Core Metadata Schema for Cataloging Video Games Version 1

Game Metadata and Citation Project (GAMECIP) Tech Report 1
December 2015

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Introduction

This set of elements accounts for the basic identification and discovery of published video games. It is a minimal element set relevant for producers, distributors, and libraries. Any organization using this element set may wish to add additional information necessary for its own purposes; the elements below are intended as a core scheme applicable to all parties. The manner of implementation is up to the party. For example, data may be in any of a variety of formats: XML or RDF, MARC, spreadsheet or database, etc. Some elements may be omitted if redundant within a particular implementation of the scheme, and there may be more than one way to implement an element. For example, designating an entity as a publisher may involve a data element dedicated to "publisher" or a data element for "name" associated with a role of "publisher." Many of these elements should have controlled vocabularies, though any party may choose the controlled vocabulary that best suits its needs. We recommend the use of recognized, published controlled vocabularies and urge users of this scheme to always designate which vocabularies are being used. This may be accomplished by text strings or through semantic web linkage. The idea is to be able to easily map data among the various formats in use, thus facilitating the standardization and reuse of data. To this end, we have provided URIs for comparable properties in schema.org, Dublin Core, MODS, and RDA. Note that properties specified in these other schemas may be broader or narrower in definition than ours, so the mapping may only work in one direction for some data elements.

The Simple Knowledge Organization System (SKOS) RDF schema of the elements currently resides in the Open Metadata Registry at: http://gamemetadata.org/uri/schema/gamecip. There are also recommended vocabularies for some of the elements in the Open Metadata Registry, the URIs of which are given with the associated element.

Note that some data elements may be implicit in the metadata of some parties. For example, a collection consisting exclusively of video games may not have the same need to specify the "form of content" element as a library with metadata for many types of materials. These implicit assumptions would need to be factored in exporting and mapping data.

Each metadata element is described in the following pages, and each description contains the following information (where applicable):

1. URI for the element's SKOS linked data representation located in the Open Metadata Registry
2. Definition of the element
3. Comments on element usage and / or notes to catalogers
4. Examples marked up as properties (cross-walked) in different schemas to illustrate how each element may be implemented, sometimes in the context of related data elements
5. Similar properties from other schemas, including URIs, to facilitate future mapping

Elements

Identifier

URI: http://gamemetadata.org/uri/schema/gamecip/identifier

Definition: An identifier for the resource, such as a UPC, ISBN, publisher-supplied number, or other standard identifier.

Comments: Record a standard identifier as it appears on the resource. Some systems may require omission of internal punctuation.

Examples in other schemas:

Dublin Core (elements)

```
<identifier">0-7849-2784-7</identifier>
<identifier>008888333036</identifier>
<identifier>333036</identifier>
<identifier>ULUS 10070</identifier>
```

MODS

```
<identifier type="isbn">0784927847</identifier>
<identifier type="upc">008888333036</identifier>
<identifier>333036</identifier>
<identifier>ULUS 10070</identifier>
```

MARC/RDA

```
020    0784927847
024 1  008888333036
028 52 333036 $b Ubisoft
024 8  ULUS 10070
```

Identifier comparable properties:

skos:closeMatch: http://purl.org/dc/elements/1.1/identifier

skos:closeMatch: http://rdaregistry.info/Elements/u/P60052

skos:closeMatch: http://www.loc.gov/standards/mods/modsrdf/v1/#identifier

skos:closeMatch: http://schema.org/productID

Title

URI: http://gamemetadata.org/uri/schema/gamecip/title

Definition: This is the title on the resource itself, from either the screen, in-game menu, and/or packaging. If these are different, pick one and record the others as variant titles using Variant title. If your system allows it, record the source from which you took the title.

Some systems may designate a part of the title string as a subtitle, however, game titles seldom have true subtitles, so the colon and string following the colon should be included as part of the title.

