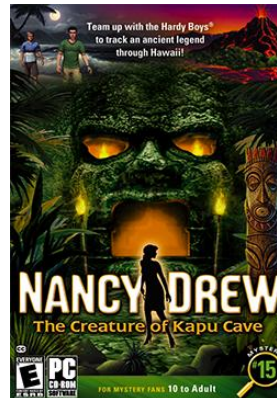
- Series as it is established in the series authority record
  - ✓ May or may not be the same as the 490
  - ✓ 830 – series established under title
  - ✓ 800 – series established under author's name

## Series Example for Video Games

Title Series:

490 1\_ ‡aNancy Drew ; ‡v15

830 \_0 ‡aNancy Drew (Her Interactive, Inc.) ; ‡v15.



ARN 6203790

<a href="#">Rec stat</a>	n	Entered	20031113	Replaced	20250805035746.0		
<a href="#">Type</a>	z	<a href="#">Upd status</a>	a	<a href="#">Enc lvl</a>	n	<a href="#">Source</a>	c
<a href="#">Roman</a>	■	<a href="#">Ref status</a>	n	<a href="#">Mod rec</a>		<a href="#">Name use</a>	a
<a href="#">Govt agn</a>	■	<a href="#">Auth status</a>	a	<a href="#">Subj</a>	a	<a href="#">Subj use</a>	a
<a href="#">Series</a>	a	<a href="#">Auth/ref</a>	a	<a href="#">Geo subd</a>	n	<a href="#">Ser use</a>	a
<a href="#">Ser num</a>	a	<a href="#">Name</a>	n	<a href="#">Subdiv tp</a>	n	<a href="#">Rules</a>	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

<a href="#">Rec stat</a>	n	Entered	20150121	Replaced	20250804201626.8
<a href="#">Type</a>	z	<a href="#">Upd status</a>	a	<a href="#">Enc lvl</a>	n
<a href="#">Roman</a>	■	<a href="#">Ref status</a>	a	<a href="#">Mod rec</a>	
<a href="#">Govt agn</a>	■	<a href="#">Auth status</a>	a	<a href="#">Subj</a>	a
<a href="#">Series</a>	n	<a href="#">Auth/ref</a>	a	<a href="#">Geo subd</a>	n
<a href="#">Ser num</a>	n	<a href="#">Name</a>	n	<a href="#">Subdiv tp</a>	n
				<a href="#">Source</a>	c
				<a href="#">Name use</a>	a
				<a href="#">Subj use</a>	a
				<a href="#">Ser use</a>	b
				<a href="#">Rules</a>	z

010 [ ] [ ] no2015008820

040 [ ] [ ] CLU-MUS ‡b eng ‡e rda ‡c CLU-MUS

046 [ ] [ ] ‡k 2001

130 0 Halo (Video game)

380 [ ] [ ] Video games ‡2 lcs

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

<a href="#">Rec stat</a>	c	Entered	19940927	Replaced	20250805021417.4
<a href="#">Type</a>	z	<a href="#">Upd status</a>	a	<a href="#">Enc lvl</a>	n
<a href="#">Roman</a>	■	<a href="#">Ref status</a>	a	<a href="#">Mod rec</a>	
<a href="#">Govt agn</a>	■	<a href="#">Auth status</a>	c	<a href="#">Subj</a>	a
<a href="#">Series</a>	n	<a href="#">Auth/ref</a>	a	<a href="#">Geo subd</a>	n
<a href="#">Ser num</a>	n	<a href="#">Name</a>	n	<a href="#">Subdiv tp</a>	n
				<a href="#">Source</a>	
				<a href="#">Name use</a>	a
				<a href="#">Subj use</a>	a
				<a href="#">Ser use</a>	b
				<a href="#">Rules</a>	z

010 [ ] [ ] n 94092532 ‡z n 00068318

040 [ ] [ ] DLC ‡b eng ‡e rda ‡c DLC ‡d DLC ‡d lcrif

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



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# 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 1<sup>st</sup> 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 ‡aVideo games.‡2lcgft to all video game records
  - OLAC Video games thesaurus:  
[cornerstone.lib.mnsu.edu/cgi/viewcontent.cgi?article=1021&context=olac-publications](http://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** ‡aComputer games.‡2local
- Playaways launchpads:
  - Add the local 690 field
  - **690** \_ \_ ‡aPlayaway 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

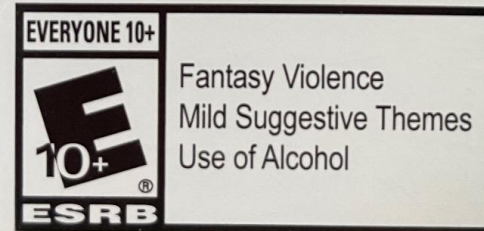
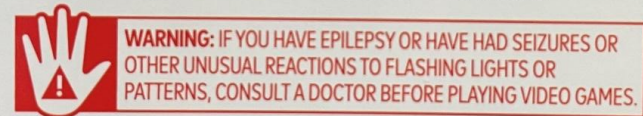




PLAY MODE	TV	Handheld	Switch
NUMBER OF PLAYERS	1	1	1

■ Voix et texte du jeu en français. Voces y texto del juego en español.

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amiibo™ compatible nintendo.com/amiibo
Nintendo Switch Pro Controller compatible

**IMPORTANT!** Read the Nintendo Switch Health & Safety Information before setup or use of your system. The operation instructions are located in the system settings. This product contains technological protection measures which protect against unauthorized copying, technical modification or distribution. The use of an unauthorized device or software that enables technical modification may render this software or your Nintendo Switch system permanently unplayable. A game or system update (or both) may be required to play.



# 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 AAAAA USA#bNintendo#q(container)
028	01	#a105211A#bNintendo#q(container)
028	01	#aLA-H-AAAAA-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 ;#bsound, color ;#c1 1/4 in.  
 336       #athree-dimensional moving image#btdm#2rdacontent  
 336       #acomputer program#bcop#2rdacontent  
 337       #acomputer#bc#2rdamedia  
 338       #acomputer chip cartridge#bcb#2rdacarrier  
 340       #b1 1/4 in.  
 340       #gpolychrome#2rdacc  
 344       #adigital#2rdatr  
 344       #bother  
 500       #aTV 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       #aExplore 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       #aESRB rating: E 10+, Everyone 10+ (fantasy violence mild suggestive themes, use of alcohol).  
 538       #aSystem requirements: Nintendo Switch game system; Amiibo" compatible, Nintendo Switch Pro controller  
       compatible.  
 546       #aGame content in English, French and Spanish.  
 588       0       #aTitle 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.\$2olacvgt
655	7	\$aFantasy video games.\$2olacvgt
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	
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)	
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](#)



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Questions?



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# Thank you!

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