SHALL WE PLAY A GAME?: CATALOGING GAMES

Eric McKinney, CMC Cataloging Trainer

Dr. Pamela Thomas, Bibliographic Grant Manager

Online With the CMC, January 8, 2026, 10-11 a.m.

CMC Cataloging Trainer Eric McKinney and Dr. Pamela Thomas, Bibliographic Grant Manager, discuss how to catalog video games, outdoor games, card games, and board games.

AGENDA

- Game definition
- MARC fields to transcribe
- Video games
- Outdoor games
- Card games
- Board games

Good morning, everyone. Welcome to the first Online with the CMC of the new year! We are starting the new year off with games! Here is the agenda for today. We will define what we mean by "games." Then, we will look at the MARC fields we will need to pay attention to while cataloging games. We will finish out by looking at MARC records of various types of games. I will begin with video games and look at a couple of outdoor games. Pam will finish up with examples of card and board games.

GAME DEFINITION

RDA defines objects as three-dimensional forms. Examples of objects within the scope of this guide include realia, toys, models, art originals, games, microscope slides, dioramas, and tactile three-dimensional forms.

Game (TMat=g)

• RDA: A resource designed for play according to prescribed or implicit rules and intended for recreation or instruction.

• BFAS: Items or sets of items designed for play according to prescribed rules and intended for recreation or instruction. Includes puzzles and simulations.

Game: A single physical item or set of materials designed for recreational or instructional play according to a prescribed or implicit set of rules (AACR2), usually stored in a container to keep the pieces together. The category includes puzzles and simulations. Games are usually stored in the curriculum room or children's room of a library (ODLIS).

The definition at the top of the slide, along with how to code the Type of Material, can be found in the On-line Audiovisual Catalogers (OLAC) Best Practices for Cataloging with the Original RDA Toolkit. BFAS is OCLC's Bibliographic Formats And Standards. The final definition of a game is from ODLIS (Online Dictionary for Library and Information Science). Both of these are hyperlinked on the Resources slide at the end of the presentation.

MARC FIELDS TO TRANSCRIBE

The following data elements are the most common transcribed fields applicable to media.

- Title proper
- Parallel titles
- Variant titles (though non-transcribed variants are also permitted)
- Other title information
- Statement of responsibility
- Edition statement
- Place of publication (or production, distribution, manufacture)
- Publisher name (or production, distribution, manufacture)
- Date of publication (or production, distribution, manufacture)
- Series (for 490)
- Series number (for 490)

All other data elements should be recorded in the language and script of the cataloging agency. This includes notes, except for quoted notes.

The common fields in a MARC record for games that should be transcribed are listed on the slide. This information is taken from the OLAC Best Practices document and is hyperlinked on the Resources slide at the end of the presentation.

VIDEO GAMES

Let's begin by examining the records of a couple video games, looking at the fields used.

KINGDOM COME: DELIVERANCE 2 — FIXED FIELDS

| Computer Files | | Rec stat | c | Entered | 20240726 | | Replaced | 20251125172639.9 |

Type m	ELvl	Srce d	Audn e	Ctrl	Lang eng		
BLvl m	Form q	GPub		MRec	Ctry au		
Desc i	File g		DtSt t	Dates 2025	, 2025		

Our first video game is one of my favorites of 2025. Kingdom Come: Deliverance 2 (KCD2). Play as medieval knight Henry of Skalitz as he seeks justice against his half-brother Sigismund of Hungary. The game takes place in a detailed medieval Hungary that pays attention to historical accuracy. I will be looking at the Xbox Series X record of the game in OCLC, which is 1464711695.

I will start with fixed fields, and we will work our way down from there. As you can see, this record is created using the Computer Files template. For that reason, we have a Type of M, for computer files. BLvl is m as the item is a monograph/item. A Description of i indicates the record will be using ISBD punctuation. ELvl was cheerfully ignored. The Form of the item is q for Direct Electronic. BFAS defines direct electronic as: Storage on a directly accessible tangible recording medium, e.g. disc, tape, Playaway device, flash drive, portable hard drive, etc. BFAS also instructs us to not use code q for items that do not require the use of a computer (e.g., music compact discs and videodiscs).

Source is d for Other since the record was created by an organization other than a national bibliographic agency or a participant in a cooperative cataloging program. GPub is blank since the game is not a government publication. Audience is e for adult, which is appropriate considering the game rating and warnings. DtSt is set to t and we

provide both a publication date and a copyright date. We will see how this will affect the 2XX fields in a minute. Finally, we have the language set to English since that is the primary language. The country is au for Austria, which is where the publisher is located.

KINGDOM COME: DELIVERANCE 2 -- 00X

007			c ǂb o ǂd c ǂe g ǂf a ǂg --- ǂh u ǂi u ǂj u ǂk u ǂl u
040			IG# ǂb eng ǂe rda ǂc IG# ǂd GL4 ǂd OJ4 ǂd FGS ǂd PEQ ǂd EEM ǂd ORU ǂd OTP ǂd OCLCL ǂd OCLCO ǂd IHI
019			1512774606
024	1		810086922987
028	5	1	1143952 ǂb Plaion GmbH ǂq (container)
028	5	1	1143952OMISC ǂb Plaion GmbH ǂq (container)
028	5	1	1143952L1USC ǂb Plaion GmbH ǂq (disc 1)
028	5	1	1143952L2USC ǂb Plaion GmbH ǂq (disc 2)
041	1		eng ǂa cze ǂa fre ǂa ger ǂa spa ǂj eng ǂj chi ǂj cze ǂj fre ǂj ger ǂj ita ǂj jpn ǂj kor ǂj pol ǂj por ǂj rus ǂj spa ǂj tur ǂj ukr
082	0	4	XBOX SERIES X : KINGD

Here you can see the 0XX fields for KCD2. We will start with the extensive 007. $a, the category of material, is c for electronic resource. If you were able to attend August's Online with the CMC on cataloging electronic resources, you know that materials intended to be accessed by a computer are considered electronic resources. $b is the specific material designation. Ours is set to o for optical since it is a disc. $d is the color content. Because the video game is in color, $d is c for multicolored. $e records dimension information. g indicates 4 ¾ inches or 12 cm, which is the size of the typical CD, DVD, or video game. KCD2 includes sound, so $f is coded a to indicate such. $g contains three dashes, indicating the bit depth of the content is unknown.

All other fields are coded with u for unknown. $h is for the file format. $i records whether quality assurance targets have been included. According to BFAS, quality assurance targets are standard reference points which can be interpreted by a human or machine and used to measure resolution, color, faithfulness of representation to the original, etc. $j is for listing the antecedent or source of the digital file. Did it come from the original, was it reproduced by microform or an electronic resource? That information is not known for our game. $k records the level of compression. Is it uncompressed, lossless, lossy, mixed? See November's Online with the CMC on starting a digitization project for more information on compression levels. (Along with a lot of other great info!) Finally, $l is for recording reformatting quality. Is the resource

for access only? Preservation or replacement?

The 019 we will not worry about as it is OCLC-defined. BFAS notes it is technically not included in MARC 21 Format for Bibliographic Data.

A 024 with a first indicator of 1 is used to record the UPC number. There are several 028 fields recording the various publisher numbers found on the container and disc. A first indicator of 5 means other publisher number. A second indicator of 1 is used to make $a an access point. That way, patrons can search for the item by the publisher number in the OPAC and find it.

Many of today's mainstream video games can be played in one of several different languages to reach as wide an audience as possible. $a indicates the language the game can be played in. $j are the languages the text of the game can be displayed in. Note that each language requires its own $a or $j.

We wrap up the 0XXs with an 082. The entry here may vary depending on the library's classification rules.

245	0	0	Kingdom come : ‡b deliverance II / ‡c developed by Warhorse Studios.
246	3		Kingdom come : ‡b deliverance 2
246	3		Kingdom come : ‡b deliverance two
246	3		Deliverance II
246	3		Deliverance 2
246	3		Deliverance two
250			Xbox Series X/S.
264		1	Höfen, Austria : ‡b Plaion GmbH : ‡b Deep Silver, ‡c [2025]
264		4	‡c ℗2025

On to our 2XXs! The title statement is in 245. The subtitle is in $b, and the developer is credited in $c, the statement of responsibility. Several 246s are included, anticipating other ways the game might be searched for in the OPAC. The edition statement is in the 250, noting this game is for the Xbox Series S and Xbox Series X systems. The 2XXs are finished out with a pair of 264s. Because we used t in DtSt, we have the implied copyright date in the first 264 $c. The second 264 contains the publication date in $c.