Comments: Some systems require the separation of a subtitle. However, best practice is to follow the convention on the resource and be selective about recording something as a subtitle when it is intended to be part of the title

Examples in other schemas:

Dublin Core (elements)

```
<title>Camp Lazlo: Leaky Lake games.</title>

<title>PES 2014 : pro evolution soccer</title>
<title>Pro evolution soccer 2014</title>

<title>The con</title>
```

MODS (single title)

```
<titleInfo>
      <title>Camp Lazlo: Leaky Lake games.</title>
</titleInfo>

<titleInfo>
      <nonSort>The</nonSort>
      <title>con</title>
</titleInfo>
```

MODS (title with variant title)

```
<titleInfo>
      <title>PES 2014</title>
      <subTitle>pro evolution soccer</subTitle>
</titleInfo>
<titleInfo type="alternative" displayLabel="Title on container spine:">
      <title>Pro evolution soccer 2014</title>
</titleInfo>
```

MARC/RDA (title with indication of source of title)

```
245 00 Camp Lazlo: Leaky Lake games.
500    Title from cartridge label.


245 04 The con.
500    Title from disc label.
```

MARC/RDA (title with variant title and indication of source of title)

```
245 00 PES 2014 : $b pro evolution soccer
246 1  $i Title on container spine: $a Pro evolution soccer 2014
500    Title from disc label.
```

Schema.org

```
<schema:name>Camp Lazlo: Leaky Lake games</schema:name>
```

Title comparable properties:

skos:closeMatch:	http://schema.org/name
skos:narrowMatch:	http://rdaregistry.info/Elements/u/P60515
skos:broadMatch:	http://purl.org/dc/elements/1.1/title
skos:broadMatch:	http://www.loc.gov/standards/mods/modsrdf/v1/#title

Standardized Title

URI: http://gamemetadata.org/uri/schema/gamecip/standardizedTitle

Definition: If the resource has previously appeared under a different title, including a version in a different language (when it is not considered a different work), use this field to record the original title. In some schemas (such as RDA) the title may have additions to it to distinguish it from other works with the same title.

Examples in other schemas:

Dublin Core (elements)

```
<title>Bushidō burēdo ni </title>
```

MODS

```
<titleInfo>
     <title type="uniform">Bushidō burēdo ni</title>
</titleInfo>
```

MARC/RDA

```
130 0  Bushidō burēdo ni.
```

MARC/RDA (with title disambiguation)

```
130 0  Dragon Quest (Game)
```

Schema.org

```
<schema:alternateName xml:lang="ja">Bushidō burēdo ni</schema:alternateName>
```

Standardized Title comparable properties:

skos:closeMatch: http://rdaregistry.info/Elements/u/P60588
skos:closeMatch: http://www.loc.gov/standards/mods/modsrdf/v1/#titleUniform
skos:broadMatch: http://schema.org/alternateName
skos:broadMatch: http://dublincore.org/documents/2012/06/14/dcmi-terms/?v=elements#elements-title

Variant Title

URI: http://gamemetadata.org/uri/schema/gamecip/variantTitle

Definition: Use for a title which either appears on the resource or is a title by which the resource is known, but is not chosen for the Title element.

Examples in other schemas:

Dublin Core (elements)

```
<title>Pro evolution soccer 2014</title>
```

MODS

```
<titleInfo type="alternative" displayLabel="Title on container spine:">
      <title>Pro evolution soccer 2014</title>
</titleInfo>
```

MARC/RDA (title with variant title)

```
245 00  PES 2014 : $b pro evolution soccer
246 1   $i Title on container spine: $a Pro evolution soccer 2014
```

Schema.org

```
<schema:alternateName xml:lang="en"> Pro evolution soccer
2014</schema:alternateName>
```

Variant Title comparable properties:

skos:closeMatch: http://rdaregistry.info/Elements/u/P60355
skos:closeMatch: http://schema.org/alternateName
skos:broadMatch: http://purl.org/dc/elements/1.1/title
skos:broadMatch: http://purl.org/dc/elements/1.1/title

Version

URI: http://gamemetadata.org/uri/schema/gamecip/version

Definition: The version or edition. May be a commercial edition such as "Collector's edition" or may be a version number. Archival collections may need more detailed version information. If possible in selected schema, record both commercial edition and software version.

