Just Catalog It!
Providing Access to 3-D Materials

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Catherine Sassen, University of North Texas
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Presenters

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Principal Cataloger

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Media Librarian

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Catalog Management Librarian
Outline

• Introduction
• Cataloging with RDA
• Genre Terms
• Facets
• Summary
Introduction
Challenges

• Confusing search results in online catalog
• Difficulty of finding materials in hidden collections
• Lack of relevant authorized genre terms
Goals of Enhanced Discovery

- Provide efficient and effective catalog searching
- Use terms relevant to users
- Collocate similar resources
- Generate recommendations for users
- Create programming around genres
Uncataloged Collections

• Inaccessible to your community
• At a greater risk for loss or theft
• Collection development complications


Hosted by ALCTS, Association for Library Collections & Technical Services
2015 Survey on Tabletop Game Collections

Do you create bibliographic catalog records for tabletop games?

- 31% -- yes
- 51% -- no
- 18% -- sometimes

Perfection

Instead of agonizing over “the perfect record”, decide:

1. “What data elements are useful for the kind of library research performed here in this particular institution?”

2. “How much, and which elements of that necessary information can this institution afford to support?”

Cooperative Cataloging

“Cooperative cataloging is not happening ‘once and for all’ in a few select institutions but is becoming more and more of a distributed, ongoing process.”

Genre/Form Term

Indicates what a resource is, not what it is about

Example:

655 _7 Globes. $2 lcgft
Specialized Lists of Genre Terms

• Art and architecture thesaurus (1970s)

• Genre terms: A thesaurus for use in rare book and special collections cataloguing (1983)
Library of Congress Genre/Form Terms for Library and Archival Materials (LCGFT)

• Cartographic materials
• General materials
• Law materials
• Literature
• Moving images
• Music
• Non-musical sound recordings
• Religious materials
• Art
Locally Created Genre Term Lists

- Artists’ books
- Chemistry and engineering literature
- Foreign films
- Video games
- Tabletop games
Facets

• Allow users to narrow search results by choosing various subcategories

• Examples (for games)
  – Number of players
  – Age of players
  – Duration of play
  – Genre terms
Cataloging

Hosted by ALCTS, Association for Library Collections & Technical Services
Goal of Cataloging

• The goal of every library is to provide access to its collection. This goal is aided through records in the library catalog that enhance finding, identifying, and selecting.
Brief/Minimal Records

• Every item that your library provides to patrons should have a record.
• The extent of a record can vary based on user needs and the size of the collection.
• Bibliographic records, of any type, not only provide access for patrons, but also circulation data for collection management.
Realia Brief Records

Nandi
1 bronze sculpture (10 x 10 x 5 cm)
A small representation of Nandi the bull.
Bull
Religious object

245 0 0 Nandi.
300 1 1 sculpture: $b bronze; $c 10 x 10 x 5 cm.
336 2 3 three-dimensional form $b tdf $2 rdacontent
337 2 1 unmediated $b n $2 rdamedia
338 2 1 object $b nr $2 rdacarrier
500 2 0 Title from base.
520 2 0 A small representation of Nandi the bull.
600 0 1 Bulls $x Religious aspects.

https://commons.wikimedia.org/wiki/File:Nandi_Images_-_A_representation_of_Nandi_(the_bull).Nandi_is_believed_to_have_been_a_disciple_of_Lord_Shiva_and_also_His_mount.jpg
Brief Records

If we want to improve access, we need to provide access. You can create brief records that meet both:

• Your library’s minimal record requirements
• Supports user needs

**Tabletop Game**

- 245 0 0 Archer: $b once you go blackmail... a love letter game.
- 246 3 0 Love letter
- 655 7 Tabletop games. $2 local

**Makerspace Item**

- 245 0 0 Makey: $b standard kit.
- 650 0 Arduino (Programmable controller)
Three-Dimensional Objects (Realia)

