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UNIVERSITY of WASHINGTON

SIMM
SEATTLE INTERACTIVE
MEDIA MUSEUM

Video Game Metadata Schema

University of Washington Information School Game Metadata Research (GAMER) Group and Seattle Interactive Media Museum

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2012

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2011

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http://gamer.ischool.uw.edu/official_release/

Contents

Chief Source of Information (CSI)

Primary sources

Physical games

1. Box
2. Manual
3. Disc/Cartridge
4. Additional Content
5. Game title screen/credits
6. Experience of playing the game

Digitally distributed games

1. Informational page available on the official website or the app store
2. Game title screen/credits
3. Experience of playing the game

Secondary sources (preferred, but not limited to)

1. Official Website
2. Official YouTube videos
3. Magazine articles, Strategy guides, Ad materials
4. Game-related Wiki/Fan websites
5. Wikipedia
6. GameFaqs

Game Entity

Game title [M] [R]1

Definition: Proper names used to refer to a video game, assigned by the creator. (modified from CIDOC CRM[2], 2011, p.16)

Instruction: Transcribed title: Transcribe the title as it appears on the Chief Source of Information (CSI).[3] When different titles are used in the CSI, transcribe the most prominently displayed title. When it is unclear which title is most prominent, transcribe the most frequently occuring iteration of the title used in the CSI.

Enter variant titles under "Alternative title". Enter commonly used shortened versions of transcribed titles under "Abbreviated title". For titles commonly used in conversation, use "Colloquial title".

When the title is in a language other than English, transcribe it in the original language. When the title is written in multiple languages, transcribe it as it appears in those languages.

When there is no title, or the title is unknown, specify "unknown". Do not correct errors, if any, but denote the errors with [sic].

Attributes: transcribed [M][R], alternative [R], abbreviated [R], colloquial [R]

Example: Shin Megami Tensei Persona 3 Portable [transcribed]
P3P [abbreviated]

Gameplay genre [M][R]

Definition: The overall nature of a video game's interactivity based on its objectives, types of rules, distinctive characteristics, modes of action, and manners of gameplay.

Instruction: Determine gameplay genre from the primary and secondary CSI. Select the most appropriate term(s) from the controlled vocabulary at the most specific level possible. Select up to three terms.

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[1] [M]: Mandatory, [R]: Repeatable
[2] http://www.cidoc-crm.org/index.html
[3] See Page 15

Narrative genre [R]

Definition:	The narrative genre describes the type of game world and plot, similar to literary genres such as science fiction and fantasy. If the video game does not have a definable narrative component (e.g., Tetris), specify "N/A".
Instruction:	Determine narrative genre from the CSI. Select the most appropriate term(s) from the controlled vocabulary at the most specific level possible. Select up to three terms.

Summary

Definition:	A brief statement or account of events in the video game.
Instruction:	Write a brief summary of the video game's narrative and/or main features in a free text form.

Theme [R]

Definition:	A common thread, motif, subject, or idea that recurs in the video game. (modified from Getty Art & Architecture Thesaurus[4])
Instruction:	Determine the theme from the primary and secondary CSI. Select the most appropriate terms from the controlled vocabulary. Select as many terms as necessary. If no themes are applicable, record "N/A".
Examples:	*Nintendogs* – companionship, dogs

Setting [R]

Definition:	The type of world, location and time period in which the video game takes place.
Instruction:	Determine the type of world, location, time period from the primary and secondary CSI. Select the most appropriate term(s) from the controlled vocabulary for the three attributes. Select up to three terms for each attribute.
Attributes:	World; Place; Time period
Examples:	*Persona 3*: World – alternate; Place – urban, school; Time – 2009 *Bioshock*: World – alternate; Place – water, urban; Time – 1960

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[4] http://www.getty.edu/research/tools/vocabularies/aat/

Mood [R]

