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# Video games as a resource in Japanese Studies

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## 4500 video games from Japan, donated from CERO



2015

# Requirements of research Japanese studies/ game research

## How can we play (for research)? (Wishes)

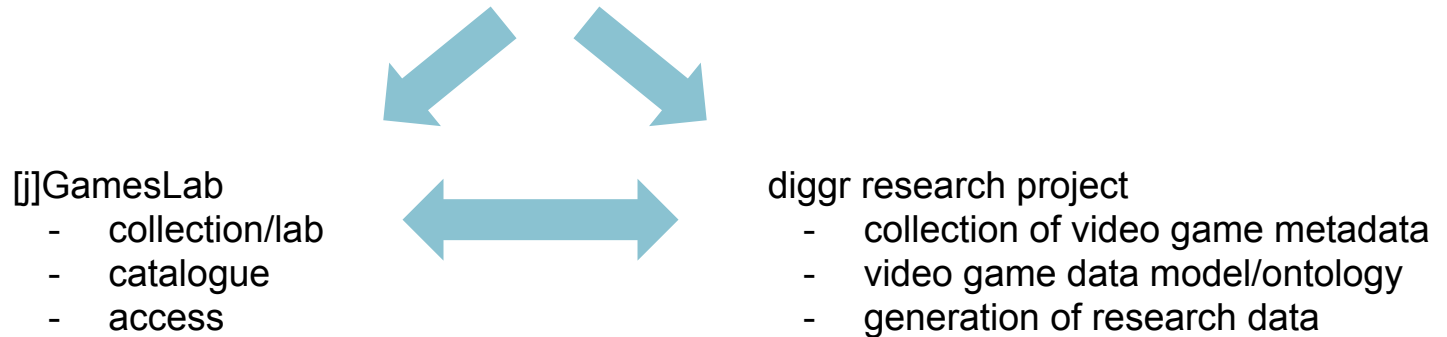
- Access
  - appropriate access for playing video games = Hardware & Software
  - handle different requirements (Single player, groups, etc.)
- Methods
  - Experiments are very important
  - Equipment for analyzing, technical tools, etc.
- Preservation
  - is challenging (technical, legal and conceptual)

## “It’s only a game...”

- Video games as research subject
  - Content of games and their technical background (eg. History)
  - Games as parts of the society; community phenomenon; value creation
  - Meaning of “Japan” on local and global gaming cultures
- Teaching
  - Games as a media object and an important part of a cultural examination of modernity and the present in Japan
  - Games as part of an increasingly important digital culture that evolves in digital spaces and brings together many themes

