UNIVERSITÄT
LEIPZIG

diggr@eajrs

Video games as a resource in Japanese Studies

Kaunas, 12.09.2018

Peter Mühleder
Tracy Hoffmann

DFG

UNIVERSITÄTS
BIBLIOTHEK ubl LEIPZIG

Ostasiatisches Institut der Universität Leipzig

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)

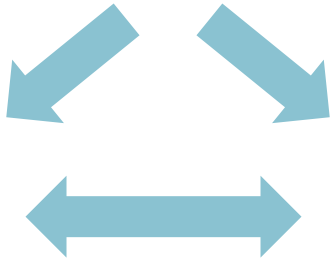
“It’s only a game...”

- 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

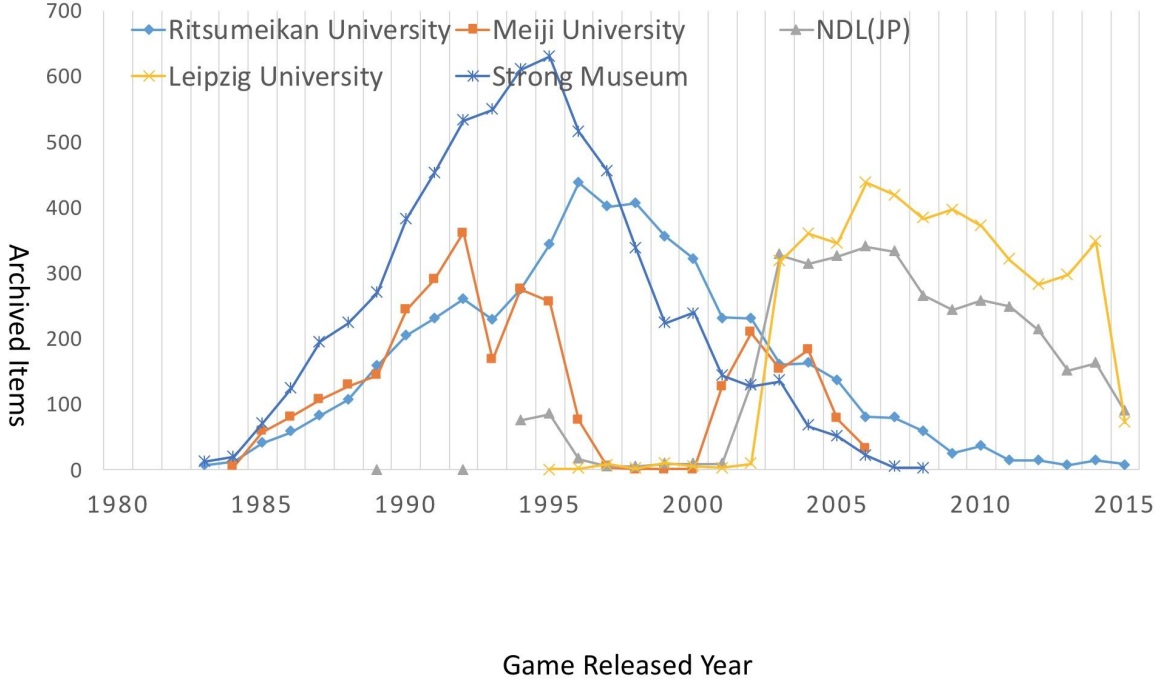


[j]GamesLab
- collection/lab
- catalogue
- access

diggr research project
- collection of video game metadata
- video game data model/ontology
- generation of research data