Definition:	The pervading atmosphere or tone of the video game which evokes or recalls a certain emotion or state of mind.
Instruction:	Identify the prevailing mood(s) of the video game according to the CSI; generally, the experience of playing or watching a gameplay video may be the most reliable source of this information. Select the most appropriate term(s) from the controlled vocabulary for this element. If no mood is applicable, record "N/A". Select up to three terms.
Example:	Katamari Damacy – cute, quirky, humorous, light-hearted

Pacing [R]

Definition:	The methods by which time passes in the video game and/or manner in which events take place.
Instruction:	Determine the pacing information from the CSI. This information will most likely come from firsthand experience of gameplay. If firsthand experience is not possible, consult secondary sources.
	When applicable, determine the pacing information for each of the following three attributes: "battle system (i.e., how time flows during in-game battles)", "in-game clock (i.e., how time flows in the game world)", and "time manipulation (i.e., the ability to stop and/or alter time or the flow of time in any way)". Select the most appropriate term(s) from the options given below. Multiple terms can be selected for the first two attributes, if applicable.
Attributes:	Battle system [R]: turn-based, real-time, other In-game clock [R]: calender-based, multiple game clocks, timed action, other Time manipulation: Y/N
Example:	*Final Fantasy: Lightning Returns*: Battle system - real-time, In-game clock - continuous, Time manipulation - Y.

Progression

Definition: A description of how the player progresses or advances through the video game.

Instruction: Determine the manner in which the character progresses through the video game. "Linear" means there is one general path from the beginning to end. "Branching" means the play progresses through a branching tree of options, or players may choose which branch(es) to complete the video game in an order they choose. "Open world" means the player has great agency to explore the game world freely and progress at their own pace. Record "other" for types of progression not outlined above.

Examples: *Super Mario Brothers* – linear
MegaMan – branching
Skyrim – open world

Tropes [R]

Definition: Tropes are generally recognizable narrative devices or conventions, which rely on culturally mediated expectations in order to expedite the development of events, characterization, or narrative. When overused or over-simplified, tropes often come at the expense of fair and inclusive representations of vulnerable identities, and the overall quality and creativity of the video game.

Instruction: Identify the key tropes of the video game according to the CSI, and other reference sources (e.g., reviews, critiques, walkthroughs, or guides). Generally, the experience of playing the video game may be the most reliable source, as tropes are often detailed video.

There are two cateogires of tropes: character tropes and narrative tropes. Select the most appropriate term(s) from the controlled vocabulary for this element. Select as many terms as necessary. If no tropes are applicable, record "N/A".

Example   *Final Fantasy VII*
        Character trope: The Token Black Person (Barett)
        Narrative trope: Darkest Before the Dawn

Packshot

Definition: Primary visual representation of the video game.

Instruction: If available, record a packshot of the video game licensed for use by your organization or in the public domain. Create and preserve a copy of the image according to your organization's standards. Upload or indicate the location of the image according to your organization's system design.

Game note

Definition: Any other notable characteristics of the video game.

Instruction: Record notable or unique characteristics of the video game, not captured in other fields.

Platform Edition Entity

Edition information

Definition:	A word or phrase appearing in the video game denoting the uniqueness of the edition (e.g., second edition, greatest hits, collector's edition, limited edition). (modified from FRBR[5], 2009, p. 41)
Instruction:	Transcribe the edition information as it appears on the CSI, if applicable. If there is no edition information, specify "N/A".

