

Cataloging Narrative Games to Expand the Bibliographic Universe

NarraScope 2023

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Libraries have been actively collecting games for a long time...



But very few narrative games are represented in these collections!

CD-ROM games at the Library of Congress,
<https://blogs.loc.gov/thesignal/2012/09/yes-the-library-of-congress-has-video-games-an-interview-with-david-gibson/>

Why???

The screenshot shows the itch.io website interface. At the top, there are navigation links: Browse, Developer Logs, Jams, Dashboard, Feed, and Community. A search bar is present with the text 'Search for games or creators'. Below the navigation, the page displays 'Top rated Interactive Fiction Games' with 8,822 results. The results are sorted by 'Top rated'. A filter sidebar on the left shows 'Interactive Fiction' selected. The main content area displays four game cards:

Game Title	Description	Developer	Rating	Genre	Platform
Our Life: Beginnings & Always	Grow from childhood to adulthood ...	GBPatch	★★★★★ (4,042)	Visual Novel	Windows, macOS, Linux, Android, iOS, Web
Butterfly Soup	Gay girls playing baseball and falling ...	Brianna Lei	★★★★★ (3,600)	Visual Novel	Windows, macOS, Linux, Android, iOS
Our Life: Now & Forever	A paper airplane, two new neighbors...	GBPatch	★★★★★ (1,226)	Visual Novel	Windows, macOS, Linux, Android, iOS
A Tale of Crowns	A Middle Eastern fantasy	cherry	★★★★★ (1,623)	Interactive Fiction	Play in browser

Best Practices for Cataloging Video Games Using RDA and MARC21

Version 1.1
April 2018

Prepared by the Online Audiovisual Catalogers, Inc.
Cataloging Policy Committee
Video Game RDA Best Practices Task Force



Today's focus:

How can we
best represent
narrative
games in
library
catalogs?



How can we
integrate
narrative games
into the
'bibliographic
universe'?

ZORK I

THE GREAT UNDERGROUND EMPIRE
An INFOCOM Adventure

commodore 64

Enter the mind-boggling world of ZORK—an underground world filled with danger, excitement and challenge. Can You Discover the 20 Treasures and Survive? An International Best-Seller!

Data File Video Games

Zork I.

Record info:

Format [Data File](#)
[Video Games](#)

Contributors [Blank, Marc, designer.](#)
[Lebling, Dave, designer.](#)
[Infocom \(Firm\), publisher.](#)

Published/Created Cambridge, Mass. : Infocom, 1982

Summary Text adventure game that takes you to a subterranean world of magic and monsters.

Language English

Copy-Specific Note AAEL: Instruction manual, reference card, map, and container lacking.

Note Authors: Marc Blank, Dave Lebling.

Copyright ©1982

Physical Description 1 computer disk : sound ; 5 1/4 in. + 1 instruction manual (24 pages : illustrations ; 23 cm), 1 reference card, 1 map