Examples in other schemas:

Dublin Core (elements)

```
<relation>Collector's edition</relation>
<relation>Ver. 1.1</relation>
```

MODS (edition)

```
<originInfo>
      <edition>Collector's edition</edition>
</originInfo>
```

MODS (version number)

```
<originInfo>
      <edition>Ver 1.1</edition>
</originInfo>
```

MARC/RDA

```
250     Collector's edition.
250     Ver. 1.1.
```

Version comparable properties:

skos:closeMatch: http://rdaregistry.info/Elements/u/P60329
skos:closeMatch: http://www.loc.gov/standards/mods/modsrdf/v1/#edition
skos:narrowMatch: http://schema.org/softwareVersion
skos:narrowMatch: http://schema.org/version
skos:broadMatch: http://purl.org/dc/elements/1.1/relation

Publisher

URI: http://gamemetadata.org/uri/schema/gamecip/publisher

Definition: For published games, the publisher should be identified. The publisher name may be transcribed from the resource itself (most commonly the container for physical games), or the publisher name may be taken from or linked to a name authority file such as id.loc.gov or viaf.org, or be linked to a URI for that particular name in order to insure consistency in the form of the name. In some schemas, it may be desirable to employ both methods.

Examples in other schemas:

Dublin Core (elements)

```
<publisher>THQ</publisher>
```

MODS (publisher with publication date)

```
<originInfo>
      <publisher>THQ</publisher>
      <dateIssued>[2008]</dateIssued>
</originInfo>
```

and optionally

```
<name type="corporate" authority="naf"
valueURI="http://id.loc.gov/authorities/names/no2002081840">
      <namePart>THQ (Firm)</namePart>
        <role>
            <roleTerm type="code" authority="rda">publisher</roleTerm>
        </role>
</name>
```

MARC/RDA (publisher is embedded in publication statement)

```
264  1 Irvine, CA : $b THQ, $c [2008]
```

and optionally

```
710  2 THQ (Firm),$epublisher.
```

Schema.org

```
<schema:publisher>THQ<schema:publisher>
```

and optionally

```
<schema:contributor>THQ (Firm)</schema:contributor>
```

Publisher comparable properties:

skos:closeMatch: http://rdaregistry.info/Elements/u/P60444
skos:closeMatch: http://purl.org/dc/elements/1.1/publisher
skos:closeMatch: http://schema.org/publisher
skos:closeMatch: http://www.loc.gov/standards/mods/modsrdf/v1/#publisher

Publication Date

URI: http://gamemetadata.org/uri/schema/gamecip/publicationDate

Definition: Date of publication or release. This is usually not noted on the packaging. A particular schema may opt to infer a year of publication based on the copyright date or to use secondary sources to find a release date.

Examples in other schemas:

Dublin Core (elements)

```
<date>1999</date>
```

MODS (publisher with publication date)

```
<originInfo>
      <publisher>Interplay Productions</publisher>
      <dateIssued>[1999]</dateIssued>
</originInfo>
```

MARC/RDA (Publication date is embedded in publication statement)

```
264  1 Irvine, CA : $b Interplay Productions, $c [1999]
```

Schema.org

```
<schema:datePublished>1999</schema:datePublished>
```

Publication Date comparable properties:

skos:closeMatch: http://rdaregistry.info/Elements/u/P60073
skos:closeMatch: http://schema.org/datePublished
skos:broadMatch: http://purl.org/dc/elements/1.1/date
skos:broadMatch: http://www.loc.gov/standards/mods/modsrdf/v1/#dateCreated

Copyright Date

URI: http://gamemetadata.org/uri/schema/gamecip/copyrightDate

Definition: Date of copyright. If there are multiple dates, generally use the latest one, unless the schema allows different dates to be associated with different parts of the resource. Includes phonogram dates.