Platform [M][R]

Definition:	The hardware and operating system on which the video game was designed to be played.
Instruction:	Transcribe the platform for which the video game is made as it appears on the GAMECIP Computer Game Platforms controlled vocabulary (http://metadataregistry.org/vocabulary/show/id/354.html). For newer operating systems that are not found in the controlled vocabulary, you may have to create new terms (e.g., Android 4.4 KitKat, Apple iOS). If no platform information is readily available from CSI, enter the value as "unknown".
Examples:	Sony PlayStation 3, Microsoft Xbox One, Nintendo 3DS (NTSC-J), Linux, Microsoft Windows XP, Apple Mac OS X

System requirements [R]

Definition:	Hardware, firmware, and/or software components that are prerequisites for running the video game on a particular platform.
Instruction:	Determine system requirements from CSI. If applicable, describe "minimum" and "recommended" requirements.
Attributes:	Minimum; Recommended
Example:	2GB RAM, 8GB hard disk space, DirectX 9.0C, 256MB ATI HD26000 XT video card, DirectX 9.0c compatible sound card, Quad Core 1.8GHz processor

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[5] http://www.ifla.org/publications/functional-requirements-for-bibliographic-records

Special hardware [R]

Definition:	A hardware that is required or recommended for playing the video game in addition to the main platform (e.g. motion controller; gaming headset).
Instruction:	Transcribe the required and/or recommended special hardware as it appears in the CSI. In many cases, this information can be identified on the CSI as "compatible" hardware.
Attributes:	Wii MotionPlus [Required] Dance pad [Recommended]

Networked features [R]

Definition:	The ways in which the video game can be experienced through connection(s) to other entities (e.g.companies, third-party organizations, other players).
Instruction:	Transcribe the networked features as they appear on CSI. If the video game does not offer any networked features, record "None". If the information cannot be determined with certainty, enter the value as "unknown".
Examples:	online multiplayer, content download, leaderboards, voice, spectators

Connectivity [R]

Definition:	The technology through which the online features of the video game are realized.
Instruction:	Where applicable, specify connectivity information for the following three attributes: method, network type, and bandwidth. Select terms from the options listed below.
Attributes:	Method: wired, wireless, both Network type: user-to-user, server-based, hybrid Bandwidth [R]: required, recommended
Example:	Method: both, Network type: server-based, Bandwidth: broadband [required]

Number of players [M][R]

Definition:	The number or range of the number of players the video game can accommodate either separately or concurrently.
Instruction:	Determine the number of players based on the CSI. Indicate in the field the maximum range of concurrent players (e.g. 1, 1-2, 1-8). If the video game is massively multiplayer, indicate "1-many" in the field. If the video game has additional modes (e.g. local or online competitive/cooperative modes) record the number of players for those modes by repeating the element. If the number of players is unknown, record "unknown".
Example:	Number of players: 1
	1-4 [local cooperative]
	1-many [online competitive]

Type of ending

Definition:	The characteristics describing how the video game ends and/or post-game content.
Instruction:	Determine and specify the ending information from the CSI ("Over 80 possible endings", "New Game+ feature", etc.).
	Record values for the following three attributes: does it end? (Y/N); does it have multiple endings? (Y/N); is there any post-game content or options? (Y/N)
Attributes:	End: Y/N
	Multiple endings: Y/N
	Post-game content: Y/N

Estimated time of completion

Definition: The estimated average time to complete the video game.

Instruction: Determine the information from the CSI. GameFaqs.com and/or howlongtobeat.com may be particularly useful for sourcing this information.

Use the attribute "main" to record the estimated amount of time needed to complete the main gameplay. Use the attribute "complete" to record the estimated amount of time for completing the main gameplay and peripheral content.

If the video game does not end, record "N/A" . If the information cannot be determined, record "unknown". Record the time following the ISO 8601 Standard[6] (i.e., 02:30:00).

Attributes: Main; Complete

Example: 04:00:00 [Main]
12:30:00 [Complete]

Visual style [R]

Definition: The predominant and recognizable visual appearance of a video game as originally intended by its creator, and/or determined in the context of creation.

Instruction: Determine the visual style from the CSI, and select the most appropriate term(s) from the controlled vocabulary. When multiple styles are used, only record the predominent style(s). Select up to three terms. If unknown, record "unknown".

Dimension

Definition: The intended perception of the depth of the represented entities inside the video game.