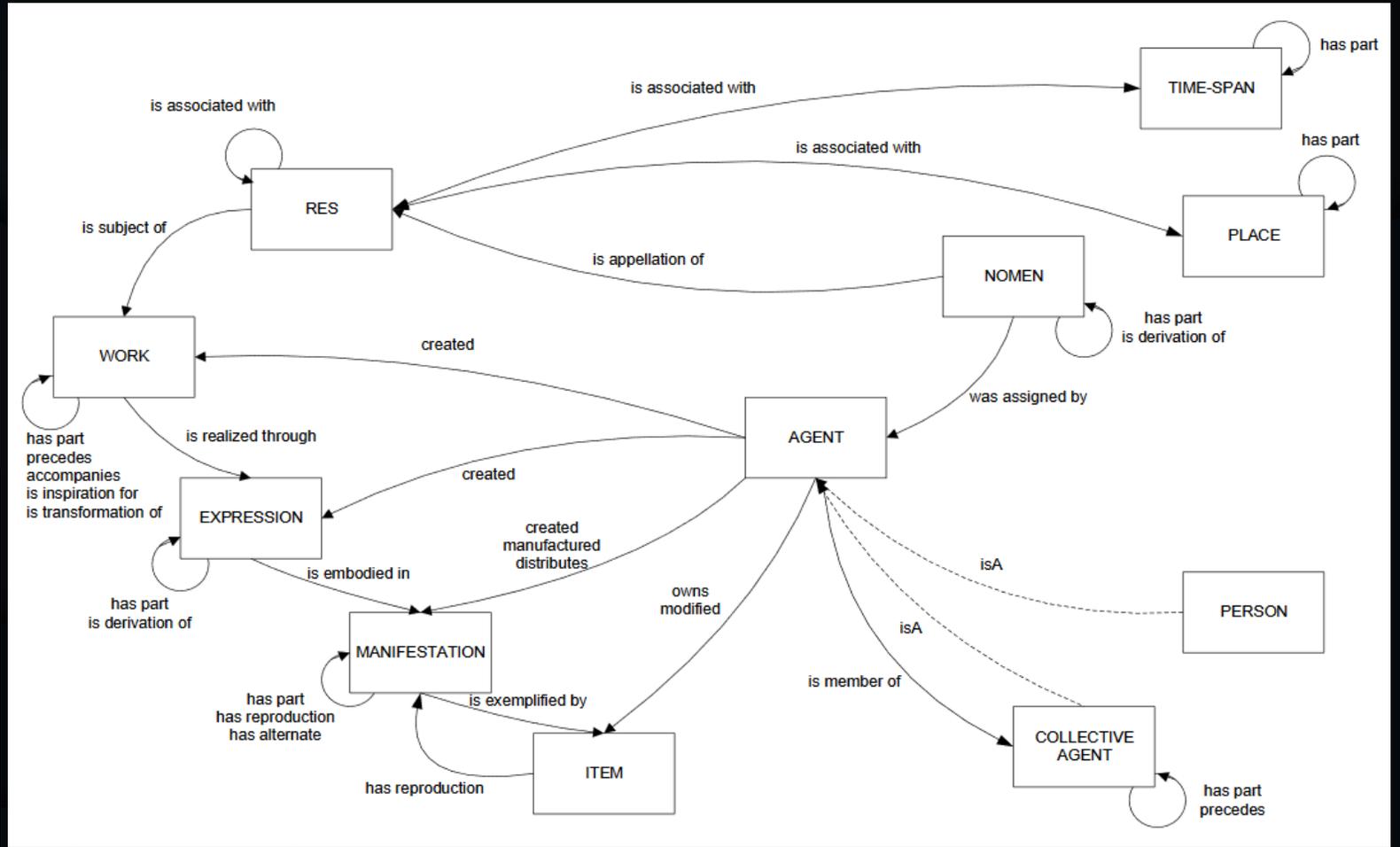
Media Format System requirements: Atari 400, 800 or XL series computer; 48K RAM; 1 disk drive; 2nd disk drive optional; blank disk optional, printer optional.

OCLC Number 12661834

Publisher Number IZ1-AT1-FD Infocom

Subjects (LCSH) [Magic -- Computer games.](#)
[Quests \(Expeditions\) -- Computer games.](#)

Subjects (Other) [Video games.](#)
[Adventure video games.](#)
[Fantasy video games.](#)



Pat Riva, Patrick LeBœuf, and Maja Žumer, "IFLA Library Reference Model: A Conceptual Model for Bibliographic Information" (Den Haag, Netherlands: International Federation of Library Associations and Institutions, 2017), 86.

By cataloging narrative games, we're upholding these works – and their creators – as part of the bibliographic universe.