KINGDOM COME: DELIVERANCE 2 -- 3XX

300		2 computer discs : ǂb sound, color ; ǂc 4 3/4 in.
334		single unit ǂ2 rdami
336		computer program ǂb cop ǂ2 rdacontent
336		two-dimensional moving image ǂb tdi ǂ2 rdacontent
337		computer ǂb c ǂ2 rdamedia
338		computer disc ǂb cd ǂ2 rdacarrier
340		ǂb 4 3/4 in. ǂ2 rda
340		ǂg polychrome ǂ2 rdacc
344		digital ǂ2 rdatr
344		ǂb optical ǂ2 rdarm
344		ǂi sound ǂ2 rdasco
347		ǂb 4K Ultra HD
380		Video games ǂ2 lcsh

The 300 has the physical description of our game. It contains 2 discs, has sound and color, and the dimensions are 4 ¾ in. Some of this might sound familiar from 007.

The mode of issuance in the 334 is single unit since the game circulates as a whole. There are two 336s containing the rdacontent. One noting the game is a computer program, and another noting it contains two-dimensional moving images. The 337 media type is computer, and the content carrier in the 338 is computer disc.

The 34Xs record the technical information of the game. The 340s note the dimensions in $b and color content in $g. $I indicates the game has sound. The 347 notes the encoding format of 4K Ultra HD. Lastly, a 380, or form of work, has been added. It is using the LCSH term of video games.

KINGDOM COME: DELIVERANCE 2 — 5XX/6XX

500		"Made in Mexico"--container.
500		1 player.
520		"Live the tale of Henry of Skalicz and embark on an epic quest of revenge, betrayal and discovery across a beautiful and brutal medieval world."--Container.
521	8	ESRB content rating: M. Mature 17+ (intense violence, blood and gore, sexual content, partial nudity, strong language, us of alcohol).
538		System requirements: Xbox Series X console; 4K Ultra HD; optimized for Xbox Series X.
546		Game in English, French, German, Spanish, and Czech ; text in English, French, German, Italian, Spanish, Czech, Polish, Russian, Ukrainian, Turkish, Portuguese (Brasil), Chinese, Japanese, Korean.
600 0 0		Sigismund, ǂc Holy Roman Emperor, ǂd 1368-1437 ǂv Video games.
650	0	Knights and knighthood ǂv Video games.
650	0	Civil war ǂv Video games.
650	0	Revenge ǂv Video games.
650	0	Renaissance ǂv Video games.
650	0	Middle Ages ǂv Video games.

Our 5XXs kick off with a pair of general notes in 500s. The first quotes a container blurb, the second notes that the game is intended for a single player. There is a short summary of the game taken from the container in an appropriate 520. Since 1994, video games have come with a rating from the Entertainment Software Rating Board. We can record that information in a 521, the target audience note. As you can see from the description, the game is quite spicy. The rating of mature is well-earned.

The 538 is the systems details note, i. e., what is needed to play the game. This is the Xbox version that can be played on the Xbox Series S or Xbox Series X console, but has been optimized for the series X. It can run in 4K Ultra HD.

This being a historical fiction game, there are historical figures in the game. You can see the 600 field for the Holy Roman Emperor Sigismund. Knights and knighthood, civil war, revenge, Renaissance, and Middle Ages are all used as subject headings. All have a form heading in $v of video games.

KINGDOM COME: DELIVERANCE 2 — 6XX/7XX

650	6	Vengeance ǂ0 (CaQQLa)201-0017760 ǂv Jeux vidéo. ǂ0 (CaQQLa)000276818
650	6	Renaissance ǂ0 (CaQQLa)201-0015167 ǂv Jeux vidéo. ǂ0 (CaQQLa)000276818
650	6	Moyen Âge ǂ0 (CaQQLa)201-0001640 ǂv Jeux vidéo. ǂ0 (CaQQLa)000276818
655	0	Action adventure video games. ǂ0 (MILREC)151041
655	0	Xbox video games.
655	0	Video games.
655	7	Video games. ǂ2 lcgft
655	7	Action adventure video games. ǂ2 olacvggt
655	7	Open world video games. ǂ2 olacvggt
655	7	Role playing video games. ǂ2 olacvggt
655	7	First person video games. ǂ2 olacvggt
655	7	Fighting video games. ǂ2 olacvggt
655	7	Video games. ǂ2 olacvggt
655	7	Jeux vidéo. ǂ2 rvmgf ǂ0 (CaQQLa)RVMGF-000001728
655	7	Action ǂ2 vgmsgg ǂ0 http://metadataregistry.org/uri/gamergenre/1001
655	7	Role-Playing ǂ2 vgmsgg ǂ0 http://metadataregistry.org/uri/gamergenre/1003
710	2	Plaion GmbH, ǂe publisher.
710	2	Deep Silver (Firm), ǂe publisher. ǂ1 https://id.oclc.org/worldcat/entity/E39QQPVp7XTbTwppmBD9QYdkvR
710	2	Warhorse Studios (Firm), ǂe software developer.
753		Microsoft Xbox Series X ǂ2 wikidata ǂ1 https://www.wikidata.org/wiki/Q64513817

We are not going to worry about the first three subject headings. Those are French headings added by OCLC. There are 2 650s with a second indicator of 0. These are subject/form terms using LCSH. There is also a 655 genre/form term with a 2nd indicator of 7 with the term video games taken from the LCGFT list.

The next terms are video game specific. Note that $2 lists olacvggt which stands for OLAC Video Games Genre Terms. There is a link to a .pdf of the complete term list on the Resources slide. It is noted that it is a closed list, with no plans of adding new terms. Vgmsgg are terms taken from the Open Metadata Registry's Video Game Metadata Schema. There is a link to the Open Metadata Registry on the Resources page as well. The record ends with 710s, noting the publishers and developer. Finally, a 753 system details access to computer files, again noting that an Xbox is required to play this version of the game.

DISCO ELYSIUM — FIXED FIELDS

Computer Files ▾	Rec stat	c	Entered	20100309		Replaced	20251219085924.4
Type m	ELvl	Srce d	Audn d	Ctrl	Lang eng		
BLvl m	Form o	GPub		MRec	Ctry enk		
Desc i	File g		DtSt t	Dates 2019	, 2019		

Our next video game is the cult hit Disco Elysium, based on the tabletop role-playing game. This is the PC version. Our fixed fields are not going to differ greatly from KCD2. The key difference I would like to point out is the Form field. Unlike KCD2, the form here is o for online, since the game is not accessed via disc.

DISCO ELYSIUM — 0XX

007		c ǂb r ǂd c ǂe n ǂf a ǂg --- ǂh a ǂi a ǂj n ǂk a ǂl n
040		EYM ǂb eng ǂe rda ǂc EYM ǂd OCLCO ǂd OCLCF ǂd OCLCQ ǂd OCLCO ǂd OCLCQ ǂd IHI
041	0	eng ǂa chi

Let's run through the 007. Again, $a is c for electronic resource. This time, $b is coded r for remote, as that is how the content is accessed. The game is in color so $d is coded c to indicate such. $e is coded n for not applicable since it is not a physical game and has no dimensions. The game has sound, so $f is a. Again, $g is --- because the bit depth is not known. $h records the number of file formats. Our game only has one, so $h is coded a for single file format. There are no quality assurance targets present so $i is a for absent. $j is n for not applicable since it is only used when the item is the result of reformatting. The level of compression in $k indicates the item is uncompressed. $l records the reformatting quality. Since we know our item is not the result of reformatting, it is coded n for not applicable.

The record does not include 02Xs. With no physical packaging, UPCs, publisher numbers, etc., are often not present.

There is an 041, language code, noting the game can be played in English or Chinese. When a 041 is present in a record, we should expect a 546 where the codes are spelled out. We will see that in a minute.

