



Just Catalog It!

Providing Access to 3-D Materials

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Presenters



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Principal Cataloger



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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

Jones, B.M. (2003). *Hidden collections, scholarly barriers: Creating access to unprocessed special collections materials in North America's research libraries: A white paper for the Association of Research Libraries Task Force on Special Collections.*



2015 Survey on Tabletop Game Collections

Do you create bibliographic catalog records for tabletop games?

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

Slobuski, T., Robson, D., & Bentley, P.J. (2017). Arranging the Pieces: A Survey of Library Practices Related to a Tabletop Game Collection. *Evidence Based Library and Information Practice* 12(1):2-17.

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?”

Bade, D. (2008). The Perfect Bibliographic Record: Platonic Ideal, Rhetorical Strategy or Nonsense? *Cataloging & Classification Quarterly* 46(1): 109-133.

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.”

Turner, A. H. (2010). OCLC WorldCat as a Cooperative Catalog. *Cataloging & Classification Quarterly* 48(2-3): 271-278.

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



A collection of gaming and tabletop items is arranged on a white surface. On the left is a black video game controller. In the center and right are several red dice, some showing numbers like 4, 6, 8, and 10. To the right of the dice are yellow letter tiles with black letters, including 'D', 'L', 'X', 'M', 'Z', 'R', and 'C'. In the background, there is a Rubik's cube and a paper with a cartoon illustration of a character with large blue eyes. In the foreground, a white paper features a black silhouette of a skull and the word 'Cataloging' printed in a bold, sans-serif font.

Cataloging

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 5cm.

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

337 \ \ unmediated \$b n \$2 rdamedia

338 \ \ object \$b nr \$2 rdacarrier

500 \ \ Title from base.

520 \ \ A small representation of Nandi the bull.

600 0 \ 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](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

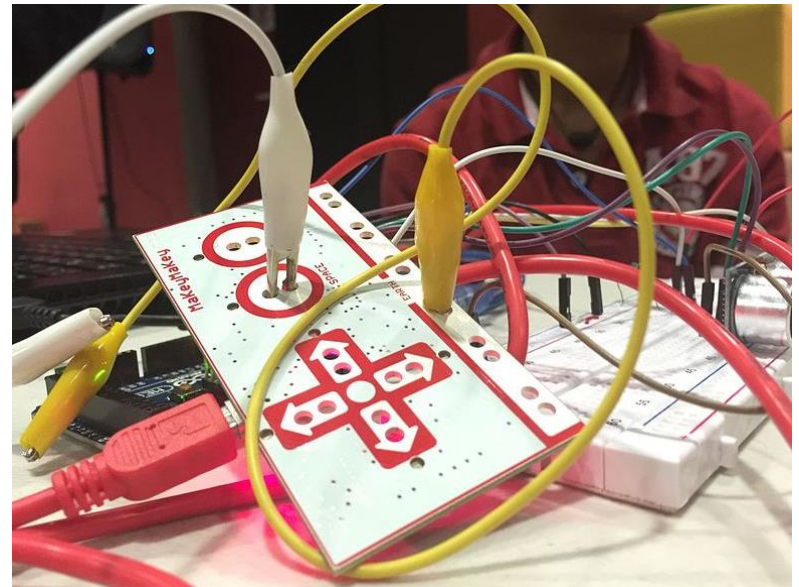
three-dimensional form

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

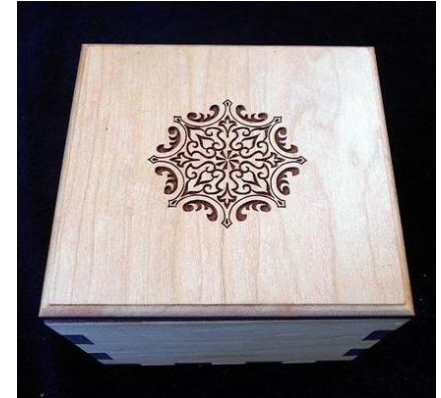
three-dimensional form

Media type

Unmediated

Carrier type

Object



Title & Title Source

245 \ \ Ticket 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

Notes / Tabletop Games

- 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.