LIBRARY OF CONGRESS AUTHORITIES





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Rent-a-Vice

Authors: [Natalia Theodoridou](#) (Author), [Jason Stevan Hill](#) (Managing editor.), [Kirsten Hipsky](#) (Copy editor.), [George Cotronis](#) (Artist), [Dan Fabulich](#) (Programmer)

Video Game 2018

California : Choice of Games LLC , 2018-

Summary: What doesn't kill you...kills someone else, and leads you down an ethical rabbit hole. In the near future, paying users can rent the "virtual experiences" of other people. These "feeders" sublet their own bodies, at the risk of their own lives, so that customers can safely enjoy extreme, potentially self-destructive vices, like binge eating, cliff diving, or worse. Rent-a-Vice is a

[Show More](#)

Physical Description:	1 online resource
System Details:	System requirements: Windows OS: Windows 7, macOS: 10.9, SteamOS + Linux OS: Ubuntu 12.04
Subjects:	Library of Congress Subject Headings Plot-your-own stories Computer games Cyberpunk fiction Computer games Detective and mystery stories Computer games Show More
Genre:	Text-based video games. Interactive narrative video games. Computer games. Role playing video games Science fiction video games Detective and mystery video games
UNCG University Libraries Notes:	Access is available to the UNCG community through the use of a computer in the VR lab-Jackson Library 011 (Digital Media Commons). Patrons are required to reserve the VR Lab on the reservation scheduler: https://uncg.libcal.com/spaces?lid=4401&gid=7305

Key Points

- Narrative games often have identifiable individual creators
- Subject terms for literature apply well to describe narrative games
- Lacking vocabulary to describe these works *as* narrative games

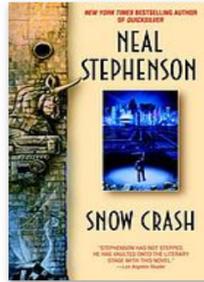
So what does it mean for these works to be part of the bibliographic universe?

Advanced Search

Search Index	Keyword	Search
Operator	AND	Search
Search Index	Title	Search
Operator	AND	Search
Search Index	Author	Search

35

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Snow crash

Authors: [Neal Stephenson](#), [3M Cloud Library](#).

eBook 2003

[Place of publication not identified] : Random House Publishing Group, 2003.

Summary: A part-time hacker, information-scrounge, and delivery boy for Uncle Enzo's Cosa Nostra Pizzerias, and full-time Metaverse (virtual reality) samurai named Hiro Protagonist (one of the best names since Billy Pilgrim!), is slowly drawn into a mystery involving a virus program called Snow Crash, which is claiming not only the computers but the minds of hackers the world

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Subjects:

Cyberpunk culture Fiction

Cyberpunk (Mouvement) Romans, nouvelles, etc

Cyberpunk culture

Available

UNCG University Libraries

Worldwide Editions and Formats [View All \(78\)](#)

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Subjects:

Cyberpunk fiction Computer games

Cyberpunk fiction

At UNCG University Libraries



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View this record in: [MARCXML](#) | [LC Authorities & Vocabularies](#) | [VIAF \(Virtual International Authority File\)](#)

Theodoridou, Natalia

LC control no. no2019184944

Descriptive conventions rda

Personal name heading Theodoridou, Natalia
Browse this term in [LC Authorities](#) or the [LC Catalog](#)

Associated country Great Britain

Field of activity Science fiction Fantasy fiction

Profession or occupation Writers

Found in Best of British science fiction, 2017, 2018: page 276 (fiction has appeared in Clarkesworld, Nature, Strange Natalia-Theodoridou, via WWW, viewed December 13, 2022). Theodoridou is a UK-based media & cultural studies scholar who writes strange stories. Winner of the 2018 World Fantasy Award Nebula Award Finalist (Game Writing). Fiction editor at Strange Horizons magazine. Dramaturge of Adrift Performance Makers (Class of 2018). Word Factory Apprentice 2018; write in Theatre from the Aristotle University of Thessaloniki. MRes in Drama (Distinction) from Royal Holloway, UCL (2007-2008), and a MA in Religion from the University of London (2010-2015)
<<https://www.natalia-theodoridou.com/academic-work>>
Rent-a-vice, 2019: credits (writer: Natalia Theodoridou) (published over a hundred short stories, most of them in magazines such as Clarkesworld, Strange Horizons, etc.)
<<https://www.choiceofgames.com/rent-a-vice/credits>>

Associated language eng gre



LIBRARY OF CONGRESS AUTHORITIES



View this record in: [MARCXML](#) | [LC Authorities & Vocabularies](#) | [VIAF \(Virtual International Authority File\)](#)

Fabulich, Dan

LC control no. no2022107617

Descriptive conventions rda

Personal name heading Fabulich, Dan
Browse this term in [LC Authorities](#) or the [LC Catalog](#)

Associated place Berkeley (Calif.)