13

DISCO ELYSIUM — 2XX/3XX

245	0	0	Disco Elysium / ǂc [Developed by] ZA/UM.
250			[GOG galaxy].
264		1	[London] : ǂb ZA/UM, ǂc 2019.
264		4	ǂc ©2019
300			1 online resource : ǂb sound, color
336			two-dimensional moving image ǂb tdi ǂ2 rdacontent
336			computer program ǂb cop ǂ2 rdacontent
337			computer ǂb c ǂ2 rdamedia
338			online resource ǂb cr ǂ2 rdacarrier
340			ǂg polychrome ǂ2 rdacc
344			ǂi sound ǂ2 rdasco
380			Video game ǂ2 lcsh

Here you can see the 2XXs and 3XXs. The title is in 245 $a with the developer in $c. Developed by is bracketed as that is not actually present on the GOG Disco Elysium title screen.

The edition statement is also bracketed. Again, the title screen does not expressly say that it is the GOG edition, but this manifestation of the game can only be accessed through GOG's gaming platform.

The GOG title screen does not list the location of the publisher, but a quick internet search shows ZA/UM is in London. Like KCD2, there are 2 264 c's with the copyright/publication date recorded.

The 300 shows our game is an online resource with sound and color. There are 2 336 fields. One with two-dimensional moving image with a $b of tdi and $2 of rdacontent. The second 336 is computer program with a $b of cop and the same $2 as the first, rdacontent. The 337 is computer in $a, c in $b, and rdamedia is in $2. The 338 is online resource in $a, cr in $b, and rdacarrier in $2.

Note the lack of 347s or digital file characteristics. The characteristics normally recorded here, file type, encoding type, file size, resolution, and encoding are not

known for this online version.

Finally, a 380 or form of work, of video games has been added.

DISCO ELYSIUM — 5XX

500		Single-player.
508		Developed by ZA/UM.
520	3	You are a detective. Disco Elysium is a groundbreaking open world role playing game. You're a detective with a unique skill system at your disposal and a whole city block to carve your path across. Interrogate unforgettable characters, crack murders or take bribes. Become a hero or an absolute disaster of a human being. Features: Unprecedented freedom of choice. Intimidate, sweet-talk, resort to violence, write poetry, sing karaoke, dance like a beast or solve the meaning of life. Disco Elysium is the most faithful representation of desktop role playing ever attempted in video games. Countless tools for role playing. Mix and match from 24 wildly different skills. Develop a personal style with 80 clothes items. Wield 14 tools from guns to flashlights to a boombox, or pour yourself a cocktail of 6 different psychoactive substances. Develop your character even further with 60 wild thoughts to think - with the detective's Thought Cabinet. A revolutionary dialogue system with unforgettable characters. The world is alive with real people, not extras. Play them against each other, try to help them, or fall hopelessly in love. Disco Elysium's revolutionary dialogue system lets you do almost anything. Carve your unique path across the city. Explore, manipulate, collect tare or become a millionaire in an open world unlike anything you've seen before. The city of Revachol is yours for the taking, one small piece at a time. From the streets to the beaches - and beyond. Hard boiled, hard core. Death, sex, taxes and disco - nothing is off the table. Revachol is a real place with real challenges. Solve a massive murder investigation, or relax and kick back with sprawling side-cases. The detective decides - the citizens abide.
521	8	ESRB rating: T, Teen (instances of substance abuse and exploration of crime scenes).
538		System requirements for PC: an internet connection and a web browser.
546		Text in English or Chinese.
588	0	Description based on online resource ; title from GOG Galaxy resource page.

And here we are at the 5XXs. There is a general note in the 500 stating the game is for a single player. The 508 lists the developer in the creation/production credits note. The summary in the 520 is a bit long, but I left it as is. The game does have a rating of T for teen and above, so a 521 has been added. The first indicator of 8 means no display content generated. The display content of reading grade level, interest grade level, special audience characteristics, and motivation/interest level do not apply.

The 538 is the system requirements needed to access the game. A PC or laptop with an internet connection and web browser are needed to access the game.

And here is the 546 spelling out the codes used in the 041.

Finally, the source of description note states the title was taken from the publisher's resource page for the game.

DISCO ELYSIUM — 6XX/7XX

650	0	Crime ǂv Video games.
650	0	Cities and towns ǂv Video games.
650	0	Role playing ǂv Video games.
650	7	Cities and towns ǂ2 fast ǂ0 (OCoLC)fst00861748
650	7	Crime ǂ2 fast ǂ0 (OCoLC)fst00882984
650	7	Detectives ǂ2 fast ǂ0 (OCoLC)fst00891581
650	7	Role playing ǂ2 fast ǂ0 (OCoLC)fst01099624
655	4	Computer adventure games.
655	7	Computer games. ǂ2 fast ǂ0 (OCoLC)fst01423728
655	7	Detective and mystery video games. ǂ2 olacvggt
655	7	Fantasy video games. ǂ2 olacvggt
655	7	Role playing video games. ǂ2 olacvggt
655	7	Video games. ǂ2 lcgft
710	2	ZA/UM, ǂe developer, ǂe publisher.

We will wrap up the video games with the 6XX/7XX fields. You can see the LC subject headings. Again, I would like to point out the olacvggt terms added. Detective and mystery video games, Fantasy video games, and Role playing video games. A genre/form term of video games is also present in a 655 with a second indicator of 7. Lastly, a 710, corporate name added entry, with the developer's name is present. Note that RDA requires the use of relator terms in the 710. Developer and publisher have been used here.

OUTDOOR GAMES

Now, let's pretend it's a lovely, warm summer day, and head outside to play!

PICKLEBALL NET — FIXED FIELDS

Visual Materials		Rec stat	c	Entered	20220816		Replaced	20251209133940.2
Type r	ELvl	Srce d	Audn g		Ctrl		Lang eng	
BLvl m	Form	GPub	Time n n n		MRec		Ctry ksu	
Desc i	TMat g	Tech n	DtSt q		Dates 2012	, 2022		

Pickleball has become super-popular recently. If you are not familiar with pickleball, it is a tennis-like game that also borrows from table tennis. It has its own scoring system, paddles, and balls. Pickleball was invented in 1965 by the future lieutenant governor of Washington state, Joel Pritchard, and a couple of his friends. Pickleball became the official state sport of Washington in 2022.

So, let us look at a record for a portable pickleball net. The A11N pickleball net is OCLC number 1341225496. We will start with the fixed fields.

The record was created using the Visual Materials template. The Type is r for three-dimensional artifact or naturally occurring object. BLvl is m for monograph/item. And RDA requires ISBD punctuation, so Desc is i, as we have seen in the other records. Elvl and Form are left blank. TMat equals g for game. The technique is not applicable; the audience is coded for general. There is no time associated with the item. The date is questionable, but probably somewhere between 2012 and 2022. The language associated with the item is English, and it was made in Kansas.

PICKLEBALL NET — 0XX-2XX

040			VI# ǂb eng ǂe rda ǂc VI# ǂd VI# ǂd OCLCF ǂd OCLCO ǂd OCLCL ǂd IHI
082	0	4	796.34/8 ǂ2 23/eng/20220815 ǂ1 https://id.oclc.org/worldcat/ddc/E3f7HD84kqfDHVJqHWkFHFQh3X
049			IHIA
245	0	0	A11N pickleball net.
246	3		Pickleball net
246	3		Portable pickleball net
264		1	[Topeka, Kansas] : ǂb A11N Sports, ǂc [between 2012 and 2022?]

Here are the 0XX-2XXs for the net. Note the absence of a 007. There is a 007 for tactile material, but most of the options there are braille-related. The 007 for unspecified might be an option, but the options of unspecified or other do not add a lot of information, so I chose not to add it.

040 $e indicates the record is cataloged using RDA.

There is a DDC number in 082. There is no main entry, so there are no 1XXs. The 245 is in place. We will look at where the title came from later in the record. There are a pair of 246s listing the alternate terms that might be used to find the item. The place of publication was taken from somewhere other than the item itself. The publisher is A11N sports and the questionable dates are bracketed.

