

## Guidelines for OLAC video game genre terms (olacvggt)

**PLEASE NOTE: THIS IS A CLOSED THESAURUS AND THERE ARE NO PLANS AT THIS TIME TO ADD ADDITIONAL TERMS**

### How to recognize an approved term in the OLAC video game genre thesaurus.

- Each available term has a corresponding MARC authority record. These authority records are available for download from the OLAC website. <http://olacinc.org/olac-video-game-vocabulary>

### Description of key fields in the MARC records for the OLAC video game genre terms

- The 040 field in each MARC authority record will include \$a IChALCS and \$c Mvl (IChALCS is the MARC organization code for the Association for Library Collections and Technical Services, Subject Analysis Committee. Mvl is the organization code for Marcive, Inc. Marcive, Inc converted all the text authority records into MARC records for the OLAC video game vocabulary)
- Each MARC authority record will also have a 040 \$f olacvggt (this is the MARC source code assigned by the Library of Congress that identifies OLAC as the creator of the video game vocabulary)

#### EXAMPLE

040 \$aIChALCS \$beng \$cMvl \$folacvggt

- Each MARC authority record will have the following structure
  - 155 Authorized OLAC term
  - 455 Used For reference(s)
  - 555 Related Term and/or Broader Term reference(s)
  - 680 Scope notes
- These authority records will also contain 670 fields which supply the sources that support the usage of the individual terms as video game genre terms.
- Scope notes, found in the 680 field, serve to identify the limits of the scope of the term as used in library catalogs. They assist the cataloger in determining whether the term reflects the material they are cataloging and to what extent it does. They also help to ensure that terms are applied consistently by catalogers.

**SAMPLE MARC RECORDS CAN BE FOUND AT THE END OF THIS DOCUMENT.**

### Assigning valid OLAC video game genre terms

- Assign the genre term, *Video games*, to each video game being cataloged.

- Evaluate the video game being cataloged to determine which, if any, of the other video game genre terms describe the type of game in hand.
- When possible, assign the more specific term(s). If there is not a genre term that is an exact match, assign a broad, or general term that encompasses the specific genre heading.

**EXAMPLE:**

Title: FIFA 18

655 7 Sports video games. \$2 olacvggt

(The OLAC video game genre vocabulary does not include terms for individual sports.)

655 7 Video games. \$2 olacvggt

**Number of OLAC video game genres that can be assigned**

- There is no limit to the number of terms that can be assigned to the video game being cataloged. The number of genre terms that will effectively describe the video game will depend on the individual game itself. Sometimes one term is enough, while at other times several terms are necessary.
- At the very least, each video game being cataloged should have *Video games* (the top genre/form term in the hierarchy) assigned to it. More than likely, there will be other appropriate terms to assign as well.

**EXAMPLES:**

Title: Rayman raving rabbids 2

655 7 Video games. \$2 olacvggt

(Only OLAC term appropriate for the video game being cataloged)

Title: Detective Pikachu

655 7 Detective and mystery video games. \$2 olacvggt

655 7 Action and adventure video games. \$2 olacvggt

655 7 Video games. \$2 olacvggt

Title: Surviving Mars

655 7 Action and adventure video games. \$2 olacvggt

655 7 Science fiction video games. \$2 olacvggt

655 7 Video games. \$2 olacvggt

Title: Sonic & Sega All-Stars racing

655 7 Racing video games. \$2 olacvggt

655 7 Action and adventure video games. \$2 olacvggt

655 7 Video games. \$2 olacvggt

Title: Darkest dungeon  
655 7 Role playing video games. \$2 olacvgt  
655 7 Strategy video games. \$2 olacvgt  
655 7 Fantasy video games. \$2 olacvgt  
655 7 Video games. \$2 olacvgt

Title: Call of duty. WWII  
655 7 Artillery video games. \$2 olacvgt  
655 7 Shooter video games. \$2 olacvgt  
655 7 Strategy video games. \$2 olacvgt  
655 7 Wargames (Video games) \$2 olacvgt  
655 7 Video games. \$2 olacvgt

### **Subdivisions**

- Do not subdivide the OLAC video game terms by topic, geographic location, chronological period, or form.

### **Bibliographic record treatment of OLAC video game genre terms**

- Terms not found in this thesaurus should not be used when referencing the OLAC source code. Do not add \$7 olacvgt to a 655 field unless the term is part of the OLAC video game vocabulary.