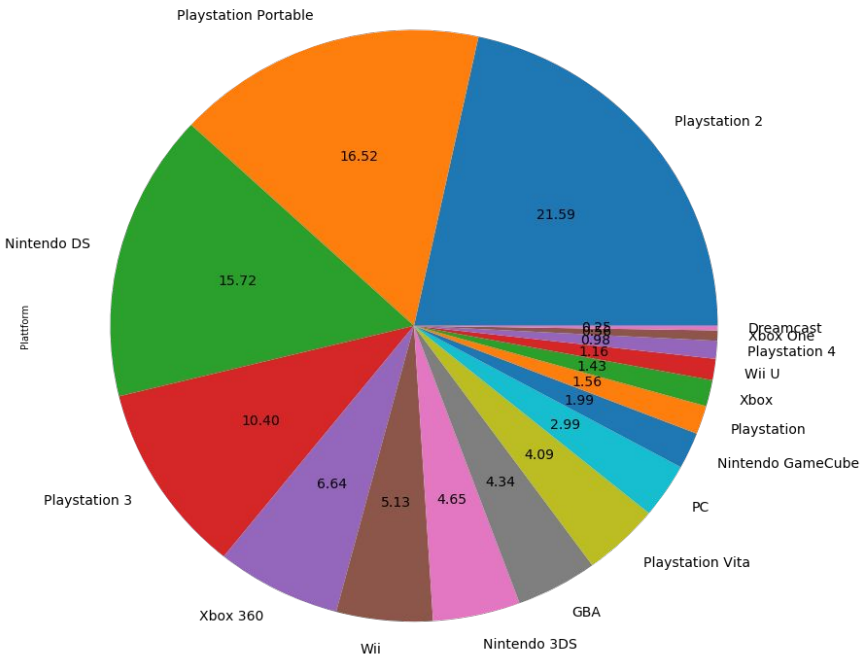
The Collection

Japanese video game collections / archives

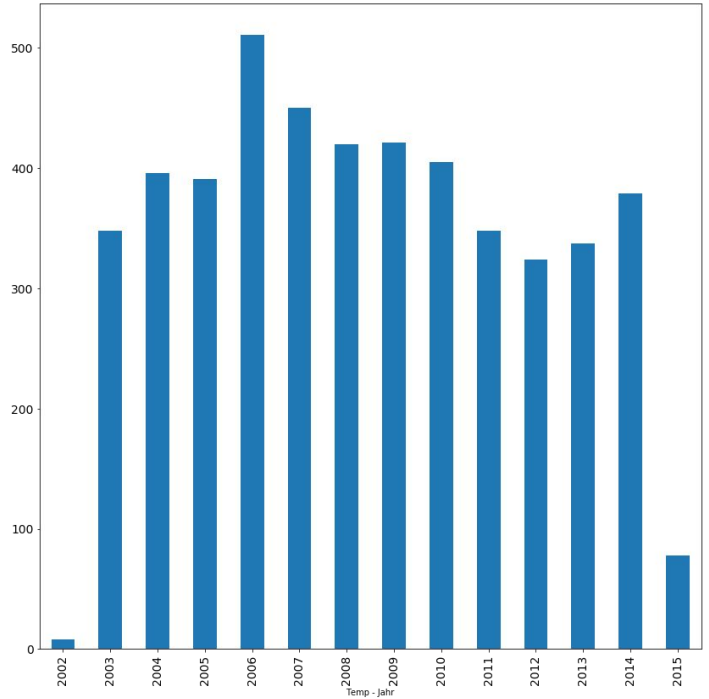


Source: Report by RCGS, 2016

The collection



...via platform...



...and release dates of video games.

The [j]Games Lab

[i]Games Lab
The Last Guardian™ VR DEMO

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

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

- 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

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

→ **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)”[1]

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)

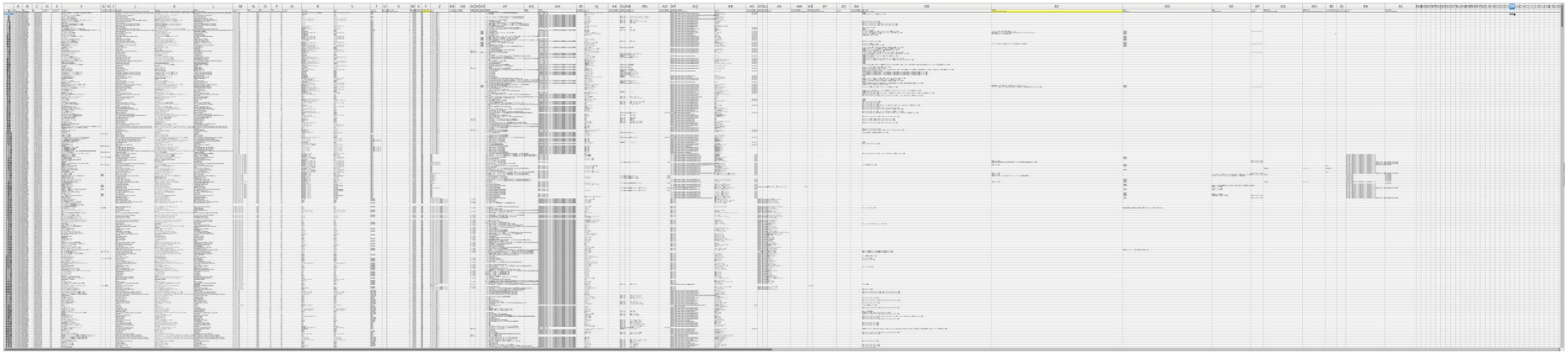
1 de Groat und Barrett, „Best Practices for Cataloging Video Games Using RDA and MARC21“. Online Audiovisual Catalogers, Inc., 2015 (http://www.olacinc.org/drupal/capc_files/GameBestPractices.pdf)