PICKLEBALL NET — 3XX

300		1 A11N pickleball net : ‡b metal, plastic, textile ; ‡c 671 x 91 cm + ‡e in bag (91 x 10 x 13 cm)
334		single unit ‡2 rdami
336		three-dimensional form ‡b tdf ‡2 rdacontent
337		unmediated ‡b n ‡2 rdamedia
338		object ‡b nr ‡2 rdacarrier
340		‡g monochrome ‡2 rdacc
340		‡3 bag ‡a textile ‡2 rdamat
340		‡3 bag ‡b 91 x 10 x 13 cm
340		‡3 net ‡a textile ‡2 rdamat
340		‡3 net ‡b 671 x 91 cm
340		‡3 frame ‡a metal ‡2 rdamat
340		‡3 frame ‡a plastic ‡2 rdamat

300 $a notes it is 1 pickleball net. $b has the characteristics of the item, and it's carrying bag. A good rule of thumb for 300 $b: if it is present, the elements listed should have a corresponding 34X. The 300 ends with $e, c and e noting the dimensions of both the net and the bag.

The 334, or mode of issuance, is single unit. Although the item consists of more than one item, it is circulated as a single unit.

336 is three-dimensional form, the 337 is unmediated, and the 338 is object.
The 340s are where we want to start listing the information from 300 $b. As you can see, each begins with a $3, which lets us describe which material applies to which characteristic. The bag and net are textile materials, while the frame is made of plastic and metal. The terms are taken from the RDA Registry.

We will finish up our pickleballin' with the 5XX and 6XXs. There is a general note with the weight of the net. That is a fairly hefty net! A summary notes it is, well, a portable pickleball net. I mentioned earlier that we would see how the title was derived. The source of description note in the 588 says the cataloger produced it. Pickleball is popular enough that it does have its own subject headings in the Library of Congress, CAQQLA, and fast. The record ends with a form/genre term of puzzles and games.
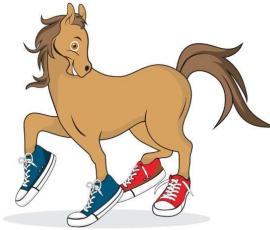
HORSESHOES SET

We cannot play pickleball all day. Who is up for a game of horseshoes?

HORSESHOES SET – FIXED FIELDS

| Visual Materials ▾ | Rec stat | c | Entered | 20250508 | Replaced | 20251209140837.5 |

Type	r	ELvl		Srce	d	Audn	g	Ctrl		Lang	eng
BLvl	m	Form		GPub		Time	n n n	MRec		Ctry	xx
Desc	i	TMat	g	Tech	n	DtSt	s	Dates	2025	,	

We do not need to spend much time on the fixed fields. There is not much difference between these and our pickleball net. There is a single date, and Ctry is coded xx as the place of publication could not be determined.

HORSESHOES SET — 0XX

007			z ǂb z
040			SRB ǂb eng ǂe rda ǂc SRB ǂd OCLCO ǂd IHI
028	5	1	BODG54WLB7 ǂb NQV
028	5	1	NQV-2963-BG ǂb NQV
082	0	4	796.24 ǂ2 23/eng/20250508

The cataloger in this case, did include an unspecified 007. $a is z for unspecified. We will see how this affects the 33Xs in a moment. $b is also z, but this time it denotes other. $e is present in the 040. The publisher numbers are coded 5 for other. A second indicator of 1 makes the information in $a an access point. $b contains the publisher. A DDC number is present in the 082.

HORSESHOES SET — 2XX

245	0	0	NQV horseshoe outside game / ‡c NQV.
246	3	0	Horseshoe set
246	3	0	Horseshoe game
246	3	0	Horseshoes
246	3	0	Horse shoe set
246	3	0	Horse shoe game
246	3	0	Horse shoes
264		1	[Place of publication not identified] : ‡b NQV, ‡c [2025]

The 245 has the title proper and the publisher listed. Once more, there are several 246s to aid in finding the item. We do not know where it was made so that is noted in $a. The publisher and date finish out the 264.

300	1 game (2 green horseshoes, 2 blue horseshoes, 2 steel stakes) : ǂb color, steel, nylon, ; ǂc in carrying bag 40 x 21 x 8 cm
334	single unit ǂ2 rdami
336	three-dimensional form ǂb tdf ǂ2 rdacontent
337	unmediated ǂb n ǂ2 rdamedia
337	unspecified ǂb z ǂ2 rdamedia
338	object ǂb nr ǂ2 rdacarrier
338	other ǂb nz ǂ2 rdacarrier
340	ǂg polychrome ǂ2 rdacc
340	ǂ3 horseshoes ǂa metal ǂ2 rdamat
340	ǂ3 stakes ǂa metal ǂ2 rdamat
340	ǂ3 carrying bag ǂa textile ǂ2 rdamat
340	ǂ3 carrying bag ǂb 40 x 21 x 8

And here are the 3XXs for the horseshoes. 300 $a lists the contents of the games. $b again contains the characteristics, and $c the dimensions of the carrying bag. This, too, is considered a single unit since it all circulates together.

We have three-dimensional form in the 336. It is the 337 and 338 where we can account for the 007. Besides unmediated, there is a 337 for unspecified. The 2 338s are object and other. Once again, the 34Xs should describe the characteristics listed in 300 $b. The horseshoes and stakes are metal, and the carrying bag characteristics are also listed.

HORSESHOES SET — 5XX

500		Game includes 4 solid heavy-duty steel horseshoes (2 blue, 2 green), 2 in ground steel silver stakes, and 1 carrying storage bag.
500		NQV horseshoe game kit is portable and complete for at least 4 players.
500		Duration of play not specified.
520		The classic game of horseshoes for adults and teenagers, designed for outdoor play.
521	8	Adults and teenagers.
588	0	Title supplied by cataloger.
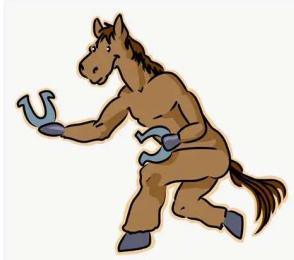
There are a variety of note fields. The 521 notes the game is for adults and teens. Giving a toddler a horseshoe to play with will NOT result in good luck. Once again, the title proper was provided by the cataloger.

HORSESHOES SET — THE REST

650	0	Horseshoe pitching.
650	0	Horseshoes.
650	0	Quoits.
650	0	Outdoor games.
650	6	Fer à cheval (Jeu) ‡0 (CaQQLa)201-0107370
650	6	Lancer des anneaux (Jeu) ‡0 (CaQQLa)201-0317836
650	6	Jeux de plein air. ‡0 (CaQQLa)201-0291183
655	7	outdoor games. ‡2 aat ‡0 (CStmoGRI)aat300428673
655	7	Puzzles and games. ‡2 lcgft
710	2	NQV (Firm), ‡e publisher.

ARN 2023669

Rec stat	c		Entered	19860211	Replaced	19930123122727.5
Type	z	Upd status	a	Enc lvl	n	Source	
Roman	■	Ref status	a	Mod rec		Name use	b
Govt agn	■	Auth status	a	Subj	a	Subj use	a
Series	n	Auth/ref	a	Geo subd	■	Ser use	b
Ser num	n	Name	n	Subdiv tp	n	Rules	n

010	sh 85110128
040	DLC ‡c DLC ‡d DLC
053	GV1095
150	Quoits
550	‡w g ‡a Games
550	Horseshoe pitching

I will wrap up my portion of the presentation with the 6XX/7XXs. Again, there are LC, CAAQLA, and fast headings in place. It has the same 655 as the pickleball net. I must admit, I was not familiar with the term quoits. But checking the authority record revealed it is certainly a good fit. You can see it on the right of the slide. Anyone up for a game of quoits?

Now I will turn the presentation over to Pam to discuss card and board games.

CARD GAMES

Best Practice Recommendation: Record the copyright date when feasible.

Best Practice Recommendation (Objects and Video Games): Always record the source of title for objects and video games in a note using MARC field 588, regardless of where the title is taken.

Applicable RDA carrier types for objects are card, microscope slide, and object. Carrier type "object" is most frequently used for the following types of resources: – three-dimensional art originals, dioramas, models, puzzles, toys, and realia whether handmade, manufactured or naturally occurring.

    338 \\ $a card $b no $2 rdacarrier
    Note: Carrier type for an Old maid card game deck

Objects

 Do not use 007 coding for objects.