Notes / Makerspace Items

- 538 \ \ Requires Arduino for use.
- 500 \ \ Supported microcontrollers: SparkFun Arduino RedBoard, Arduino UNO, Arduino Leonardo, Intel Galileo.
- 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

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

TMAT g (game)

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 (realis)

- 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 goggle.

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

REIMPLEMENTED BY: [TICKET TO RIDE...](#) + 4 MORE

RANK: OVERALL 105 FAMILY 10

Settings Share Edit

7.5 **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](#) + [سكة بقر](#) more

Designer: [Alan R. Moon](#)

Artist: [Cyrille Daugean](#), [Julien Delval](#)

Publisher: [Days of Wonder](#), [ADC Blackfire Entertainment](#), [Bandai \(バンダイ\)](#), [Bergsala Enigma](#) + 9 more

[See Full Credits](#)

My rating ★★★★★★★★★★

[Add To Collection](#) [Log Play](#) [2.4K](#) [Subscribe](#)

CLASSIFICATION

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

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

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 :\$bthe cross-country train adventure game! /\$cAlan R. Moon.
- 246 3 0 Cross-country train adventure game.
- 260 \ \ Los Altos, CA :\$bDays of Wonder,\$cc2004-2012.
- 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\$btdf\$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.

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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

Faceted test catalog

blacklight Bookmarks (0) History Login

All Fields Search

Limit your search

- Material Type >
- Publication Year >
- Genre >
- Topic >
- Language >
- Region >
- Era >
- Form >
- People >
- Corporations >
- Meetings >
- Games, Duration >
- Games, Number of Players >
- Games, Recommended Age >

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 »	

You searched for:

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Sort by relevance ▾

10 per page ▾

1. [GAME The Italian Journal of Game Studies](#)

Bookmark

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](#)

Bookmark


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

3. [Games, game design, game studies : an introduction](#)

Bookmark

Title: Games, game design, game studies : an introduction
Author/Creator: Freyermuth, Gundolf S., 1955-
Contributors: EBSCOhost
Material Type: EBOOKS
Languages: English
Publisher: Transcript
Publication Date: 2015
Call number: GV1469.15 .F74 2015

Genre facet

Genre 	
Electronic books	2,065
Video games	909
Tabletop games	480
Films for the hearing impaired	420

Other Facets

Form >

People >

Corporations >

Meetings >

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

Publisher: Kanopy Streaming
Publication Date: 2014
Call number: Online Video

5. [Game over : gender, race & violence in video games](#)

Bookmark

Title: Game over : gender, race & violence in video games
Contributors: Huntemann, 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](#)

Bookmark

Title: Game after : a cultural study of video game afterlife
Author/Creator: Guins, Raiford
Contributors: EBSCOhost
Material Type: EBOOKS
Languages: English
Publisher: MIT Press
Publication Date: 2014
Call number: GV1469.34.S63 G85 2014

7. [Game over gender, race & violence in video games](#)

Bookmark

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

Other Facets

Games, Duration

less than 30 minutes	266
30 minutes to 1 hour	254
1 to 2 hours	121
more than 2 hours	25

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

Games, Number of Players

1 player	48
2 to 4 players	455
5 to 8 players	18
more than 8 players	71

Functionality

You searched for: [Start Over](#)

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 »

Functionality

You searched for:

[Start Over](#)

Games, Duration > less than 30 minutes



Genre > Tabletop games



Genre > Dice games



« Previous | 1 - 10 of **34** | [Next](#) »

Functionality

Games, Number of Players

- 1 player 1
- 2 to 4 players ✘ 6
- more than 8 players 1

Genre

- Dice games ✘ 6
- Educational games ✘ 6
- Tabletop games ✘ 6
- Area of control games 3
- Asymmetrical games 2

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>



<https://pixabay.com/en/urban-neo-urban-hipster-office-617277/>

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Jason Thomale

Resource Discovery
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