Instruction: Determine how depth is intended to be percieved in the video game and select the most appropriate term from the following list: 2D; 3D; Stereoscopic 3D; multiple; unknown.

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[6] http://www.w3.org/TR/NOTE-datetime

Point of view

Definition: Perspective from which the player experiences the gameplay.

Instruction: Determine the perspective from which the player experiences the video game. Record the appropriate term from the following list: first person; third person; overhead; multiple; other.

Trailers [R]

Definition: Video footage released and/or endorsed by the developer/publisher of the video game for promotional purposes.

Instruction: Transcribe the URLs to trailers as found on the CSI. Include the retrieved date information. If possible, provide links to official trailers on YouTube channels, etc. This element provides only trailers, not actual, in-game play video information.

     If available, record the video, if licensed to use by your organization. Create and preserve the videos according to your organization's standards. Upload or indicate the location of the video(s) according to your organization's system design.

Example: For the trailer for *Shin Megami Tensei IV: E3* record the following: https://www.youtube.com/watch?v=WiDDXCNoR2g (www.youtube.com; 2013-03-05)

Edition note

Definition: Any other notable characteristics of the video game edition.

Instruction: Record notable or unique characteristics of the video game edition, not captured in other fields.

Local Release Entity

Language [R]

Definition:	The classification code for the language(s) in which the video game conveys information.
Instruction:	List all the primary language(s) in which the video game conveys information. When users can change language settings, provide all the available language options. Use the appropriate language code from ISO 639[7]. If no language code is available use "OT" for "other".
Examples:	EN, JA, FR, KO

Region code [M][R]

Definition:	The classification code that indicates the video encoding and regional hardware necessary to realize the video game.
Instruction:	Transcribe the region code(s) as they appear on the CSI. On physical cases, they may be located on the back or spine of the case. On physical discs or cartridges, they may be located on the front side of the medium. If the secondary sources confirm that the item is not region-specific, record "region-free". If the classification code is unknown, record "unknown" .
Examples:	North America NTSC-U/C, Japan and Asia NTSC-J, Europe, New Zealand and Australia PAL, China NTSC-C

Customization options

Definition:	The in-game options for difficulty level and characters which can be modified by the player for personalized experience.
Instruction:	Determine the options for customizing the "Difficulty level" and "Character" from the CSI. Transcribe the different options for the "Difficulty level", as given in the video game (e.g., "insanity", "god mode"). Select "yes" or "no" to indicate the possibility of "Character" customization.
Attributes:	Difficulty level Character: Y/N

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[7] http://www.oasis-open.org/cover/iso639a.html

Rating [R]

Definition:	The classification of the content in the video game used to inform decision making about the video game, provided by organizations such as professional associations, video game distributors, or creators. Note that some older video games do not have this rating information.
Instruction:	Transcribe the rating as it appears on the CSI. When the rating is unknown, or the video game existed before current rating system(s), specify "unknown". Transcribe all information pertaining to the rating starting with the rating organization (such as ESRB) and including the audience (such as "M (Mature 17+)") as well as the reason(s) listed alongside the rating information (for example "Blood and Gore. Nudity. Violence.").
	When multiple ratings appear for a single video game, transcribe all of them by repeating the element.
Example:	*God of war: Ascension*: M (Mature 17+): Blood and Gore. Intense Violence. Strong Language.

Screenshots [R]

Definition:	Still images taken during the gameplay.
Instruction:	Obtain screenshots from the CSI that represent the visual experience of the video game, focusing on the main gameplay. Gameplay screenshots should include the video game's user interface; if more than one user interface is typically encountered by the player (e.g., a combat HUD and an inventory screen), include a shot of each configuration.
	In order of preference, screenshots should represent the following: 1) main gameplay, ideally from sequences which represent significant phases of the video game; 2) title screens; 3) significant cutscenes; 4) stills that capture other notable aspects of the work (e.g., "Easter eggs", unique credits sequences, storytelling "hooks", well-known graphics glitches, or examples of the overall art/visual style). When possible during gameplay or cutscenes, include subtitles in screenshots.
	At a minimum, one to two screenshots should be taken during main gameplay, ideally from sequences which reflect the majority of situations.
	Create and preserve the images according to your organization's standards. Upload or indicate the location of the image(s) according to your organization's system design.