## Agenda

### Japanese video games @ Leipzig University Library

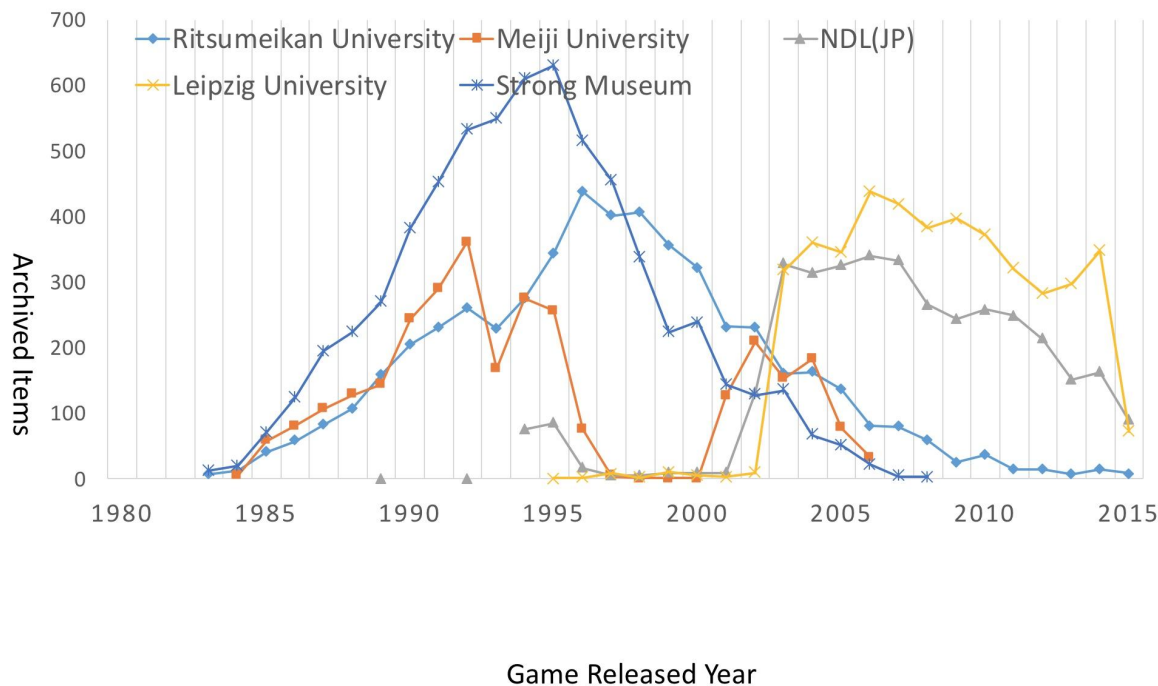




# The Collection



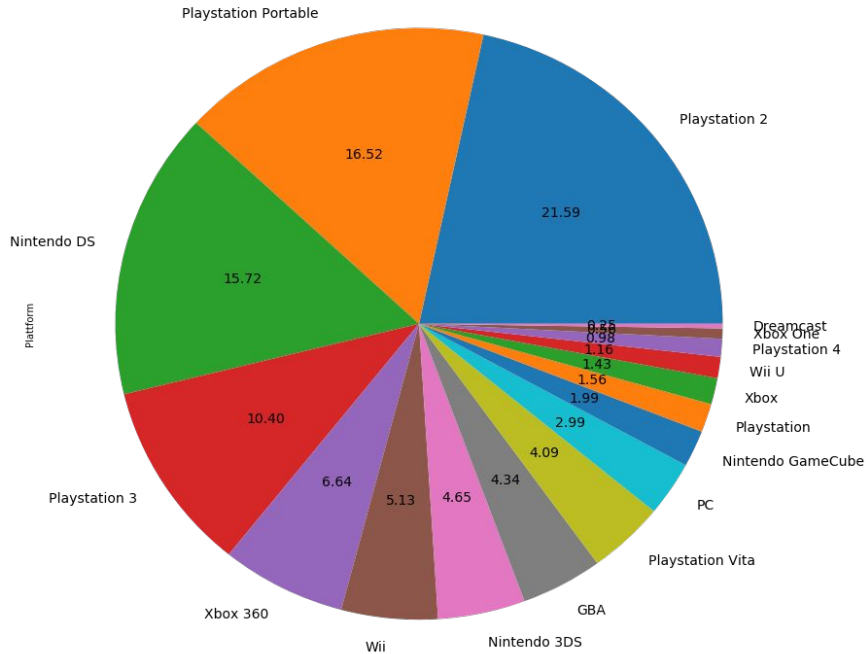
# Japanese video game collections / archives



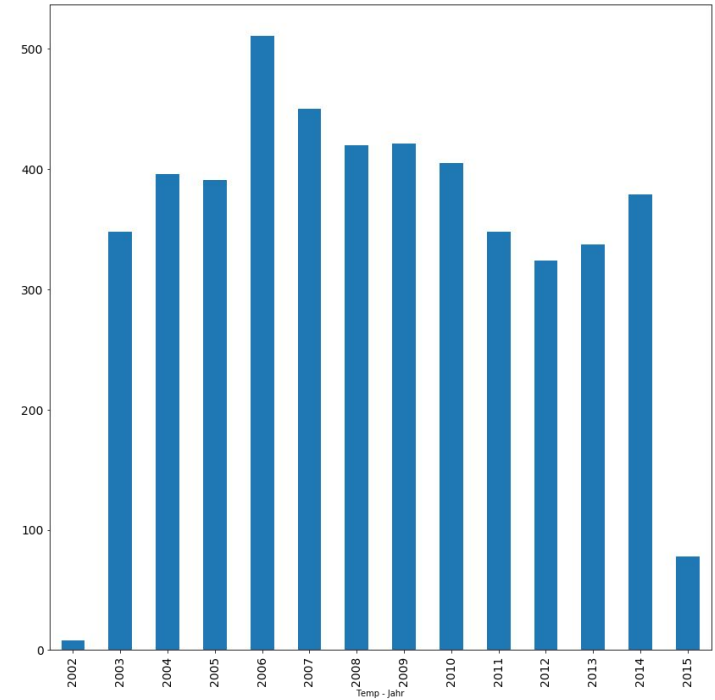
Source: Report by RCGS, 2016



# The collection



...via platform...



...and release dates of video games.