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	`&' - 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	`&' - 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 ココトカート	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 (「サイン入り名場面ブロマイド (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

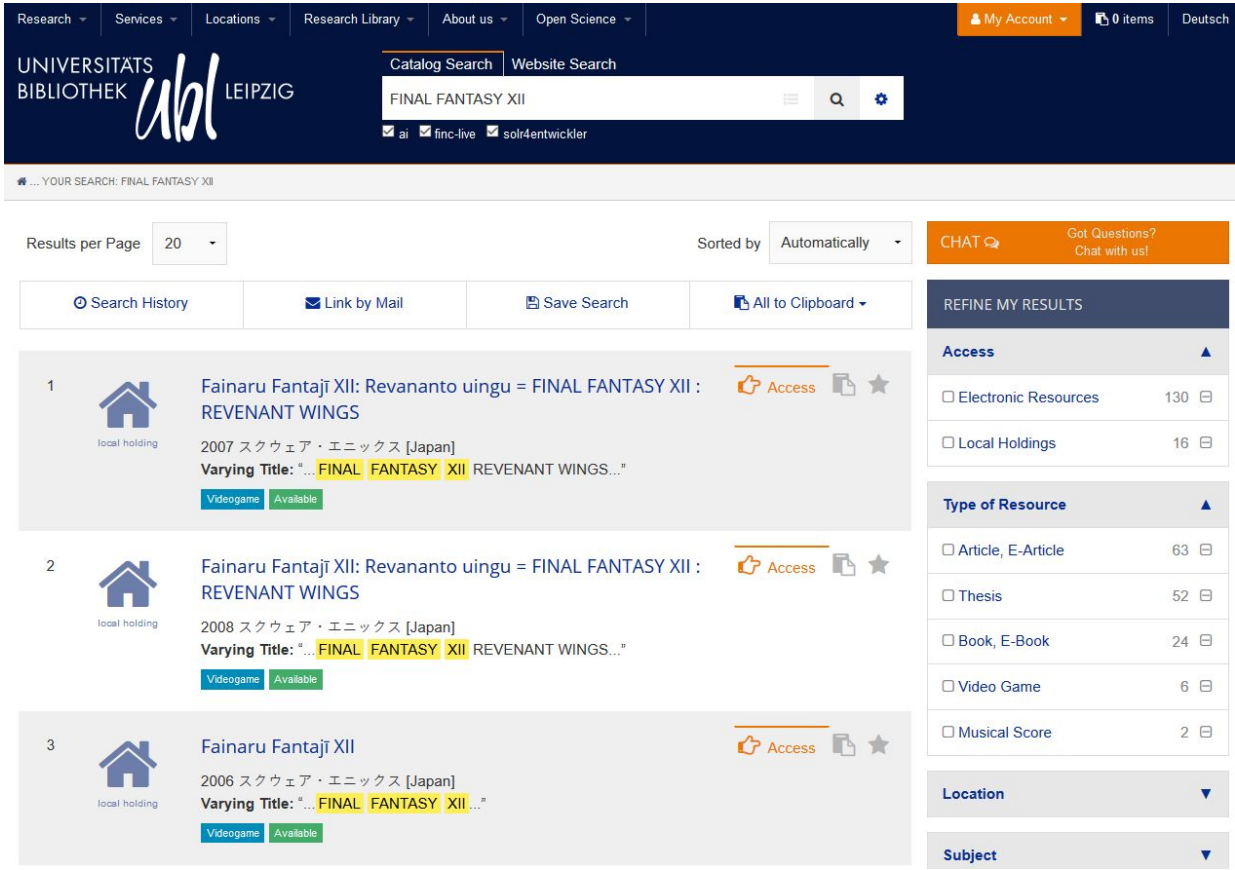


Video game title
Additional video game title
Spieletitel Media Mix
Video game title - Transcription Latin
Video game title - Transcription Kana
English title
Platform
Release date
Developer