Examples in other schemas:

Dublin Core (elements)

```
<date>2006</date>
```

MODS

```
<originInfo>
     <copyrightDate>2006</copyrightDate>
</originInfo>
```

MARC/RDA

```
264  4 $c ©2006
```

Schema.org

```
<schema:copyrightYear>1999</schema:copyrightYear>
```

Copyright Date comparable properties:

skos:closeMatch: http://rdaregistry.info/Elements/u/P60069
skos:closeMatch: http://schema.org/copyrightYear
skos:closeMatch: http://www.loc.gov/standards/mods/modsrdf/v1/#dateOfCopyright
skos:broadMatch: http://purl.org/dc/elements/1.1/date

Extent

URI: http://gamemetadata.org/uri/schema/gamecip/extent

Definition: Describes the game distribution media. For games distributed in a physical media format, name the quantity of the media. This may be a separate element or concatenated with Media Format. In either case it is desirable to use a recognized list of terms for media formats. GAMECIP has published a suggested list of formats at: http://gamemetadata.org/uri/media

Examples in other schemas:

Dublin Core (elements)

```
<format>1 Nintendo Game Boy Advance Game Pak</format>
```

MODS

```
<physicalExtent>1 Nintendo Game Boy Advance Game Pak</physicalExtent>
```

MARC/RDA [embedded with other characteristics]

```
300    1 computer chip cartridge : $b sound, color ; $c 6 cm
```

Extent comparable properties:

skos:closeMatch: http://rdaregistry.info/Elements/u/P60550
skos:broadMatch: http://purl.org/dc/elements/1.1/format
skos:broadMatch: http://www.loc.gov/standards/mods/modsrdf/v1/#physicalExtent

Content Type

URI: http://gamemetadata.org/uri/schema/gamecip/contentType

Definition: This is intended as an identification of the high-level type of content, such as "digital" or, "software". Each schema should use a controlled vocabulary for this field. The value should be given for the main content if there is more than one content type i.e. the game itself rather than the accompanying materials. In some schemas, this information may be implicit (i.e. all resources are software), in which case this field would need added if such records were exported for ingest into a system for a more generalized collection consisting of many types of materials.

Examples in other schemas:

Dublin Core (elements)

```
<type>Software<type>
```

MODS

```
<typeOfResource>software, multimedia</typeOfResource>
```

MARC/RDA (coded and text fields for similar information)

```
Leader/06  m
336    computer program $2rdacontent
```

[note, RDA designates "two-dimensional moving" image as the type for video games and says nothing about the digital aspect]

Schema.org
```
<rdf:type rdf:resource="http://schema.org/SoftwareApplication "/>
```

Content Type comparable properties:

skos:closeMatch: http://rdaregistry.info/Elements/u/P60049
skos:closeMatch: http://schema.org/SoftwareApplication
skos:broadMatch: http://purl.org/dc/elements/1.1/type

Form Of Content

URI: http://gamemetadata.org/uri/schema/gamecip/formOfContent

Definition: There should be something in a record to identify the resource as a game. This data may be implicit in a given schema, as for a collection consisting entirely of games, in which case this data would need added if such records were exported for ingest into a system for a more generalized collection consisting of many types of materials. This data should be recorded systematically, but its form may vary widely between schemas, possibly having a specific element of its own or possibly being given as part of the genre element.

Examples in other schemas:

Dublin Core (elements)

```
<type>game</type>
```

MODS

```
<genre>game</genre>
```

MARC/RDA (coded and text fields with similar information)

```
008/26  g
```

and optionally

```
380    Video game.
```

and optionally

```
655  0 Video game.
```

Schema.org

```
<schema:applicationCategory> Game, Multimedia</schema:applicationCategory>
```

Form of Content comparable properties:

skos:closeMatch: http://rdaregistry.info/Elements/u/P60584
skos:closeMatch: http://schema.org/applicationCategory
skos:broadMatch: http://purl.org/dc/elements/1.1/type
skos:broadMatch: http://www.loc.gov/standards/mods/modsrdf/v1/#genre

Media Format

URI: http://gamemetadata.org/uri/schema/gamecip/mediaFormat

Definition: For games distributed in a physical media format. This may be a separate element or concatenated with Extent. If used as a separate element, it should be from a recognized list of terms for media. GAMECIP has published a suggested list of formats at: http://gamemetadata.org/uri/media.