Gameplay videos [R]

Definition:	Video footage of the gameplay excluding such things as introductions, cutscenes, or trailers.
Instruction:	Transcribe the URLs to gameplay videos as found on the CSI. Include the retrieved date information. If possible, provide links to official gameplay videos on YouTube channels, etc. This element provides actual, in-game video information, not trailers or openings of video games. Indicate when there is potential spoiling of video games in those videos through the spoiler attribute (Y/N).
	If available, record the video, if licensed to use by your organization. Create and preserve the videos according to your organization's standards. Upload or indicate the location of the video(s) according to your organization's system design.
Attribute:	Spoiler: Y/N
Example:	For the gameplay video for *Final Fantasy* Last Boss: Ultimecia http://www.youtube.com/watch?v=RMsxNT2A-jg (www.youtube.com; 2013-10-05; spoiler - Y)

Version information

Definition:	Information related to the particular version of the video game being catalogued.
Instruction:	Enter the version number of the video game being cataloged, if available.

Local release note

Definition:	Any other notable characteristics of the local release of the video game edition.
Instruction:	Record notable or unique characteristics of the local release of the video game edition, not captured in other fields.

Distribution Package Entity

Distribution type

Definition: The manner in which the video game is distributed, either physically or digitally. Physical games refer to video games with physical media, such as games distributed via a cartridge, disc, etc. Digital games refer to video games that are digitally downloadable, streaming or somehow accessible without physical media such as cartridge, disc, etc.

Instruction: Select either "physical" or "digital", whichever represents the method of distribution for the video game.

File type

Definition: The type of file for digitally distributed video games.

Instruction: Type in the type of file that the game is distributed as. This is only applicable to digitally distributed video games.

File size

Definition: The size of the file for digitally distributed video games.

Instruction: Type in the size of the file, including numerical prefix and unit suffix. E.g. 1,200MB. This is only applicable to digitally distributed video games.

Format [M]

Definition: The distribution medium or method that provides the executable code of a video game with physical media.

Instruction: Determine the media format by examining the physical object. Select the most appropriate format from the following list: cartridge, optical, magnetic, unknown.

Retail release date [M][R]

Definition:	The date of the public/commercial release of the video game.
Instruction:	Determine the release date from the CSI, and record it following the ISO 8601 Standard[8] (i.e., YYYY-MM-DD) with the source and the date when this information was acquired. If unknown, record "unknown".
Example:	2013-01-18 (Amazon.com, 2014-03-19)

Representative art [R]

Definition:	The officially released image that is representative of the video game, prominently featured in a physical or digital distribution package.
Instruction:	If available, record a representative image of the video game licensed for use by your organization or in the public domain. Create and preserve a copy of the image according to your organization's standards. Upload or indicate the location of the image according to your organization's system design.

Packaging

Definition:	All items included in the original packaging of the video game.
Instruction:	This is applicable only to video games with physical media. Refer to CSI and record all physical items included. If they are unknown, record "unknown". If the video game is digitally distributed with no physical components, record "N/A".
Example:	2 software discs, soundtrack, manual, action figures

DRM [R]

Definition:	Digital rights management technologies intended to control the use of the video game.
Instruction:	Determine if the video game has specific DRM such as download restrictions, use restrictions, requirement of physical discs, persistent online connectivity, and if so, select "yes", if not, select "no".

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[8] http://www.w3.org/TR/NOTE-datetime

Price/MSRP [R]

Definition: The manufacturer's suggested retail price (MSRP) at time of initial release in the region where the video game was released.