• **Realia**: objects and material from everyday life

• **Realia for catalogers**: 3D objects from real life

• **Realia for libraries**: those dusty things you have on that back shelf
Resource Description and Access (RDA) & Realia

- **(Type) Type of record**: realia (r) (3D objects) man-made or natural
- **(TMat) Type of material**:
  - (a) Art original – created by an artist
  - (c) Art reproduction – reproduction of item created by an artist
  - (d) Diorama – scenes of object or figures in front of 3D background
  - (g) Game – items designed for play
  - (p) Microscope slide
  - (q) Model – representations of real things
  - (r) Realia – everything else!
  - (w) Toy – objects for children or other to play with
- **Physical Description – description of the extent of an item**
  - Content type
    - three-dimensional form - 3D
  - Media type
    - Unmediated – no playback device needed
  - Carrier type
    - Object – 3D man-made or natural
Tabletop Games

Three-dimensional non-projectable graphic
Type of record: realia (3D objects)
Type of material: game (items designed for play)

Physical description
Content type
three-dimensional form
Media type
Unmediated
Carrier type
Object
Makerspace Items

Three-dimensional non-projectable graphic

Type of record: realia
Type of material: realia

Physical description
Content type: three-dimensional form
Media type: Unmediated
Carrier type: Object

https://commons.wikimedia.org/wiki/File:Makey_Makey.jpg
Other Types of Realia

Three-dimensional non-projectable graphic
Type of record: realia (3D objects)
Type of material: game (items designed for play)
model (representation of a real thing)
realia (3D objects)

Physical description
Content type
three-dimensional form
Media type
Unmediated
Carrier type
Object
Title & Title Source

245 \ Title to Ride.
500 \ Title from instruction sheet

245 \ Classic brain : $b 5 part.
500 \ Title from publisher’s website.

245 \ Vernier Arduino interface shield.
500 \ Title from instructions.

245 \ [Stick].
246 \ Pointy stick
500 \ Title devised by cataloger.
Production, Publication, Distribution, Manufacture, Copyright

Hamburg, Germany : $b 38 Scientific, $c [2014]

[Place of distribution not identified] : $b [publisher not identified], $c [date of publication not identified]
Description

Extent of three-dimensional form
- 1 game
- 1 game (4 tokens)
- 1 game (2 red tokens, 2 blue tokens, 16 cards (12 pirates/4 hooks))

Base material
- 1 item : plastic
- 1 model : plastic, metal, wood

Dimensions (height x width x depth)
- 5 x 5 cm
- in container 12 x 4 x 8 cm

1 game (8 cards) : plastic, cardboard ; in container 12 x 4 x 8 cm
Game design by Alan R. Moon; illustrated by Julien Delval; graphic design by Cyrille Daujean.

Title from instruction sheet.

Duration of play: 30-60 minutes.

For 2-5 players.

Age 8 to adult.
Notes / Makerspace Items

538 \ Requires Arduino for use.


500 \ Title from instructions.

521 \ Recommended for college and high school.
Notes

500 \ \ Title from publisher's website.
546 \ \ Guide in Latin, English, German, Spanish, French, Portuguese, Italian, Japanese, Russian and Chinese.
500 \ \ Includes 58 tutorials and instructions for 6 showpiece models.
Ticket to Ride Bib Record

<table>
<thead>
<tr>
<th>Type</th>
<th>r</th>
<th>(Three-dimensional artifact or naturally occurring object)</th>
</tr>
</thead>
<tbody>
<tr>
<td>TMAT</td>
<td>g</td>
<td>(game)</td>
</tr>
</tbody>
</table>

245 0 0  Ticket to ride: $b the cross-country train adventure game! / $c Alan R. Moon.

246 3 0  Cross-country train adventure game

264 1 \  Los Altos, CA : $b Days of Wonder, $c c2004-2012.

300 \ 1 game (1 board map of North American train routes, 240 train cars, 144 cards) : $b cardboard, plastic, color ; $c in container 30 x 30 x 8 cm. + $e 1 instruction sheet.