Examples in other schemas:

Dublin Core (elements)

```
<format>Nintendo Game Boy Advance Game Pak</format>
```

MARC/RDA

```
338 computer chip cartridge $2rdacarrier
```

Media Format comparable properties:

skos:closeMatch: http://www.rdaregistry.info/Elements/u/#P60048
skos:closeMatch: http://purl.org/dc/elements/1.1/format

Platform

URI: http://gamemetadata.org/uri/schema/gamecip/platform

Definition: Name of the platform should be from a recognized list of terms, or may be linked to a URI for a particular term. GAMECIP has published a suggested list of formats at http://gamemetadata.org/uri/platform.

Detailed information about system requirements, peripherals, etc., should be input in a System Requirements field.

Examples in other schemas:

Dublin Core (elements)

```
<relation>Sony Playstation 2 (NTSC-U/C)</relation>
```

or

```
<relation>http://gamemetadata.org/uri/platform/1068</relation>
```

MODS

```
<note>Sony Playstation 2 (NTSC-U/C)</note>
```

or

```
<note>Sony Playstation 2 with the NTSC-U/C designation</note>
```

MARC/RDA

```
538  System Requirements: Playstation 2 with the NTSC-U/C designation.
753  Playstation 2
```

Schema.org

```
<schema:gamePlatform>Sony Playstation 2 (NTSC-U/C)</schema:gamePlatform>
```

Platform comparable properties:

skos:closeMatch:	http://schema.org/gamePlatform
skos:broadMatch:	http://www.rdaregistry.info/Elements/u/#P60528
skos:broadMatch:	http://purl.org/dc/elements/1.1/relation
skos:broadMatch:	http://www.loc.gov/standards/mods/modsrdf/v1/#note

System Requirements

URI: http://gamemetadata.org/uri/schema/gamecip/systemRequirements

Definition: Detailed information about the system requirements, additional requirements, peripherals, or anything needed to play the game beyond the simple statement of platform. In some schemas, this note may include the platform statement.

Examples in other schemas:

Dublin Core (elements)

```
<relation>PlayStation 2 with NTSC U/C designation ; 191 KB memory; EyeToy USB
camera. </relation>
```

MODS

```
<note>System requirements: PlayStation 2 with NTSC U/C designation ; 191 KB
memory; EyeToy USB camera. </note>
```

MARC/RDA

```
538  System requirements: PlayStation 2 with NTSC U/C designation ; 191 KB
memory; EyeToy USB camera.

538  System requirements: IBM PC or compatible ; 386 processor with 33 MHz
minimum or higher ; Windows 95 ; hard disk with 20 MB free space ; 4 MB RAM
minimum (8 MB recommended) ; VGA graphics ; joystick, mouse optional ;
supports SoundBlaster and AdLib sound cards or compatible; CD-ROM drive (150
KB per second minimum).

538  Xbox Live system requirements: high-speed Internet service (cable or
DSL); Ethernet cable (not included); subscription to Xbox Live service (sold
separately).

538   System requirements: Xbox 360 with NTSC designation ; 600 KB memory.
Guitar controller. XBox Live enabled.
```

Schema.org

```
<schema:memoryRequirements>4 MB RAM minimum (8 MB
recommended)</schema:memoryRequirements>

<schema:operatingSystem>Windows 95</schema:operatingSystem>

<schema:processorRequirements>System requirements: IBM PC or compatible ; 386
processor with 33 MHz minimum or higher </schema:processorRequirements>

<schema:requirements> VGA graphics ; joystick, mouse optional ; supports
SoundBlaster and AdLib sound cards or compatible; CD-ROM drive (150 KB per
second minimum</schema:requirements>
```

```
<schema:storageRequirements>hard disk with 20 MB
free</spaceschema:storageRequirements>
```