EXAMPLE:

655 \_ 7 \$a Dating simulation video games

NOT

655 \_ 7 \$a Dating simulation video games. \$2 olacvgt

- Please follow the instructions for MARC 655 - Index Term-Genre/Form (R) found at <http://www.loc.gov/marc/bibliographic/bd655.html> for the general treatment to be adhered to when adding OLAC video game genre terms to bibliographic records.

### **EXAMPLES OF OLAC VIDEO GAME GENRE TERM AUTHORITY RECORDS**

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=040 \\\\$aIChALCS\$beng\$cMvI\$folacvgt  
=155 \\\\$a**MMOG (Massively Multiplayer Online Game) video games**

=455 \\\$aMMO (Massively Multiplayer Online)  
=455 \\\$aMMORPG (Massively Multiplayer Online Role-Playing Games)  
=455 \\\$aOnline role playing games  
=555 \\\$wg\$aRole playing video games  
=555 \\\$aPersistent world video games  
=670 \\\$aChandler, D. Dictionary of media and communication, 2011:\$bpage 279 (MMOG, MMORPG (massively multiplayer online game or online role playing game: A videogame in the form of a persistent two or three-dimensional graphical virtual world in which users participate as avatars, typically going on quests and joining up with teams of other players: examples include Everquest, World of Warcraft, and Eve Online)  
=670 \\\$aRowlands, T. Video game worlds, 2014:\$bpage 177 (Massively multiplayer online game (MMO): A genre of online, persistent ("always on") video games that incorporate elements of a virtual world to create a shared space for their players. An MMO is a broader genre than just the MMORPGs of which EverQuest was once an exemplar. Other forms of MMOs include MMOFPS (first-person shooters); MMORTS (real-time strategy games): MMO rhythm games (in which players' avatars dance, sing, or play musical instruments); MMO sports games; MMO racing games; MMO puzzle games, and others)  
=670 \\\$aGriffiths, M. Breaking the stereotype, in Cyberpsychology & behavior, volume 6(1), July 2004:\$bpage 82 (MMORPG...are typically represented by large, sophisticated, detailed, and evolving worlds based on different narrative environments)  
=670 \\\$aEncyclopedia of video games, 2012:\$bpage 383 (A massively multiplayer on-line role playing game (MMORPG) is a type of video game that is played with many other players simultaneously in an on-line persistent game world where a player assumes the role of a fictional character)  
=670 \\\$aEgenfeldt-Nielsen, S. Understanding video games, 2013:\$bpage 109 (Mid-decade, developer interest in massively multiplayer online games skyrocketed) page 110 (MMO (Massively multi-player online) See Online role-playing games. In the years following, World of Warcraft, came to epitomize the mainstream MMORPG and has remained highly popular since its launch. It is curious that MMOs have been mostly confined to their regions of origin) page 111 (apart from MMOs, non-competitive vehicle stimulators remained an important niche in the process-oriented genre in the early part of the decade)  
=670 \\\$aHandbook of research on social interaction technologies and collaboration software, 2009:\$bpage 349 ("Persistent World: Except for technical issues and maintenance, the virtual world is continuously available and populated with players. When a player logs off, the virtual world environment continues to function unlike many video games which depend on a player's interaction. Most MMOGs and MMORPGs are persistent virtual worlds")  
=680 \\\$iVideo games that depict an online, persistent game world in which many players participate as avatars, typically going on quests and joining up with teams of other players.

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=155 \\\$a**Platform video games**

=455 \\\$aPlatformers

=555 \\\$wg\$aAction video games

=670 \\\$aLee, J.H. UW/SIMM Video game metadata schema, version 1.1, 2015:\$bpage 4 (Platform: These games have a focus on jumping or otherwise moving between different

platforms and successfully navigating terrain and obstacles. They often emphasize hand eye coordination)

=670 \\\$aRogers, S. Level up!, 2014:\$bpage 496 (Platformer - Platformer games usually feature a mascot character jumping (or swinging or bouncing) their way through an obstacle course-like environment that often includes platforms of some sort. Shooting and fighting may also be involved. There might be a pirate ship. At one time, the platform was the most popular subgenre in gaming)

=670 \\\$aCarreker, D. The game developer's dictionary, 2012:\$bpage 163 (Platformer: A genre of video games that involves getting from one point in the game world to another by jumping from ledge to ledge)

=680 \\\$iVideo games in which a player character must successfully jump from platform to platform and/or over obstacles.