Objects

For objects, specify the type(s) of component pieces or subunits in parentheses following the term for the type of unit (RDA 3.4.6.3) when that information is readily ascertainable and considered important for identification or selection

    300 \\ $a 1 jigsaw puzzle (1,000 pieces)
    Note: Type of subunit for a jigsaw puzzle

In the upcoming example, there is a question mark after the publication date. According to OLAC's Best Practices document, it is recommended to record the copyright date when feasible. The second best practice about recording where the title was found in MARC field 588 is also taken from OLAC's Best Practices document. The third screenshot provides guidelines for formatting the 338 field, Carrier Type, for a card game. The fourth screenshot, also found in OLAC's Best Practices documents, advises against using the 007 field, Physical Description Fixed Field, for objects (this includes games). The final screenshot provides guidance on formatting the 300 field, which is from OLAC's Best Practices. This document is linked on the Resources slide.

MYSTICANA: A FOUNDATION DECK

Mysticana : a foundation deck

Authors: Dustin Dobson (Designer), Jamie Thul (Designer), Filip Popovic (Artist), Button Shy Games (Publisher)

Summary: Living elements interweave throughout the realm. A water guardian extinguishes a roaring wildfire that leaves behind unrecognizably scorched earth. The seared avatar of that earth rises and consumes the
Show more ⌄

Game, English, 2025
Publisher: Button Shy, [United States], 2025

Series:	Wallet games
Genre:	Card games
Target Audience:	Ages 8+.
Physical Description:	1 game (18 cards), Nine Perils, Sorcerers' Showdown, and The Path Ahead : color, cardstock ; in wallet container 11 × 8 x 1 cm.
OCLC Number / Unique Identifier:	1517898877
Subjects:	Card games Card games Specimens Jeux de cartes Jeux de cartes Spécimens Strategy Miscellanea
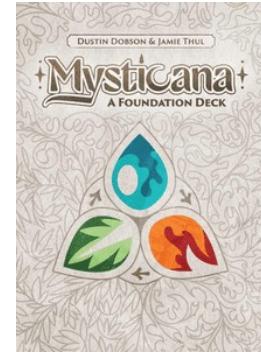
This is the Mysticana WorldCat record.

OCLC	1517898877	No holdings in IHI - 1 other holding	

Visual Materials | Rec stat c | Entered 20250430 | Replaced 20250604144900.9

Type r	ELvl	Srce d	Audn	Ctrl	Lang eng
BLvl m	Form	GPub	Time n n n	MRec	Ctry xxu
Desc i	TMat g	Tech n	DtSt s	Dates 2025 ,	

040		ESR ǂb eng ǂe rda ǂc ESR ǂd ESR ǂd OCLCO ǂd IHI
090		ǂb
049		IHIA
100	1	Dobson, Dustin, ǂe designer.
245	1 0	Mysticana : ǂb a foundation deck / ǂc designer, Dustin Dobson and Jamie Thul.
264	1	[United States] : ǂb Button Shy, ǂc [2025?]
300		1 game (18 cards, Nine Perils, Sorcerers' Showdown, and The Path Ahead) : ǂb color, cardstock ; ǂc in wallet container 11 x 8 x 1 cm.
334		single unit ǂ2 rdami
336		three-dimensional form ǂb tdf ǂ2 rdacontent
337		unmediated ǂb n ǂ2 rdamedia
338		card ǂb no ǂ2 rdacarrier
340		paper ǂ2 rdamat
340		ǂg polychrome ǂ2 rdacc
380		Card games ǂ2 lcgft
490	0	Wallet games

Here is OCLC #1517898877, Mysticana: a foundation deck from Connexion, which is the beginning of the MARC record. This card game has been cataloged as Visual Materials. Starting with the fixed fields, Type, Type of Record, is coded r, Three-dimensional artifact or naturally occurring object. BLvl, Bibliographic Level, is coded m for monograph/item—in this case, item. Desc, Descriptive Cataloging Form, is coded i for ISBD punctuation. ELvl, Encoding Level, is coded blank for full level. I am not going to discuss the other blank fixed fields, but since this blank has a meaning, I have mentioned it. TMat, Type of Visual Material, is coded g for game. Srce, Cataloging Source, is coded d for other. Tech, Technique, is coded n for not applicable. Time, Running Time, is coded nnn for not applicable. DtSt, Type of Date/Publication Status, is coded as s for single date. Lang, Language Code, is coded eng for English. Ctry, Country of Publication, etc., is coded xxu for United States. Moving on to the variable fields, the 040 field, Cataloging Source, has eng (English) in subfield b, Language of Cataloging, and rda in subfield e, Description conventions. When you are cataloging materials using RDA guidelines, you need to add subfield e rda to the 040 field, after subfield b. This is one of the few fields where the subfields are not in alphabetical order. Dustin Dobson is a designer (relator term in subfield e) of Mysticana, which is documented in the 100 field, Main Entry—Personal Name. In the 245 field, Title Statement, Jamie Thul is also listed as a designer. In the 264 field, Production, Publication, Distribution, Manufacture, and

Copyright Notice, United States is enclosed in brackets, since it did not appear on the item. Subfield a is for the place of production. 264 subfield a must match Ctry, Country of Publication, etc. in the fixed fields. 264 subfield b is the publisher, Button Shy. 264 subfield c is the publication date. 2025 is in brackets and has a question mark after it, since the cataloger was unsure if this was the correct date of publication. The 300 field, Physical Description, has 1 game (18 cards), Nine Perils, Sorcerers' Showdown, and The Path Ahead in subfield a, extent. In subfield b, other physical details, color, cardstock, and in subfield c, dimensions, in wallet container, 11 x 8 x 1 cm. There is a period after cm (which RDA considers a symbol), since there is a 490 (Series Statement field). The 336 field, Content Type, is coded three-dimensional form in subfield a, Content Type Term. The 337 field, Media Type, is coded unmediated, since there is no required device needed to play this card game, in subfield a, Media Type Term. The 338 field, Carrier Type, has card in subfield a, Carrier Type Term, since these are cards. The 340 field, Physical Medium, has paper in subfield a, Material base and configuration, and polychrome in subfield g, Color content; both terms are aligned with 300 subfield b. The 380 field, Form of Work, has Card games in subfield a, Form of work, and the thesaurus, lcgft, where this term can be found in $2. The 490 0_ field, Series Statement—Series not traced, has Wallet games. Let's look at the rest of the bibliographic record on the next slide.

MYSTICANA, MARC RECORD, CONTINUED

588	0	Title from wallet and folded rule-booklet.
500		"Art: Filip Popovic"--Publisher's web site.
500		For 1-4 players.
500		Duration of play: 15 minutes.
500		Mysticana is a foundation deck: an 18-card deck that includes multiple core games using just the base cards with even more games added through small expansions.
500		"Button Shy Games is primarily based in Athens, Greece, though its operations and headquarters, including the cardboard world of its creators, are located in the US. Button Shy's US headquarters are situated within the home of Jason Tagmire and his friends"--Internet.
520		Living elements interweave throughout the realm. A water guardian extinguishes a roaring wildfire that leaves behind unrecognizably scorched earth. The seared avatar of that earth rises and consumes the water of a dozen seas. With infinite variations on their eternal cycle, no element can ever reign supreme.
521	1	Ages 8+.
650	0	Card games ǂv Specimens.
650	0	Strategy ǂx Miscellanea.
650	6	Jeux de cartes. ǂ0 (CaQQLa)201-0022378
650	6	Jeux de cartes ǂ0 (CaQQLa)201-0022378 ǂv Spécimens. ǂ0 (CaQQLa)201-0377059
650	6	Stratégie ǂ0 (CaQQLa)201-0022351 ǂx Miscellanées. ǂ0 (CaQQLa)201-0378464
655	7	Card games. ǂ2 lcgft
700	1	Thul, Jamie, ǂe designer.
700	1	Popovic, Filip, ǂe artist.
710	2	Button Shy Games, ǂe publisher.

The 588 0_ field, Source of Description Note, informs us that the cataloger found the Title from wallet and folded rule-booklet. There are five 500 fields, General Notes, providing the name of the artist, Filip Popovic, that the card game is for 1-4 players, the duration of play is 15 minutes, what kind of card game Mysticana is, and information about the publisher, Button Shy Games. The 520, Summary, Etc. note gives a brief summary of the card game. The 521 1_ field, Target Audience Note—Interest age level, has Ages 8+. There are subject headings for card games (650 and 655) and for strategy (650). Jamie Thul, the co-designer is in a 700 1_ field, Added Entry—Personal Name, with designer in subfield e, relator term. In another 700 field is Filip Popovic, the artist. In the 710 2_ field, Added Entry—Corporate Name—Name in direct order, is the publisher, Button Shy Games.