System Requirements comparable properties:

skos:narrowMatch: https://schema.org/memoryRequirements
skos:narrowMatch: https://schema.org/operatingSystem
skos:narrowMatch: https://schema.org/processorRequirements
skos:narrowMatch: https://schema.org/requirements
skos:narrowMatch: https://schema.org/storageRequirements
skos:broadMatch: http://www.rdaregistry.info/Elements/u/#P60528
skos:broadMatch: http://purl.org/dc/elements/1.1/relation
skos:broadMatch: http://www.loc.gov/standards/mods/modsrdf/v1/#note

Language

URI: http://gamemetadata.org/uri/schema/gamecip/language

Definition: The predominant natural language of the resource. Some schemas may allow for the recording of languages of subtitles or other supported languages. It is desirable to use the form of language from a controlled list, use a recognized code, or link to a URI for a particular term.

Examples in other schemas:

Dublin Core (elements)

```
<language>English</language>
```

MODS (coded and text for the same data)

```
<language>
     <languageTerm type="code" authority="iso639-2b">eng</languageTerm>
     <languageTerm type="text">english</languageTerm>
</language>
```

MARC RDA (coded and text for the same data)

```
008/35-37  eng
041 1 eng $a jpn $j eng $h jpn
546   English and Japanese with optional English subtitles.
```

Schema.org

```
<schema:inLanguage>en</schema:inLanguage>
```

Language comparable properties:

skos:closeMatch:	http://rdaregistry.info/Elements/u/P60099
skos:closeMatch:	http://purl.org/dc/elements/1.1/language
skos:closeMatch:	http://schema.org/inLanguage
skos:closeMatch:	http://www.loc.gov/standards/mods/modsrdf/v1/#languageOfResource

Credits

URI: http://gamemetadata.org/uri/schema/gamecip/credits

Definition: Names associated with the creation of the resource should be noted in some fashion. This may be accomplished through an explicit element such as a list of credits in a "credits" element, individual elements for various functions such as "developer," "game artist," etc., or may be accomplished by associating an Agent name with the resource and providing a role term such as "Developer." Or both methods may be used, particularly when it is desired to have consistent formulation of names for indexing purposes. In such cases, names may be taken from or linked to a name authority file such as id.loc.gov or viaf.org.

Examples in other schemas:

Dublin Core (elements)

```
<contributor>Ubisoft</contributor>
<contributor>Clancy, Tom</contributor>
```

MODS (credit note with name access points in an authoritative form with roles noted)

```
<note>Developed by Ubisoft, ; characters created by Tom Clancy.</note>
```

 and/or

```
<name type="corporate" authority="naf"
valueURI="http://id.loc.gov/authorities/names/n2010072429">
      <namePart>Ubisoft (Firm)</namePart>
            <role>
                  <roleTerm type="code"
authority="marcrelator">contributor</roleTerm>
            </role>
</name>
```

and/or

```
<name type="personal" authority="naf"
http://id.loc.gov/authorities/names/n84030721">
      <namePart>Clancy, Tom, $d 1947-2013</namePart>
            <role>
                  <roleTerm type="code"
            authority="marcrelator">contributor</roleTerm>
            </role>
</name>
```

MARC/RDA   (credit note plus name access points in an authoritative form)

```
508   Developed by Ubisoft; characters created by Tom Clancy.
```

and optionally

```
700 10 Clancy, Tom, $d 1947-2013
710 2       Ubisoft (Firm).
```

Schema.org

```
<schema:contributor>Ubisoft (Firm)</schema:contributor>
```

Credits comparable properties:

skos:narrowMatch: http://rdaregistry.info/Elements/u/P60105
skos:narrowMatch: http://rdaregistry.info/Elements/u/P60339
skos:narrowMatch: http://rdaregistry.info/Elements/u/P60398
skos:narrowMatch: http://rdaregistry.info/Elements/u/P60447
skos:narrowMatch: http://purl.org/dc/elements/1.1/creator
skos:narrowMatch: http://purl.org/dc/elements/1.1/contributor
skos:narrowMatch: http://schema.org/creator
skos:narrowMatch: http://schema.org/contributor
skos:broadMatch: http://www.loc.gov/standards/mods/modsrdf/v1/#name