336 \ three-dimensional form $b tdf $2 rdacontent

337 \ unmediated $b n $2 rdamedia

338 \ object $b nr $2 rdacarrier

508 \ Game design by Alan R. Moon ; illustrated by Julien Delval ; graphic design by Cyrille Daujean.

500 \ Title from instruction sheet.

500 \ Duration of play: 30-60 minutes.

500 \ For 2-5 players.

521 \ Age 8 to adult.

520 \ "Players collect cards of various types of train cars they then use to claim railway routes in North America. The longer the routes, the more points they earn. Additional points come to those who fulfill Destination Tickets – goal cards that connect distant cities; and to the player who builds the longest continuous route." -- boardgamegeek.com
Arduino Interface Shield

Visual Material

Type r (Three-dimensional artifact or naturally occurring object)
TMAT r (realia)

245 0 0 Vernier Arduino interface shield / $c Vernier.
246 3 \ Arduino interface shield
264 \ 3 Beaverton, OR : $b Vernier Software & Technology, $c 201?.
336 \ \ three-dimensional form $b tdf $2 rdacontent
337 \ \ unmediated $b n $2 rdamedia
338 \ \ object $b nr $2 rdacarrier
500 \ \ Supported microcontrollers: SparkFun Arduino RedBoard, Arduino UNO, Arduino Leonardo, Intel Galileo.
500 \ \ Title from instructions.
521 1 \ Recommended for college and high school.
520 \ \ "The Vernier Arduino Interface Shield provides a convenient way to make connections from Arduino microcontrollers to Vernier sensors." -- website
Brain Record

Type: r (Three-dimensional artifact or naturally occurring object)
TMAT: m or r (model) or (reals)

245 0 0 Classic brain : $b 5 part.
264 \ 1 Hamburg, Germany : $b 3B Scientific, $c [2014]
300 \ \ 1 model (5 parts, 1 stand) : $b plastic, metal ; $c 13 x 14 x 18 cm + $e 1 guide (15 pages ; 21 cm)
336 \ \ \ $3 model $a three-dimensional form $b tdf $2 rdacontent
336 \ \ \ $3 guide $a text $b txt $2 rdacontent
337 \ \ \ unmediated $b n $2 rdamedia
338 \ \ \ $3 model $a object $b nr $2 rdacarrier
338 \ \ \ $3 guide $a volume $b nc $2 rdacarrier
500 \ \ \ Title from publisher's website.
546 \ \ \ Guide in Latin, English, German, Spanish, French, Portuguese, Italian, Japanese, Russian and Chinese.
520 \ \ \ This five-part model is an original anatomic cast of a human brain. The components of the brain's left half are the frontal and parietal lobe, the temporal and occipital lobe, the encephalic trunk and the cerebellum. This model is supported on a detachable stand. The numbered guide indicates the primary parts of the brain, and contains information about models C15, C16, C17, C18 and C20.
Cannabis Goggles

Type: r (Three-dimensional artifact or naturally occurring object)
TMAT: r (realia)

245 0 0 Cannabis goggles.
264 \ 1 Brownsville, Wisconsin, USA : $b Drunk Busters of America, L.L.C., $c [not after 2016]
300 \ \ 1 pair of goggles : $b plastic, elastic, metal ; $c 9 x 20 x 4 cm + $e 1 guide (4 pages : color
illustrations ; 29 cm) + 1 cloth bag (18 x 28 cm)
336 \ \ $3 goggles $a three-dimensional form $b tdf $2 rdacontent
336 \ \ $3 guide $a text $b txt $2 rdacontent
337 \ \ unmediated $b n $2 rdamedia
338 \ \ $3 goggles $a object $b nr $2 rdacarrier
338 \ \ $3 guide $a volume $b nc $2 rdacarrier
500 \ \ Title from publisher's website.
520 \ \ Simulates the effects of impairment from cannabis use.
Extent of Description

300
1 game (various pieces) : various materials ; in container.
or
1 game (1 board, 12 pieces, 2 dice) : wood, plastic, color ; in container 12 x 2 x 4.