Field of activity Video games--design Computer programming

Affiliation Yale University
Choice of Games Redfin Corporation

Profession or occupation Video game designers Computer programmers

Found in Fairie's bargain website, viewed August 31, 2022: credits (ChoiceScript language: Dan Fabulich)
Linkedin website, August 31, 2022: (Dan Fabulich; based in Berkeley, California; co-founder of Choice of Games, principal engineer at Redfin Corporation; BS from Yale University)
<<https://www.linkedin.com/in/dan-fabulich-5693b21>>

<https://lcn.loc.gov/no2022107617>

<https://lcn.loc.gov/no2019184944>



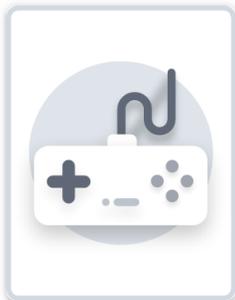
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1

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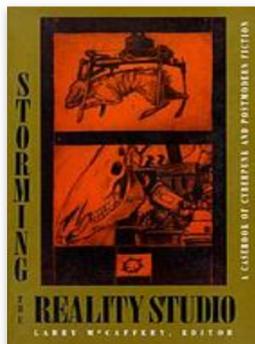
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Storming the reality studio : a casebook of cyberpunk and postmodern science fiction

Authors: [Larry McCaffery 1946-](#) (Editor)

eBook 1991

Durham : Duke University Press, 1991.

Physical Description:

1 online resource (xv, 387 pages) : illustrations

System Details:

Master and use copy. Digital master created according to Benchmark for Faithful Digital Reproductions of Monographs and Serials, Version 1. Digital Library Federation, December 2002.

Availability at UNCG University Libraries



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[^ Jackson Library](#)

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Status 

Digital Media Commons-Building Use Only

Steam Game 2022.09

 Available

Note: Available by reserving VR Lab - Jackson Library 011

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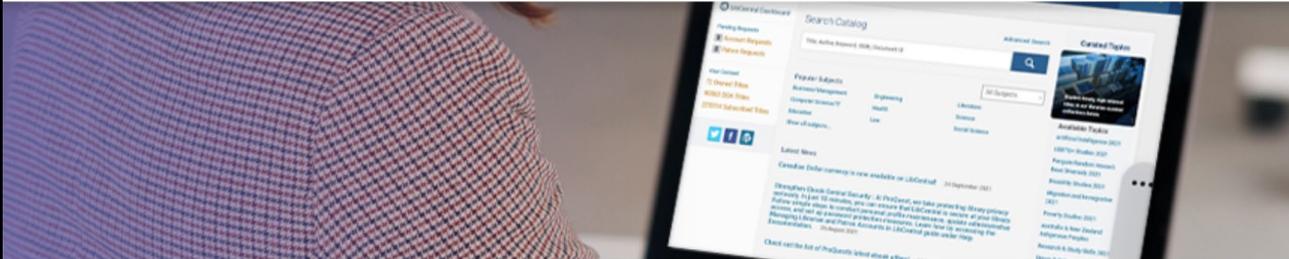




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How do we get
libraries to
collect more
narrative games?

I need your help!

The next steps...

I'm interviewing librarians and game creators to develop strategies for collecting digital games!

Participate in a virtual discussion session on July 12 (7-9pm ET) or July 18 (12-2pm ET)!

Find more info here ----->
or email me at ccpost@uncg.edu!