Developer

URI: http://gamemetadata.org/uri/schema/gamecip/developer

Definition: May be used instead of or in addition to credits. If used as a separate element, it is desirable to have a consistent form of the name. In such cases, names may be taken from or linked to a name authority file such as id.loc.gov or viaf.org or be linked to a URI for that particular name. For a text string in a library setting, a personal name should be in the form Last, First.

Examples in other schemas:

[note, neither RDA nor the MARC relator terms have a term for game developer, nor is it certain that RDA would consider a developer as a "creator," so these examples are tentative.]

Dublin Core (elements)

```
<contributor>Ubisoft</contributor>
```

MODS

```
<name type="corporate" authority="naf"
valueURI="http://id.loc.gov/authorities/names/n2010072429>
      <namePart>Ubisoft (Firm)</namePart>
                <role>
                <roleTerm type="code"
authority="marcrelator">contributor</roleTerm>
          </role>
</name>
```

MARC/RDA (In the first example the credit is embedded in the title statement where it is transcribed verbatim from the resource, also shown are a credit note plus name access points in an authoritative form)

```
245 00 Tom Clancy's splinter cell essentials / $c developed and published by Ubisoft
```

or

```
508     Developed by Ubisoft; characters created by Tom Clancy.
```

and optionally

```
710   2 Ubisoft (Firm).
```

Schema.org

```
<schema:contributor>Ubisoft (Firm)</schema:contributor>
```

Developer comparable properties:

skos:broadMatch: http://rdaregistry.info/Elements/u/P60447
skos:broadMatch: http://purl.org/dc/elements/1.1/creator
skos:broadMatch: http://purl.org/dc/elements/1.1/contributor
skos:broadMatch: http://www.loc.gov/standards/mods/modsrdf/v1/#name
skos:broadMatch: http://schema.org/creator
skos:broadMatch: http://schema.org/contributor

Contents

URI: http://gamemetadata.org/uri/schema/gamecip/contents

Definition: Naming and/or description of the works contained within a multi-part or compilation resource. In different schemas, contents may be indicated in different ways, for example, contents could be noted as a series of related work elements. In schemas where individual works are cataloged separately, it is recommended that the name and/or identifier of the host resource be noted in some manner.

Examples in other schemas:

Dublin core (elements)

```
<description> Banjo-Kazooie: nuts and bolts -- Viva piñata.</description>
```

MODS

[note, in MODS any element may be embedded in a relatedItem field, so more specific information on constituent works could be included.]

```
<tableOfContents>
Banjo-Kazooie: nuts and bolts -- Viva piñata.
</tableOfContents>
```

or

```
<relatedItem type="constituent">
      <titleInfo>
            <title> Banjo-Kazooie: nuts and bolts </title>
      </titleInfo>
</relatedItem>
<relatedItem type="constituent">
      <titleInfo>
            <title>Viva piñata</title>
      </titleInfo>
</relatedItem>
```

MARC/RDA

```
505 0  Banjo-Kazooie: nuts and bolts -- Viva piñata.
```

and/or

```
730 02 $i Contains (work): $a Banjo-Kazooie: nuts and bolts.
730 02 $i Contains (work): $a Viva piñata.
```

Contents comparable properties:

skos:closeMatch: http://www.loc.gov/standards/mods/modsrdf/v1/#tableOfContents
skos:narrowMatch: http://rdaregistry.info/Elements/u/P60249
skos:broadMatch: http://purl.org/dc/elements/1.1/description

Genre

URI: http://gamemetadata.org/uri/schema/gamecip/genre

Definition: The genre of game. It is recommended to use a recognized published list of genres. When using a self-developed or in-house list, it is recommended that the list be registered or published. The genre could be recorded as a text string or linked to a URI for the particular term.