336, 337, 338
$3 - Materials specified - Part of the described materials to which the field applies.

RDA allows you to choose to describe the predominant part of the manifestation or the most substantial parts. You get to decide what this means for your library.
Three-dimensional form vs. Tactile three-dimensional form

You will see some games and realia with tactile three-dimensional form. We use tactile three-dimensional form for items that require touch to be perceived. This puzzle box is a braille box that requires touch. You can not use it properly without the sense of touch.
Resources

• **Cataloging Three-Dimensional Objects and Kits with RDA** / Kelley McGrath

• **RDA Cataloging of Two- and Three-Dimensional Non-Projectable Graphics** / Yale Library

• **Cataloguing using RDA: board games** / Carleton University Library

• **Cataloging 3D Objects & 2D Graphics Using RDA and MARC21** / Julie Renee Moore
Genre Terms
Genre Terms

• Use an established heading when possible
• If you can’t find a heading, create a local heading
  – Find a reliable and trusted resource for terms (*Board Game Geek*) to ensure the use of current vocabulary.
  – What terms do your users use?
  – Create standardized local headings
  – Maintain vocabulary as the collection grows
  – Share those headings with others
UNT Tabletop Game Genre Terms

Board Game Geek

Ticket to Ride (2004)
46K Ratings & 9.3K Comments - GeekBuddy Analysis

2-5 Players
Community: 2-5 - Best: 4

30-60 Min
Playing Time

Age: 8+
Community: 8+

Weight: 1.88 / 5
‘Complexity’ Rating

Alternate Names: Ticket to Ride 10 more

Designer: Alan R. Moon
Artist: Cyrille Daujean, Julien Delval
Publisher: Days of Wonder, ADC Blackfire Entertainment, Bandai (バンダイ), Bergsala Enigma + 9 more

My rating

Add To Collection Log Play 2.4K Subscribe

Classification
Type
Family
Category
Trains
Travel
Mechanisms
Hand Management
Route/Network
Building
Set Collection

Hosted by ALCTS, Association for Library Collections & Technical Services
Establishing our terms

• Basic list of terms
  – 50 terms
  – Basic types of games
    • Board games, dice games, card games
  – Basic mechanics
    • Area of control games, cooperative games
  – Emphasis on terms for educators
    • Biology games, math games
UNT Genre Terms

155 Abstract games
455 Abstract strategy games
680 Abstract games are often theme-less, built on simple design and mechanics, perfect information games, promote one player overtaking opponents, little to no elements of luck, change, or random occurrence.
670 boardgamegeek.com

155 Acting games
555 Party games

155 Area of control games
455 Area of influence games
555 Strategy games
680 The Area Control mechanic typically awards control of an area to the player that has the majority of units or influence in that area.
670 boardgamegeek.com

155 Asymmetrical games
680 Asymmetrical games are games in which one player or faction of players plays the game differently from other players. An example would be Scotland Yard.
Educational Alignment

To encourage the use of games in curriculum development we have added educational alignments:

• Texas Essential Skills and Knowledge (TEKS)
  – 658 Science Concepts. $b The student recognizes multiple forms of energy and knows the impact of energy transfer and energy conservation in everyday life. $c 112.C.(c)(5)

• Common Core
  – 658 Science Concepts. $b Determine the meaning of symbols, key terms, and other domain-specific words and phrases as they are used in a specific scientific or technical context relevant to grades 11-12 texts and topics. $c CCSS.ELA-LITERACY.RST.11-12.4.
Educational Games
UNT Genre Terms

• Genre Terms for Tabletop Games
UNT Digital Library
(http://goo.gl/EVF0m8)
Facets

Hosted by ALCTS, Association for Library Collections & Technical Services
Facets

• They help facilitate discovery

• They make browsing a collection easier

• The main question: How do you want/see facets being used in your collection?
Flexibility of Facets