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=155 \\\$a**Hack and slash video games**

=455 \\\$aHack & slash video games

=555 \\\$wg\$aFighting video games

=555 \\\$aBeat 'em up video games

=670 \\\$aOpen metadata registry, via WWW, Video game metadata schema, viewed April 3, 2018\$b(Hack and Slash; has broader: Action; related to: Brawler; scope note: Hack and slash games focus on fast paced gameplay involving melee weapons. Often the player character(s) will have to fight multiple enemies at the same time to advance across levels.)\$uhttp://metadataregistry.org/concept/show/id/7481.html

=670 \\\$aMobyGames.com, viewed April 3, 2018\$b(Hack and Slash; Games with hack and slash gameplay focus on combat with hand-to-hand weapons as opposed to guns, even though the presence of guns as additional weapons does not exclude the use of the genre. It is predominately used in action role-playing games and action games with RPG elements.)\$uhttp://www.mobygames.com/glossary/genres

=670 \\\$aEncyclopedia Gamia via WWW, viewed April 3, 2018\$b(Hack & slash video games; Hack & slash video games are beat 'em up video games with intense weapon-based combat and a deeper focus on story)\$uhttp://gaming.wikia.com/wiki/Hack\_%26\_slash\_video\_games

=670 \\\$aGameranx, via WWW, viewed April 3, 2018\$b(Hack and slash; hack & slash; gameplay is relatively simple, there is one protagonist, a bunch of close combat weapons that tend to do a lot of damage, a few ranged attacks that do little damage, and usually a colorful array of thousands and thousands of enemy mooks to hack and slash through until you get to the oversized bossfight)\$uhttp://gameranx.com/features/id/20792/article/top-10-best-hack-and-slash-games/

=670 \\\$aCarreker, D. The game developer's dictionary, 2012:\$bpage 101 (Hack and slash; subgenre of RPGs that focuses nearly entirely on fast-paced combat)

=680 \\\$iVideo games in which the player must fight hordes of enemies in order to advance.

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=155 \\\$a**Racing video games**

=455 \\\$aAutomobile racing video games

=455 \\\$aCar racing video games

=455 \\\$aDriving video games

=455 \\\$aFirst person driving video games

=455 \\\$aFoot racing video games

=455 \\\$aHorse racing video games

=455 \\\$aOff-road racing video games

=455 \\\$aRacing/driving video games

=455 \\\$aVehicle racing video games

=555 \\\$wg\$aSports video games

=670 \\\$aWriting for video game genres, via Worldcat.org, viewed May 9, 2017:\$bTable of contents (Writing for driving games / Maurice Suckling)

=670 \\\$aClearwater, D.A. What defines video game genre?, in The journal of the Canadian Game Studies Association, volume 5(8):\$bpage 37 (Among prominent videogame review websites and magazines, there is general uniformity when it comes to genre labels. Action, Adventure, Fighting, First-person Shooters, Flight, Massively Multiplayer, Music/Rhythm, Party, Platformer, Puzzle, Racing/Driving, RPG, Simulation, Sports, and Strategy are commonly encountered categories)

=670 \\\$aEgenfeldt-Nielsen, S. Understanding video games, 2016:\$bpage 81 (By the early 1980's, driving -- particularly race cars -- had been a popular electronic pastime for several years...Rather than a bird's eye view, the perspective of the game was behind the car, which of course constitutes the first of many variations on the first-person driving game. The intensity and intuitive controls of the racing games helped ensure the popularity of this sub-genre) page 96 (Aside from this, sub-genres such as racing games thrived during this decade but did not make any noteworthy conceptual changes)

=670 \\\$aMobyGames.com, via WWW, viewed April 28, 2017:\$bGlossary of genre terms (Racing / Driving: Racing/Driving games allow the player to race, or drive vehicles in a leisurely manner. Racing can be done in vehicles, on mounts, on foot or in completely abstract graphics. Games with this genre need to have racing/driving for the majority of the game, not just as a short sequence) Automobile (These games allow the player to take control of an automobile (both driving and racing it)

=670 \\\$aBossom, A. Video games, 2015:\$bpage 46 (Racing games, like many other gaming genres, can cross over or combine several genres i.e. role-playing games, sim and so on. From high-octane arcade style racers, to playful character-based family multiplayer or super realistic, near impossible to steer racing simulations, this genre has been one of the enduring game types. Vehicle customization has become a key component of many contemporary driving games)

=670 \\\$aGiantbomb.com, via WWW, viewed August 10, 2017\$b(Off-road racing: Games where racing takes place off-road; the terrain is usually rough and unwieldy)\$uhttps://www.giantbomb.com/off-road-racing/3015-4303/games/)

=680 \\\$iVideo games which depict players racing other players, or the clock. Racing can be done in vehicles, on mounts, on foot or in completely abstract graphics. Games within this genre have racing/driving for the majority of the game, not just as a short sequence.