Examples in other schemas:

Dublin core (elements)

```
<type>First-person shooter</type>
```

MODS

```
<genre authority="lcsh"
valueURI="http://id.loc.gov/authorities/subjects/sh85029475>Computer
adventure games</genre>
```

MARC/LCSH

```
655  0  Computer adventure games.
```

Schema.org

```
<schema:genre xml:lang="en">Computer adventure games</schema:genre>
```

Genre comparable properties:

skos:closeMatch: http://schema.org/genre
skos:closeMatch: http://www.loc.gov/standards/mods/modsrdf/v1/#genre
skos:broadMatch: http://purl.org/dc/elements/1.1/type

Related Work

URI: http://gamemetadata.org/uri/schema/gamecip/relatedWork

Definition: A work related to the resource in some manner, such as a work upon which it is based, etc. In some schemas, the contents of a compilation work may be expressed as related works.

Examples in other schemas:

Dublin Core (elements)

```
<relation>Camp Lazlo</relation>
```

MODS

```
<relatedItem>
     <titleInfo>
          <title>Camp Lazlo</title>
     </titleInfo>
</relatedItem>

<relatedItem type="constituent">
     <titleInfo>
          <title> Banjo-Kazooie: nuts and bolts </title>
     </titleInfo>
</relatedItem>
<relatedItem type="constituent">
     <titleInfo>
          <title>Viva piñata</title>
     </titleInfo>
</relatedItem>
```

MARC/RDA

730 00 $i Based on (work): $a Camp Lazlo.

730 02 $i Contains (work): $a Banjo-Kazooie: nuts and bolts.
730 02 $i Contains (work): $a Viva piñata.

Related Work comparable properties:

skos:closeMatch: http://rdaregistry.info/Elements/u/P60313
skos:narrowMatch: http://schema.org/isBasedOnUrl
skos:broadMatch: http://purl.org/dc/elements/1.1/relation
skos:broadMatch: http://www.loc.gov/standards/mods/modsrdf/v1/#relatedItem

Full Record Example

Identifier: 650008899290

Identifier: AGB P BLCE

Identifier: ABG-BLCE-USA

Title: Camp Lazlo: Leaky Lake Games

Variant title: Leaky Lake Games

Publisher: Crave Entertainment, Inc. OR Crave Entertainment (Firm) [source: Library of Congress Name Authority File] OR URI http://id.loc.gov/authorities/names/no2008100237.html

Publication Date: November 6, 2006

Copyright Date: 2006

Extent: 1 Nintendo Game Boy Advance Game Pak + 2 booklets [term is from GAMECIP media ontology]

Content type: software, multimedia [source: MODS typeOfResource values, http://www.loc.gov/standards/mods/mods-outline-3-5.html#typeOfResource]

Form of Content: game [source: MARC genre term list] or URI http://www.loc.gov/standards/valuelist/marcgt.html

Media Format: Nintendo Game Boy Advance Game Pak [term is from GAMECIP media ontology] OR URI: http://gamemetadata.org/uri/media/1014

Platform: Nintendo Game Boy Advance [term is from GAMECIP platform ontology] or URI: http://gamemetadata.org/uri/platform/1038

Language: English [source: MARC language terms] or URI http://id.loc.gov/vocabulary/languages/eng.html

Credits: Developed by Collision Studios; designer and director, Armando Sosto; producer and writer Anthony Patricio; Lead Programmer Michael Stragey.

Developer: Collision Studios [source: Library of Congress Name Authority File] OR URI http://id.loc.gov/authorities/names/no2013143052.html

Genre: Adventure [source: Moby Games]

Genre: Computer adventure games [source: Library of Congress Subject Headings] OR URI http://id.loc.gov/authorities/subjects/sh85029475.html

Genre: Video games [source: Library of Congress Subject Headings] OR URI http://id.loc.gov/authorities/subjects/sh85143202.html

Related Work: Camp Lazlo