• Information can come from any part of the record
• Facet terms can be created based on user want or collection need
• Records and facets can be easily updated to include new and current information
Facets in a collection

• How we determined facets

• Finding the information for easy cataloging
Facets in a record

245 0 0 Ticket to ride: the cross-country train adventure game! /cAlan R. Moon.
246 3 0 Cross-country train adventure game.
300 \ \ 1 game (1 board map of North American train routes, 240 train cars, 144 cards): $bcardboard, plastic, col.; $cin container 30 x 30 x 8 cm. +$e1 instruction sheet.
336 \ \ three-dimensional form$btddf$2rdacontent.
337 \ \ unmediated$bn$2rdamedia
338 \ \ object$bnr$2rdacarrier
500 \ \ Title from instruction sheet.
500 \ \ For 2-5 players.
500 \ \ Duration of play: 30-60 minutes.
508 \ \ Game design by Alan R. Moon ; ill. by Julien Delval ; graphic design by Cyrille Daujean.
521 \ \ Age 8 to adult.
520 \ \ Players collect cards of various types of train cars they then use to claim railway routes in North America. The longer the routes, the more points they earn. Additional points come to those who fulfill Destination Tickets – goal cards that connect distant cities; and to the player who builds the longest continuous route. -- boardgamegeek.com.
541 \ \ $cGift:$aDays of Wonder, $dNovember 2013.
541 \ \ $cGift, c.2: $aUNT Gamers, $dJanuary 2014.
590 \ \ d30t59; p2t4; p4t8; a5t9; a10t13; a14t16; a17t100
650 \ \ 0 Railroad trains$xGames.
655 \ \ 7 Tabletop games.$2local$5TxDN
655 \ \ 7 Geography games.$2local$5TxDN
655 \ \ 7 Educational games.$2local$5TxDN
655 \ \ 7 Card games.$2local$5TxDN
700 1 \ \ Moon, Alan R., $d1952- $edesigner.
710 2 \ \ Days of Wonder, Inc.
Facets in a record

245 0 0 Ticket to ride: the cross-country train adventure game! / Alan R. Moon.
246 3 0 Cross-country train adventure game.
260 \ \ Los Altos, CA : Days of Wonder, c2004-2012.
300 \ \ 1 game (1 board map of North American train routes, 240 train cars, 144 cards) : cardboard, plastic, col. ; in container 30 x 30 x 8 cm. + 1 instruction sheet.
336 \ \ three-dimensional form.
337 \ \ unmediated
338 \ \ object
500 \ \ Title from instruction sheet.
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541 \ \ Gift: Days of Wonder, dNovember 2013.
541 \ \ Gift, c.2: UNT Gamers, dJanuary 2014.
590 \ \ d30t59; p2t4; p4t8; a5t9; a10t13; a14t16; a17t100
650 \ \ 0 Railroad trains
655 \ \ 7 Tabletop games
655 \ \ 7 Geography games
655 \ \ 7 Educational games
655 \ \ 7 Card games
700 1 \ Moon, Alan R., d1952-$ operator.
710 2 \ Days of Wonder, Inc.
Facets in a record

245 0 0 Ticket to ride: the cross-country train adventure game! /cAlan R. Moon.
246 3 0 Cross-country train adventure game.
300 \ 1 game (1 board map of North American train routes, 240 train cars, 144 cards) :bcardboard, plastic, col. ;cin container 30 x 30 x 8 cm. +e1 instruction sheet.
336 \ three-dimensional form:bdtdf2rdacontent.
337 \ unmediated:bn2rdamedia
338 \ object:bnr2rdacarrier
500 \ Title from instruction sheet.