# The [j]Games Lab

[i]Games Lab



## General requirements for use

- Game menus in japanese → knowledge of language needed
- Country specific hardware for games (region lock, electricity transformation, video signal)
- Partly physical objects as additional material for games

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- Game menus in japanese → knowledge of language needed
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- The consequences for usage...
  - Knowledge of language and technical requirements limits circle of users
  - Preservation limits the use (eg. loan)
    - barriers for game preservation - no copies, no emulation, no migration

## Usage requirements for research

- Regulated access
- Flexible opening hours (24/7)
- Place for research
  - Additional seminar room  
(High-End Gaming-PC, 11 Workstations, suitable beamer, video editing software)
- Technical equipment:
  - consoles, controller, TVs
  - recorders



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→ **GamesLab as a place for research on and with the collection**



## Usage for research

- Play + Record + Analyze
- Examples for usage:
  - Analyze games with historical references
  - Video Games and Gender:  
The Depiction of Women in  
“Tokimeki Memorial Girl’s Side: 1st love”
  - Virtual Reality Experiment with Resident Evil 7  
(observe players while they play)





# Video Game Metadata

## Cataloguing games in libraries

- Core Metadata Schema for Cataloging Video Games Version 1 – GAMECIP Tech Report 1 (December 2015)
- Best Practices for Cataloging Video Games: Using RDA and MARC21 (Version 1.1 April 2018)

# Indexing in accordance with “Best Practices for Cataloging Video Games: Using RDA and MARC21 (Version 1.0 June 2015)”<sup>1</sup>

## Title

- Title Proper
- Franchise Titles
- Other Title Information

## Content

- Summarization of the Content
- Language of the Content
- Accessibility Content
- Colour Content
- Sound Content
- Duration

## Gameplay

- Content Type
- Players

## Award

## Authorship

- Statement of Responsibility
- Edition Statement
- Publication Statement
- Distribution Statement
- Copyright Date

## Participants

- Performer, Narrator, and/or Presenter
- Artistic and/or Technical Credit

## Identifier for the Manifestation

## Intended Audience

## technical Information

- Media Type
- Carrier Type
- Extent
- Dimensions
- Sound Characteristics
- Video Characteristic
- Digital File Characteristics
- Equipment or System Requirement
- Platforms

## FRBR/Authority data

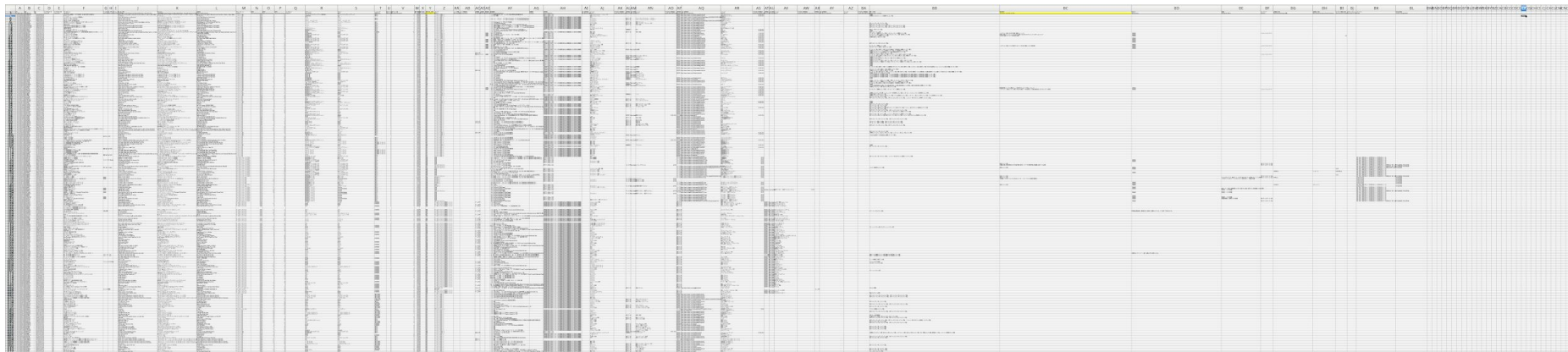
- Title of the Work
- Form of Work
- Name Elements
- Recording Relationships
- Unstructured Relationship
- Related Manifestations (Structured Description)
- Related Works (Structured Description)