Instruction: Determine the Manufacturer's Suggested Retail Price (MSRP) from the CSI. Record the price with the currency, source, and the date when this information was acquired. If unknown, specify "unknown".

Example: 59.99 (USD, Amazon.com, 2014-03-25)

Distribution entity note

Definition: Any other notable characteristics of the distribution entity of the video game local release.

Instruction: Record notable or unique characteristics of the distribution entity of the video game local release, not captured in other fields.

Franchise Entity

Franchise [R]

Definition: A commonly used name referring to the intellectual property, related data, and content shared among a group of cultural objects to which the video game being described belongs.

Instruction: Determine and record the franchise information by consulting the stipulated secondary sources of information. If the video game does not belong to a franchise, specify "N/A".

Franchise note

Definition: Any other notable characteristics of the franchise of the video game.

Instruction: Record notable or unique characteristics of the franchise of the video game, not captured in other fields.

Series Entity

Series title [R]

Definition: Proper name(s) of a set of related video games, often indicated by consecutive numbering, continuing narrative, or similarities in gameplay and themes, to which the video game being described belongs.

Instruction: Determine and record the series based on the CSI. Series name is often indicated by the title (e.g., *Final Fantasy VII; Legend of Zelda: Ocarina of Time*) or subtitle (e.g., *A Gabriel Knight Mystery*). If the video game does not belong to a series, specify "N/A".

Series note

Definition: Any other notable characteristics of the series of the video game.

Instruction: Record notable or unique characteristics relating to the franchise of the video game, not captured in other fields.

Additional Content Entity

Content name [R]

Definition: Proper names used to refer to additional contents for video games, assigned by the creator.

Instruction: Record the name of any additional content available for the video game, as indicated by the CSI. If no additional content is available, specify "N/A".

Content type [R]

Definition: The type of additional content.

Instruction: Record the type of any additional content available for the video game, as indicated by the CSI (e.g., DLC, mod, patch). If no additional content is available, specify "N/A".

Version requirement

Definition: Any version requirement to play the video game with the additional content.

Instruction: Record any special version requirements unique to playing the video game with the additional content.

Additional content note

Definition: Any other notable characteristics of the additional content.

Instruction: Record any notable or unique characteristics relating to the additional content of the video game, not captured in other fields.

Collection Entity

Collection title

Definition: Proper names that are used to refer to the collection of video games, assigned by the creator.

Instruction: Record the names of the collection titles associated with the video game, as indicated by the CSI. If no collection is available, specify "N/A".

Collection note

Definition: Any other notable characteristics of the collection the video game is part of, that are not captured in other fields.

Instruction: Record any notable or unique characteristics relating to the collection of the video game, not captured in other fields.

Agent Entity

Corporate body [M][R]

Definition:	An individual, organization, or group of individuals or organizations responsible for creation, realization, manufacture, marketing, and/or distribution of a video game (modified from FRBR[9], 2009, p.25)
Instruction:	Determine the responsible corporate body by consulting the CSI. If available, record the full name of the corporate body. Transcribe the information as it appears in the CSI and denote as [transcribed]. If the corporate body information is not available, record "unknown". Select and specify the role of the corporate body along with the name of the corporate body: developer, publisher, distributor, licensor, or licensee. When the role of the corporate body is unknown, record "unknown".
	Note that the distributors may or may not be the same entity as the video game creator(s) or publisher(s). In case of distributor(s), record the name of the distributor(s) who have market rights for the North American region (e.g.: Valve Corporation).
Example:	*Never alone* – Upper One Games [Developer]; E-Line Media [Publisher]

Agent note

Definition:	Any other notable characteristics of the agent.
Instruction:	Record any notable or unique characteristics of the agent, not captured in other fields.

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[9] http://www.ifla.org/publications/functional-requirements-for-bibliographic-records