500 \ For 2-5 players.
500 \ Duration of play: 30-60 minutes.
508 \ Game design by Alan R. Moon ; ill. by Julien Delval ; graphic design by Cyrille Daujean.
521 \ Age 8 to adult.
520 \ Players collect cards of various types of train cars they then use to claim railway routes in North America. The longer the routes, the more points they earn. Additional points come to those who fulfill Destination Tickets – goal cards that connect distant cities; and to the player who builds the longest continuous route. -- boardgamegeek.com.
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541 \ $cGift, c.2: $aUNT Gamers, $dJanuary 2014.
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650 \ 0 Railroad trains:xGames.
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650 \ \ 0 Railroad trains$xGames.
655 \ \ 7 Tabletop games.$2local$STxDN
655 \ \ 7 Geography games.$2local$STxDN
655 \ \ 7 Educational games.$2local$STxDN
655 \ \ 7 Card games.$2local$STxDN
700 1 \ \ Moon, Alan R.,$d1952-$edesigner.
710 2 \ \ Days of Wonder, Inc.
# Local Field Labels

## Duration of Play
- Less than 30 minutes
- 30 minutes to 1 hour
- 1 to 2 hours
- More than 2 hours

## Number of Players
- 1 player
- 2 to 4 players
- 5 to 8 players
- More than 8 players

## Recommended Age
- 1 to 4 years
- 5 to 9 years
- 10 to 13 years
- 14 to 16 years
- 17 years and up

Hosted by ALCTS, Association for Library Collections & Technical Services
Faceted test catalog

Search the UNT Library Catalog

To get started, enter a search in the search box at the top of the screen, or use the facets on the left-hand side of the screen to explore the catalog.
Genre facet

Limit your search

Material Type

Publication Year

Genre

Electronic books 2,065
Video games 909
Tabletop games 480
Films for the hearing impaired 420
Feature films 343
Computer adventure games 321
Sony video games 309
Internet videos 251
Online media 249
Card games 232
Xbox video games 222
Nintendo video games 210
Documentary films 179
PlayStation 3 video games 154
PS3 151
Television programs 132
Fantasy games 129
Party games 128
Nintendo Wii video games 100
Xbox 360 video games 87
more »

1. GAME The Italian Journal of Game Studies
   
   Title: GAME The Italian Journal of Game Studies
   Material Type: EJOURNAL
   Languages: English and Italian
   Publisher: [Publisher not Identified]
   Publication Date: 2012
   Call number: Periodical GV1469.3

2. Game
   
   Title: Game
   Contributors: NewspaperDirect (Firm)
   Material Type: EJOURNAL
   Publisher: [s.n.]

3. Games, game design, game studies : an introduction
   
   Title: Games, game design, game studies : an introduction
   Author/Creator: Freyermuth, Gundoir S., 1955-
   Contributors: EBSCOhost
   Material Type: EBOOKS
   Languages: English
   Publisher: Transcript
   Publication Date: 2015
   Call number: GV1469.15.F74 2015
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<th>Genre</th>
<th>Count</th>
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<td>Video games</td>
<td>909</td>
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<tr>
<td><strong>Tabletop games</strong></td>
<td>480</td>
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<td>Films for the hearing impaired</td>
<td>420</td>
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### Other Facets

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<th>Form</th>
<th>People</th>
<th>Corporations</th>
<th>Meetings</th>
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</thead>
<tbody>
<tr>
<td></td>
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</tbody>
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#### Games, Duration

<table>
<thead>
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<th>Duration</th>
<th>Count</th>
</tr>
</thead>
<tbody>
<tr>
<td>less than 30 min</td>
<td>266</td>
</tr>
<tr>
<td>30 min to 1 hour</td>
<td>254</td>
</tr>
<tr>
<td>1 to 2 hours</td>
<td>121</td>
</tr>
<tr>
<td>more than 2 hours</td>
<td>25</td>
</tr>
</tbody>
</table>

#### Games, Number of Players

<table>
<thead>
<tr>
<th>Players</th>
<th>Count</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 player</td>
<td>48</td>
</tr>
<tr>
<td>2 to 4 players</td>
<td>455</td>
</tr>
<tr>
<td>5 to 8 players</td>
<td>18</td>
</tr>
<tr>
<td>more than 8</td>
<td>71</td>
</tr>
</tbody>
</table>