# Enrichment via Media Art Database

JANコード	タイトル	パブリッシャー	プラットフォーム	ASIN	発売日		No.	Box
4582127913204	(社)日本野球機構承認 バッティングレボリューション	アルファ・ユニット	NintendoWii	B002C1ADO8	16.07.2009		1782	20
4974365910068	@field (アットフィールド)	ソニックパワード	PlayStationVita	B005N4JQ62	29.03.2012		250	4
4988602092219	[PlayStation2 ソフト] 遊星からの物体X エピソード2	Konami	PlayStation2	B00DOOIRDQ	#NV		3176	37
4582325378690	`&#39; - 空の向こうで咲きますように - (通常版)	5pb.	PlayStation3	B00FIZRD48	26.12.2013		2402	29
4582325378713	`&#39; - 空の向こうで咲きますように - (通常版)	5pb.	PlayStationVita	B00FIZRD84	26.12.2013		3444	40
4995857092772	~聖魔導物語~(通常版)	コンパイルハート	PlayStationVita	B00AJG1JMI	28.03.2013		474	5
4995857091270	~緋色の欠片 愛蔵版 ~あかねいろの追憶~ (通常版)~	アイディアファクトリー	PlayStation3	B004GTLNW0	26.05.2011		2851	33
4906571150013	“みんなで”ワイワイ ココカート	ケムコ	NintendoDS	B000E8PVIO	23.03.2006		478	6
4580161677007	「うっかり」をなくそう! 文章読みトレーニング 読みトレ	ベネッセコーポレーション	NintendoDS	B000OLV8ZG	28.06.2007		3858	46
4995857090969	「緋色の欠片 愛蔵版」「真・翡翠の雫」ツインパック (「サイン入り名場面プロマイド (13枚セット)」同梱)	アイディアファクトリー	PlayStation2	B002DR46DU	01.10.2009		2064	23

First comparison with the Media Art Database in january 2016

## Additional metadata via Media Art Database

A screenshot of the Media Art Database (MAD) interface, displaying a comprehensive table of video game metadata. The table is organized into numerous columns, each representing a different piece of information. The columns are color-coded: blue for basic identification, green for titles in various scripts, yellow for release information, and grey for descriptive and technical details. The data is presented in a grid format, with each row representing a specific video game entry. The interface includes a search bar at the top and a sidebar on the left for navigation.

Video game title  
Additional video game title  
Spieletitel Media Mix  
Video game title - Transcription Latin  
Video game title - Transcription Kana  
English title  
Platform  
Release date  
Developer

Publisher  
Brand  
CERO Rating  
No. Players  
Price  
Medium, Memory  
Peripherals/System requirements  
Legal statements  
References/Genre

# Discover video games (Prototype)

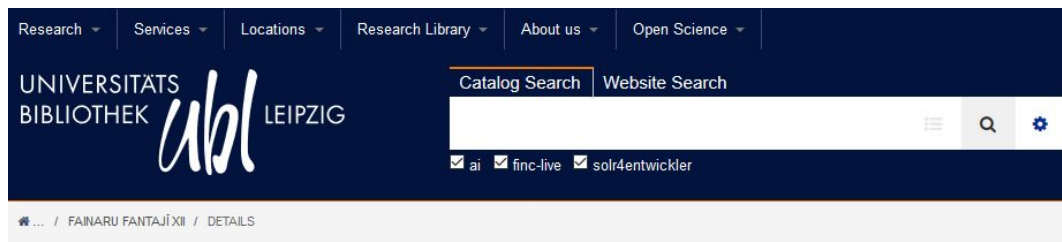
- Excel Spreadsheet  
→ Marc21 →  
Library catalogue  
(Vufind)
- discover further  
links to video game  
databases

The screenshot shows the UBL search results page for 'FINAL FANTASY XII'. The header includes navigation links like 'Research', 'Services', 'Locations', 'Research Library', 'About us', and 'Open Science'. The search bar contains 'FINAL FANTASY XII' with filters for 'ai', 'finc-live', and 'solr4entwickler'. Below the search bar, the results are displayed in a list format. Each result includes a 'local holding' icon, the title 'Fainaru Fantajī XII: Revananto uingu = FINAL FANTASY XII : REVENANT WINGS', the year (2007, 2008, 2006), the publisher 'スクウェア・エニックス [Japan]', and the varying title 'FINAL FANTASY XII REVENANT WINGS...'. Each result also has a 'Videogame' tag and an 'Available' status. On the right side, there is a 'REFINE MY RESULTS' section with filters for 'Access' (Electronic Resources: 130, Local Holdings: 16), 'Type of Resource' (Article, E-Article: 63, Thesis: 52, Book, E-Book: 24, Video Game: 6, Musical Score: 2), 'Location', and 'Subject'. A 'CHAT' button is also visible in the top right corner.