This is the Uno WorldCat record. The image was taken from Amazon.com.

UNO: MARC RECORD

```
OCLC    1454764970   No holdings in IHI - 4 other holdings
Save File  625

Visual Materials          Rec stat  c   Entered  20240905    Replaced  20250605083457.7
Type  r    ELvl        Srce  d    Audn          Ctrl         Lang  eng
BLvl  m    Form        GPub       Time  n n n   MRec         Ctry  nyu
Desc  i    TMat  g     Tech  n    DtSt  t       Dates  2023  ,  2023

040        MAN ǂb eng ǂe rda ǂc MAN ǂd OCLCO ǂd IHI
024  1     194735220809
090        ǂb
049        IHIA
245  0 0   Uno : ǂb show 'em no mercy : brutal. ruthless. unapologetic.
246  1 3   Uno show 'em no mercy card game
264     1  East Aurora, NY : ǂb Mattel Inc., ǂc [2023].
264     4  ǂc ©2023
300        1 game (168 cards) : ǂb color ; ǂc in box 12 x 10 x 4 cm + ǂe 1 rule sheet (42 x 22 cm, folded to 7 x 11 cm)
334        single unit ǂ2 rdami
336        three-dimensional form ǂb tdf ǂ2 rdacontent
336        text ǂb txt ǂ2 rdacontent ǂ3 guide
337        unmediated ǂb n ǂ2 rdamedia
338        card ǂb no ǂ2 rdacarrier
338        sheet ǂb nb ǂ2 rdacarrier
```

Here is the first part of OCLC #1454764970, Uno : show 'em no mercy : brutal. ruthless. unapologetic. This card game has been cataloged as Visual Materials. Starting with the fixed fields, Type, Type of Record, is coded r, Three-dimensional artifact or naturally occurring object. BLvl, Bibliographic Level, is coded m for monograph/item—in this case, item. Desc, Descriptive Cataloging Form, is coded i for ISBD punctuation. ELvl, Encoding Level, is coded blank for full level. I am not going to discuss the other blank fixed fields, but since this blank has a meaning, I have mentioned it. TMat, Type of Visual Material, is coded g for game. Srce, Cataloging Source, is coded d for other. Tech, Technique, is coded n for not applicable. Time, Running Time, is coded nnn for not applicable. DtSt, Type of Date/Publication Status, is coded t for Publication date and copyright date. Dates, Date 1 and Date 2, have 2023, 2023. Lang, Language Code, is coded eng for English. Ctry, Country of Publication, etc., is coded nyu for New York, United States. Moving on to the variable fields, the 040 field, Cataloging Source, has eng (English) in subfield b, Language of Cataloging, and rda in subfield e, Description conventions. When you are cataloging materials using RDA guidelines, you need to add subfield e rda to the 040 field, after subfield b. This is one of the few fields where the subfields are not in alphabetical order. In the 245 field, Title Statement, there is Uno : $b show 'em no mercy : brutal. ruthless. unapologetic. There is a 246 13, Varying Form of Title—Note, added entry—Other title, Uno show 'em no mercy

card game. You could probably add another 246 with Uno show them no mercy. In the 264 field, Production, Publication, Distribution, Manufacture, and Copyright Notice, East Aurora, NY is in subfield a, the place of production. 264 subfield a must match Ctry, Country of Publication, etc. in the fixed fields. 264 subfield b is the publisher, Mattel Inc. 264 subfield c is the publication date. 2023 is in brackets, since this date was not explicitly stated as the date of publication. The 264 #4, Production, Publication, Distribution, Manufacture, and Copyright Notice—Copyright notice date has the copyrighted 2023 in subfield c. The 300 field, Physical Description, has 1 game (168 cards) in subfield a, extent. In subfield b, other physical details, color, and in subfield c, dimensions, in box 12 x 10 x 4 cm. Next is the plus sign and subfield e, Accompanying material, has 1 rule sheet (42 x 22 cm, folded to 7 x 11 cm). The 334 field, Mode of Issuance, has single unit in subfield a, Mode of issuance term, and rdami in subfield 2, Source of term. The first 336 field, Content Type, is coded three-dimensional form in subfield a, Content Type Term. The second 336 field has text in subfield a, for the text on the cards and the text in the rule sheet. The 337 field, Media Type, is coded unmediated, since there is no required device needed to play this card game, in subfield a, Media Type Term. The first 338 field, Carrier Type, has card in subfield a, Carrier Type Term, since these are cards. The second 338 field has sheet in subfield a for the rule sheet. Let's look at the rest of the bibliographic record on the next slide.

UNO, MARC RECORD, CONTINUED

340		cardboard ‡2 rdamat
340		paper ‡2 rdamat
340		cardstock
340		‡g polychrome ‡2 rdacc
340		‡g color
385		Children ‡2 lcdgt
385		Teenagers ‡2 lcdgt
385		Adults ‡2 lcdgt
500		For 2-6 players.
520		We've added a ton of extra cards with way tougher penalties ... and included new rules that will have you piling on penalties or even swapping hands! And there's even a Mercy Rule ... if things get too rough.
521	8	7 years old and up.
650	6	Jeux de cartes. ‡0 (CaQQLa)201-0022378
655	7	Card games ‡2 lcgft
710	2	Mattel, Inc., ‡e publisher, ‡e issuing body.

The 340 field, Physical Medium, has cardboard, paper, and cardstock in separate subfield a's, Material base and configuration, and polychrome and color in subfield g, Color content; all these terms are aligned with 300 subfield b. The 385 field, Audience Characteristics, has three separate terms: Children, Teenagers, and Adults, with subfield 2, Source, coded as lcdgt, Library of Congress Demographic Group Terms. The 500, General Note, has For 2-6 players. The 520, Summary, Etc. note gives a brief summary of the updated version of this card game. The 521 8_ field, Target Audience Note—No display constant generated, has 7 years old and up. There is a French subject heading in the 650 #6, Subject Added Entry—Topical Term—Jeux de cartes. There is a 655 #7, Index Term—Genre/Form—Source is specified in subfield 2, for card games. In the 710 2_ field, Added Entry—Corporate Name—Name in direct order, is the publisher, Mattel, Inc., with relator terms, subfield e, publisher and issuing body.

BOARD GAMES

Record named board game developers in the statement of responsibility.

245 10 $a Rise up : $b the game of people & power / $c game design by Brian Van Slyke ; graphic design by Molly McLeod.
Note: Board game designer recorded in the statement of responsibility

| 100 | 1 | | Van Slyke, Brian, ‡e creator. |
| 245 | 1 | 0 | Rise up : ‡b the game of people & power / ‡c game design by Brian Van Slyke ; graphic design by Molly McLeod. |

OLAC's Best Practices document recommends adding game designers, graphic designers, etc., to the statement of responsibility, or the 245 field subfield c. The example at the top of the slide is from the Best Practices document, while the screenshot displays the game designer in the 100 field with a relator term (subfield e) as creator.

SET: THE FAMILY GAME OF VISUAL PERCEPTION

On the slide is the WorldCat record for Set : the family game of visual perception, https://search.worldcat.org/title/29352503. This information is pulled from the MARC record, so let's take a look at that.

