

Subject: Re: Question - platforms and online VGs

Date: Friday, February 10, 2023 at 12:48:06 PM Central Standard Time

From: Marcia Barrett

To: Ezzo, Julia

Thanks so much, Julia, for your quick response. I really appreciate you sharing your expertise. It's given me much more confidence in the reliability of what the forthcoming guide recommends for video game cataloging!

On Fri, Feb 10, 2023 at 5:35 AM Ezzo, Julia <julia@msu.edu> wrote:

Hi Marcia,

I agree with this approach.

Always happy to talk video games and cataloging 😊

Best,
Julia

From: Marcia Barrett <barrett@ucsc.edu>

Date: Thursday, February 9, 2023 at 1:30 PM

To: Ezzo, Julia <julia@msu.edu>

Subject: Question - platforms and online VGs

Hi Julia,

Thank you ever so much for meeting with me last week to share your expertise with video game cataloging!

I have one more question for you. The OLAC TF recommends using Provider-Neutral Guidelines for online resources (the guide covers streaming video and nonmusical streaming audio). I hadn't yet considered this in the context of cataloging online video games.

We do recommend separate records for different platforms for tangible videogames. Would you recommend the same for online videogames? Separate records for different platforms, that is?

One of our examples is the game, Rec Room, developed by Against Gravity, via Steam. The ocn is 1097603105. There are also records for Oculus Rift (ocn1199589639) and Playstation VR (ocn1110020871). I'm assuming this approach is correct. Do you agree?

Thanks so much,

Marcia