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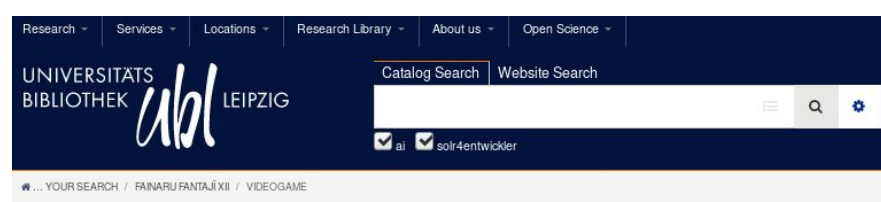
Fainaru Fantajī XII Revananto uingu = FINAL FANTASY XII : REVENANT WINGS



Access	Details	Videogame	Staff View
<b>Title:</b>		Fainaru Fantajī XII Revananto uingu = FINAL FANTASY XII : REVENANT WINGS	
<b>Title Variation:</b>		FINAL FANTASY XII ファイナルファンタジーXII	
<b>Platform:</b>		Nintendo DS	
<b>published:</b>		[Japan] スクウェア・エニックス 2007	
<b>Language:</b>		Japanese	
<b>Rating:</b>		CERO A	
<b>Genre:</b>		RPG, RPG, 冒険・ファンタジー; RPG	
<b>Item Description:</b>		Ein Spieler	
<b>Type of Resource:</b>		Videogame	
<b>Source:</b>		Videospielsammlung	

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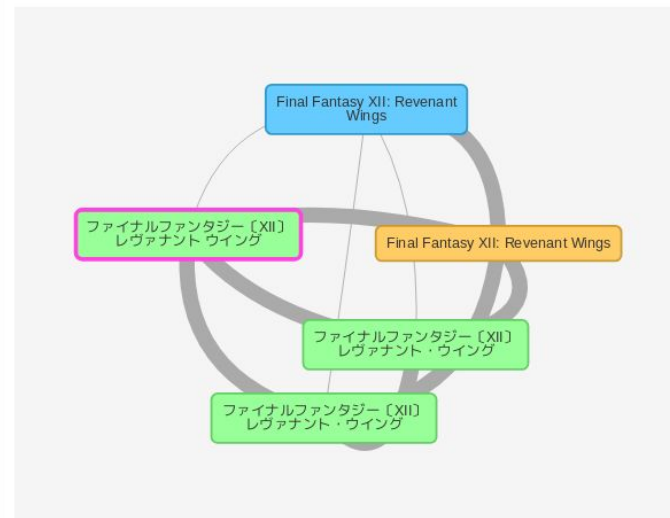
Fainaru Fantajī XII Revananto uingu = FINAL FANTASY XII : REVENANT WINGS



Access Details Staff View Videogame

You can find further information about the game in the online resources shown below. The nodes of the network represent the links to the resources, the width of the connection between two nodes indicates the likelihood that they refer to the same game.

This network was generated by the [diggr](#) project.



Legend



Download Links (.json)

Video game metadata

# “Databased Infrastructure for Global Games Research”

## The project

- Collaborative research project funded by the German Research Foundation
- Duration: 2017 - 2019
- The Team:
  - interdisciplinary (Information Science, Librarianship, Cultural Studies, [Japan|Area] Studies)
  - Library's IT department
  - Institute for Japanese Studies of Leipzig University

## Project Goals

1. Evaluation and integration of heterogeneous (online) data sources
2. Generation of use case specific research data sets
3. Development of best-practice solutions regarding the use of research data



## Data sources

- **Research data:**  
z.B. CLARIN-D, Informatics Research Data Repository (IDR)
  - **Authoritative sources:**  
z.B. Media Art Database, ESRB, PEGI, USK
  - **Online Knowledge Bases:**  
z.B. Wikipedia, Wikidata, fandom
  - **Community sources:**  
z.B. GameFAQs, Mobygames, ogdb.eu, IGDB
- > No unique identifier, no common data model

Research project and games lab

# Future plans and challenges



## Summary and what's next?

- diggr
  - reference metadataset for video games
  - discursive data (e.g., online discussions)
- [j]Games Lab
  - use: ~ 5 hours daily
  - students of Japanese studies
  - evaluation of use





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# Thank you!

<https://diggr.link/>

<https://github.com/diggr>



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