SET, MARC RECORD

CMC CATALOGING MAINTENANCE CENTER
Statewide Cataloging Support

OCLC	29352503	No holdings in IHI - 15 other holdings

Visual Materials	Rec stat	c	Entered	19931119	Replaced	20260105132437.6

Type	r	ELvl		Srce	d	Audn		Ctrl		Lang	eng
BLvl	m	Form		GPub		Time	n n n	MRec		Ctry	azu
Desc	i	TMat	g	Tech	n	DtSt	t	Dates	1991	,	1991

007		z ǂb z
007		z ǂb u
040		ALM ǂb eng ǂe rda ǂc ALM ǂd WIS ǂd OCLCQ ǂd OCLCG ǂd OCLCQ ǂd OCLCF ǂd OCLCO ǂd OCLCQ ǂd MUC IHI
020		096346910X
020		9780963469106
041	0	ǂg eng ǂg fre ǂg spa
050	4	BF241 ǂb .F35 1991
082	0 4	152.1 ǂb F178s ǂ2 23 ǂ1 https://id.oclc.org/worldcat/ddc/E3FgJ4rXqwTPhYxQjKHkKqQJrW
049		IHIA
100	1	Falco, Marsha J. ǂq (Jean), ǂe author. ǂ1 https://id.oclc.org/worldcat/entity/E39PCjvfMGYrhHYR9dTK7G8DMP
245	1 0	Set : ǂb the family game of visual perception / ǂc Marsha J. Falco.
246	3	Family game of visual perception
246	3 0	Visual perception
264	1	Tucson, Ariz. : ǂb Zephyr Press, ǂc [1991]
264	4	ǂc ©1991

This is the same record in Connexion. This is OCLC #29352503. Typically, board games do not have an author, but Set : the family game of visual perception does. However, perhaps the relator term in subfield e should be changed to creator. Notice that this is cataloged as Visual Materials. Starting with the fixed fields, Type, Type of Record, is coded r for Three-dimensional artifact or naturally occurring object. BLvl, Bibliographic Level, is coded as m for Monograph/Item (in this case, as an item). Desc, Descriptive Cataloging Form, is coded i for ISBD, meaning that ISBD punctuation is used in the bibliographic record. TMat, Type of Visual Material, is coded g, for Game, but you find this code under the subheading of Three-dimensional artifacts or naturally occurring objects. Srce, Cataloging Source, is coded d for other, so it was not cataloged by a National bibliographic agency, Cooperative cataloging program, or an unknown agency. Tech, Technique, is coded as n for not applicable. Time, Running Time, is coded nnn, for not applicable. DtSt, Type of Date/Publication Status, is coded t for Publication Date and Copyright Date. Dates, Date 1 & 2 both have 1991. Date 1 is the publication date, and Date 2 is the copyright date. Lang, Language Code, is coded eng for English. *Lang* represents the language of the item. Ctry, Country of Publication, etc., is coded azu, the three-digit code for Arizona. This must match what is in 264 $a. The 007 field, Physical Description Fixed Field, for the category of material for a game is unspecified. Use field 007 to code data related to the physical characteristics of resources. The data coded in

field 007 may refer to the resource as a whole, to parts of the resource including accompanying material, or to additional physical characteristics applicable to the resource. The physical characteristics are often related to information in other parts of the MARC record, including field 300, fields 33X and 34X, and some of the 5XX note fields. Subfield a coded as z is for unspecified, and subfield b coded as z is other. For the second 007 field, subfield a as z is for unspecified and subfield b coded as u is for unspecified. In this record, the first 007 field is for the game itself, and the second 007 field is for the container. I'm just going to point out some of the more unique variable fields. The 041 field, Language Code, has 1 as a first indicator, Item is or includes a translation. Subfield g is for Language code of accompanying material other than librettos and transcripts. The 246 3_, Varying Form of Title, and the first indicator of 3 is for No note, added entry, has the subtitle, Family game of visual perception. The 246 30, Varying Form of Title, with a first indicator of 3, No note, added entry, and a second indicator of 0, Portion of title, has Visual perception.

300		1 game (2 sets of cards) ‡b color ; ‡c in case 13 x 10 cm + ‡e instruction booklet
334		single unit ‡2 rdami
336		three-dimensional form ‡b tdf ‡2 rdacontent
337		unmediated ‡b n ‡2 rdamedia
337		unspecified ‡b z ‡2 rdamedia
338		object ‡b nr ‡2 rdacarrier
338		unspecified ‡b zu ‡2 rdacarrier
340		‡g polychrome ‡2 rdacc
500		Instructions in English, French, and Spanish.
520		Game for one or more players in which players look for shape and color patterns as an exercise to help in math and problem-solving.
650	0	Visual perception.
650	0	Problem solving.
650	7	visual perception. ‡2 aat ‡0 (CStmoGRI)aat300192234
650	7	Problem solving. ‡2 fast ‡0 (OCoLC)fst01077890
650	7	Visual perception. ‡2 fast ‡0 (OCoLC)fst01168049
655	7	Educational games. ‡2 fast ‡0 (OCoLC)fst01726592
655	7	Educational games. ‡2 lcgft
655	7	Jeux éducatifs. ‡2 rvmgf ‡0 (CaQQLa)RVMGF-000001654

This is the rest of the MARC record for Set: the family game of visual perception. The 300 field, Physical Description, has 1 game (2 sets of cards) in subfield a, extent. Subfield c, dimensions, has the dimensions of the case, and subfield e, accompanying material, has instruction booklet. When the 300 field ends in subfield e, the field does not end in a period. The 337 field, Media Type, has a field for the game with subfield a unmediated, and the second 337 field, subfield a unspecified, for the container. The 338 field, Carrier Type, has the first field for the game with object in subfield a, and the second 338 field with unspecified in subfield a for the container. The 340 field, $g, has polychrome, reflecting 300 $b. There is a 500, General Note, informing us that the instructions are in English, French, and Spanish. The 520 field, Summary, Etc. note, gives a summary statement. There are Library of Congress Subject headings in the 650 fields of Visual perception and Problem solving. There is one Library of Congress Genre/Form term in the 655 field, Educational games.
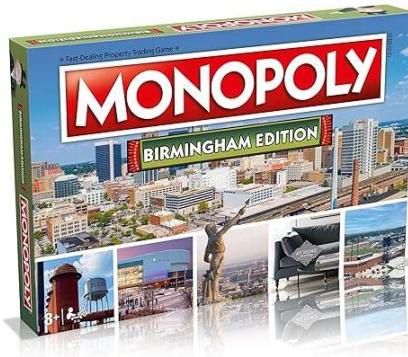
MONOPOLY: BIRMINGHAM EDITION

Monopoly : Birmingham edition

Authors: Hasbro, Inc (Licensor), Top Trumps USA, Inc (Manufacturer, Distributor)

Summary: "Welcome to the Magic City, built on its iron and known for its rich Civil Rights history. Uncover the hidden gem that is Birmingham by exploring all the great outdoors has to offer. Whether it's biking the Rotary

Show more ⌄

🎲 **Game**, English, 2024
Edition: Birmingham edition
Publisher: Licensed by Hasbro Gaming, [Pawtucket, Rhode Island], 2024

Genre:	Board games
Target Audience:	Ages 8+
Physical Description:	1 game (1 game board, 8 character tokens, 28 title deed cards, 16 chance cards, 16 community chest cards, 1 pack of Monopoly money, 32 houses, 12 hotels, 2 dice, and instructions) : cardboard, metal, paper, plastic, color ; in container 27 × 41 × 6 cm
Accessibility Content:	
Accessibility Note:	
OCLC Number / Unique Identifier:	1444260299
Subjects:	Birmingham (Ala.) Description and travel Miscellanea Board games Economic games Jeux de plateaux Monopoly (Game) Miscellanea

This is the WorldCat record for Monopoly: Birmingham edition. The image is from Amazon.com.