#### Games, Recommended Age

<table>
<thead>
<tr>
<th>Age</th>
<th>Count</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 to 4 years</td>
<td>7</td>
</tr>
<tr>
<td>5 to 9 years</td>
<td>181</td>
</tr>
<tr>
<td>10 to 13 years</td>
<td>376</td>
</tr>
<tr>
<td>14 to 16 years</td>
<td>239</td>
</tr>
<tr>
<td>17 years up</td>
<td>184</td>
</tr>
</tbody>
</table>

---

**5. Game over: gender, race & violence in video games**
- **Title:** Game over: gender, race & violence in video games
- **Contributors:** Huntlemann, Nina and Media Education Foundation
- **Material Type:** DVD/VHS/FILM
- **Languages:** English
- **Publisher:** Media Education Foundation
- **Publication Date:** 2002
- **Call number:** DVD 13111

**6. Game after: a cultural study of video game afterlife**
- **Title:** Game after: a cultural study of video game afterlife
- **Author/Creator:** Guins, Tatford
- **Contributors:** EBSCOhost
- **Material Type:** EBOOKS
- **Languages:** English
- **Publisher:** MIT Press
- **Publication Date:** 2014
- **Call number:** GV1459.34.S63 G65 2014

**7. Game over gender, race & violence in video games**
- **Contributors:** Monahan, Thom, Smith, Jeremy, Huntlemann, Nina, Jhally, Sut., and Media Education Foundation
- **Material Type:** DVD/VHS/FILM
- **Languages:** English
- **Publisher:** Media Education Foundation

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Hosted by ALCTS, Association for Library Collections & Technical Services
### Games, Duration
- Less than 30 minutes: 266
- 30 minutes to 1 hour: 254
- 1 to 2 hours: 121
- More than 2 hours: 25

### Games, Number of Players
- 1 player: 48
- 2 to 4 players: 455
- 5 to 8 players: 18
- More than 8 players: 71

### Games, Recommended Age
- 1 to 4 years: 7
- 5 to 9 years: 181
- 10 to 13 years: 376
- 14 to 16 years: 239
- 17 years and up: 184
Functionality

You searched for:

- Games, Recommended Age ➔ 5 to 9 years
- Games, Duration ➔ 30 minutes to 1 hour
- Games, Number of Players ➔ 2 to 4 players
- Genre ➔ Tabletop games

« Previous | 1 - 10 of 68 | Next »
You searched for:

- Games, Duration ➤ less than 30 minutes
- Genre ➤ Tabletop games
- Genre ➤ Dice games

« Previous | 1 - 10 of 34 | Next »
### Functionality

**Games, Number of Players**

<table>
<thead>
<tr>
<th>Number of Players</th>
<th>Count</th>
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<tr>
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<td>1</td>
</tr>
<tr>
<td>2 to 4 players</td>
<td>6</td>
</tr>
<tr>
<td>more than 8 players</td>
<td>1</td>
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</tbody>
</table>

**Genre**

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<th>Count</th>
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</thead>
<tbody>
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<td>Dice games</td>
<td>6</td>
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<tr>
<td>Educational games</td>
<td>6</td>
</tr>
<tr>
<td>Tabletop games</td>
<td>6</td>
</tr>
<tr>
<td>Area of control games</td>
<td>3</td>
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<tr>
<td>Asymmetrical games</td>
<td>2</td>
</tr>
</tbody>
</table>
Starting the discussion with IT

• Every situation is unique
• Think about your library’s structure
• Build on already established success
• Always have an advocate
Summary
Summary

• Enhanced discoverability
• Efficient and effective catalog searching
• Just catalog it!
Resources

Genre Terms for Tabletop Games

http://goo.gl/EVF0m8

Handout with bibliography and catalog record example

http://goo.gl/M72vNT

Extra Special Thanks

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Resource Discovery Systems Librarian
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