MONOPOLY: MARC RECORD

| OCLC | 1444260299 | No holdings in IHI - 1 other holding |

| Visual Materials | | Rec stat | c | Entered | 20240709 | | Replaced | 20250721131745.1 |

Type	r	ELvl		Srce	d	Audn	g	Ctrl		Lang	eng
BLvl	m	Form		GPub		Time	n n n	MRec		Ctry	riu
Desc	i	TMat	g	Tech	n	DtSt	t	Dates	2024	,	2024

040		ABJ ǂb eng ǂe rda ǂc ABJ ǂd OCLCO ǂd IHI
024	1	885996006409
028	5 0	C971180000 ǂb Hasbro
043		n-us-al
050	4	GV1469.M65 ǂb B54 2024
049		IHIA
245	0 0	Monopoly : ǂb Birmingham edition.
250		Birmingham edition.
264	1	[Pawtucket, Rhode Island] : ǂb Licensed by Hasbro Gaming, ǂc [2024]
264	2	Providence, RI : ǂb Manufactured and distributed by Top Trumps USA, Inc.
264	4	ǂc ©2024
300		1 game (1 game board, 8 character tokens, 28 title deed cards, 16 chance cards, 16 community chest cards, 1 pack of Monopoly money, 32 houses, 12 hotels, 2 dice, and instructions) : ǂb cardboard, metal, paper, plastic, color ; ǂc in container 27 x 41 x 6 cm
334		single unit ǂ2 rdami

Here is the beginning of OCLC #1444260299, Monopoly: Birmingham edition. Notice that this is cataloged as Visual Materials. Starting with the fixed fields, Type, Type of Record is coded r for Three-dimensional artifact or naturally occurring object. BLvl, Bibliographic Level, is coded as m for Monograph/Item (in this case, as an item). Desc, Descriptive Cataloging Form, is coded i for ISBD, meaning that ISBD punctuation is used in the bibliographic record. ELvl, Encoding Level, is coded blank for full level. I am not going to discuss the other blank fixed fields, but since this blank has a meaning, I have mentioned it. TMat, Type of Visual Material, is coded g, for Game, but you find this code under the subheading of Three-dimensional artifacts or naturally occurring objects. Srce, Cataloging Source, is coded d for other, so it was not cataloged by a National bibliographic agency, Cooperative cataloging program, or an unknown agency. Tech, Technique, is coded as n for not applicable. Audn, Audience, is coded g for General. Time, Running Time, is coded nnn, for not applicable. DtSt, Type of Date/Publication Status, is coded t for Publication Date and Copyright Date. Dates, Date 1 & 2 are 2024, 2024. Date 1 is the publication date, and Date 2 is the copyright date. Lang, Language Code, is coded eng for English. *Lang* represents the language of the item. Ctry, Country of Publication, etc., is coded riu, the three-digit code for Rhode Island, United States. This must match what is in 264 $a. I'm just going to point out some of the more unique variable fields. The 024 1#, Other Standard Identifier—Universal Product

Code, 885996006409. The 043 field, Geographic Area Code, is coded for Alabama. This must match a 6XX field. The 245 00, Title Statement, has Monopoly as the title and Birmingham edition as the remainder of the title. The 250, Edition Statement, also has Birmingham edition. There are three 264 fields: Production, Publication, Distribution, Manufacture, and Copyright Notice. The first 264 has publication information. The second 264 field has distribution information. The third 264 field has copyright information. In the 300 field, Physical Description, has 1 game (1 game board, 8 character tokens, 28 title deed cards, 16 chance cards, 16 community chance cards, 1 pack of Monopoly money, 32 houses, 12 hotels, 2 dice, and instructions) in subfield a, extent. Subfield b, Other physical details, has cardboard, metal, paper, plastic, color. Subfield c, dimensions, has the dimensions of the container, 27 x 41 x 6 cm. The 334 field, Mode of Issuance, has single unit in subfield a, Mode of Issuance Term, and in subfield 2, Source of term, has rdami, the code for RDA Mode of Issuance. Let's look at more of the MARC record on the next slide.

336		three-dimensional form ǂb tdf ǂ2 rdacontent
336		still image ǂb sti ǂ2 rdacontent
336		text ǂb txt ǂ2 rdacontent
337		unmediated ǂb n ǂ2 rdamedia
338		card ǂb no ǂ2 rdacarrier
338		object ǂb nr ǂ2 rdacarrier
340		cardboard ǂ2 rdamat
340		metal ǂ2 rdamat
340		paper ǂ2 rdamat
340		plastic ǂ2 rdamat
340		ǂg polychrome ǂ2 rdacc
588	0	Title from container
500		"Fast-dealing property trading game."
500		"WM04327-EN2 ELM05024"
500		For 2-6 players
520		"Welcome to the Magic City, built on its iron and known for its rich Civil Rights history. Uncover the hidden gem that is Birmingham by exploring all the great outdoors has to offer. Whether it's biking the Rotary Trail, exploring Kelly Ingram Park, or catching a sunset at the top of The Vulcan - This city offers everything an outdoor adventure should be and more. Discover the abundant history of Birmingham by enrolling in a course at the Birmingham Civil Rights Institute or delve into one of the ever-changing galleries at the Birmingham Museum of Art. Spend the afternoon picking fresh, local fruit and vegetables at The Market at Pepper Place or enjoy an array of divine Southern cuisine in "The Dining Table of the South." Filled with charm and a place where all are welcome, in this city, the word "community" just means more. You won't want to miss cheering on your favorite sports team at Protective Stadium this weekend. Will you score sold out tickets to the show tonight at Legacy Arena? Explore what makes the Magic City so magical with the Birmingham Edition of MONOPOLY!" -- ǂc From container.
521		Ages 8+
650	0	Monopoly (Game) ǂv Miscellanea.

There are three 336 fields, Content Type: three-dimensional form, still image (for images on the board and cards), and text, for text on the board and cards. The 337 field, Media Type, has a field for the game with subfield a, unmediated. The 338 field, Carrier Type, has the first field for the cards with card and the second 338 for the game with object in subfield a. The 340 fields reflect the material base of materials of the items and align with the terms found in 300 $b. The 588 0# field, Source of Description Note—Source of Description, has Title from container, informing us that the cataloger found the title on the container. There are three 500 fields, General Note, informing us that this is a fast-dealing property trading game, a note with some sort of numbering code, and a note that this game is for 2-6 players. The 520 field, Summary, Etc. note gives a summary note and documents that this information was found on the container, in subfield c, Assigning source. The 521 field, Target Audience Note, tells us that this game is suitable for Ages 8 and older. There is a Library of Congress subject heading, Monopoly (Game) $v Miscellanea.

651	0	Birmingham (Ala.) ‡x Description and travel ‡v Miscellanea.
650	6	Monopoly (Jeu) ‡0 (CaQQLa)201-0183791 ‡v Miscellanées. ‡0 (CaQQLa)201-0378537
655	7	Board games. ‡2 gttg
655	7	Economic games. ‡2 gttg
655	7	Strategy games. ‡2 gttg
655	7	Board games. ‡2 lcgft
655	7	Puzzles and games. ‡2 lcgft
655	7	Jeux de plateaux. ‡2 rvmgf ‡0 (CaQQLa)RVMGF-000001615
710	2	Hasbro, Inc., ‡e licensor. ‡1 https://id.oclc.org/worldcat/entity/E39QH7JmgxXF9gtPf69wtb6KM6
710	2	Top Trumps USA, Inc., ‡e manufacturer, ‡e distributor.

Here is the rest of the Monopoly: Birmingham edition. The first subject heading (651) is for Birmingham (Ala.) with $x Description and travel $v Miscellanea. Next is a French subject heading. There are three subject headings from the Genre Terms for Tabletop Games (gttg). There are two Library of Congress Genre/Form terms (lcgft) of Board games and Puzzles and games. There is another French subject heading in the 655 #7 field. There are two 710 2# fields, Added Entry—Corporate Name—Name in direct order, Hasbro, Inc., with a relator term, licensor, and Top Trumps USA, Inc., with relator terms, manufacturer and distributor.

RESOURCES

Alphabetical List of Genre Terms in the OLAC Video Game Genre Vocabulary.

Best Practices for Cataloging Video Games Using RDA and MARC21 (April 2018).

Full MARC Examples to Accompany OLAC Best Practices for Cataloging DVD-Video and Blu-ray Discs, Objects, Streaming Media, and Video Games Using the Original RDA Toolkit and MARC 21 (October 2023).

Game definition, ODLIS.

MARC Code List of Countries.

OLAC Best Practices for Cataloging with the Original RDA Toolkit (April 2023).

Open Metadata Registry.

Pickleball.

ON THE CALL TODAY
Questions? Contact the CMC: cmc@illinoisheartland.org

Barbera Scoby
CMC Cataloger

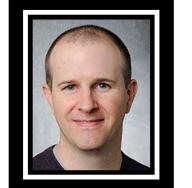Dr. Pamela Thomas
Bibliographic Grant
Manager

Mary Cornell
CMC Cataloger

Eric McKinney
CMC Cataloging Trainer

Kat Anderberg
Metadata Cataloger

Ryan Rafferty
Special Project Cataloger

Katie Roberts
Special Project Cataloger

Andrea Giosta
Special Project Cataloger

Does anyone have any questions for us?