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

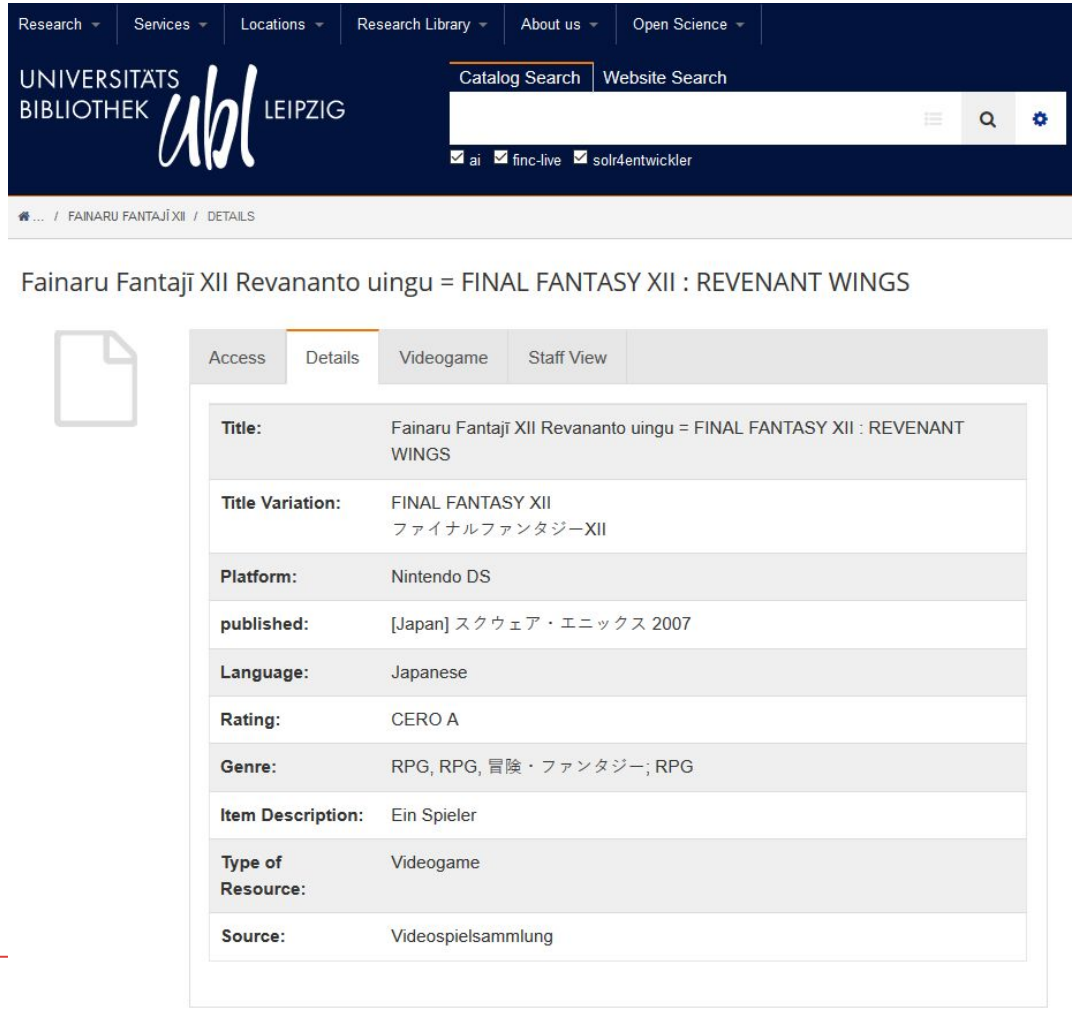
Discover video games (Prototype)

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



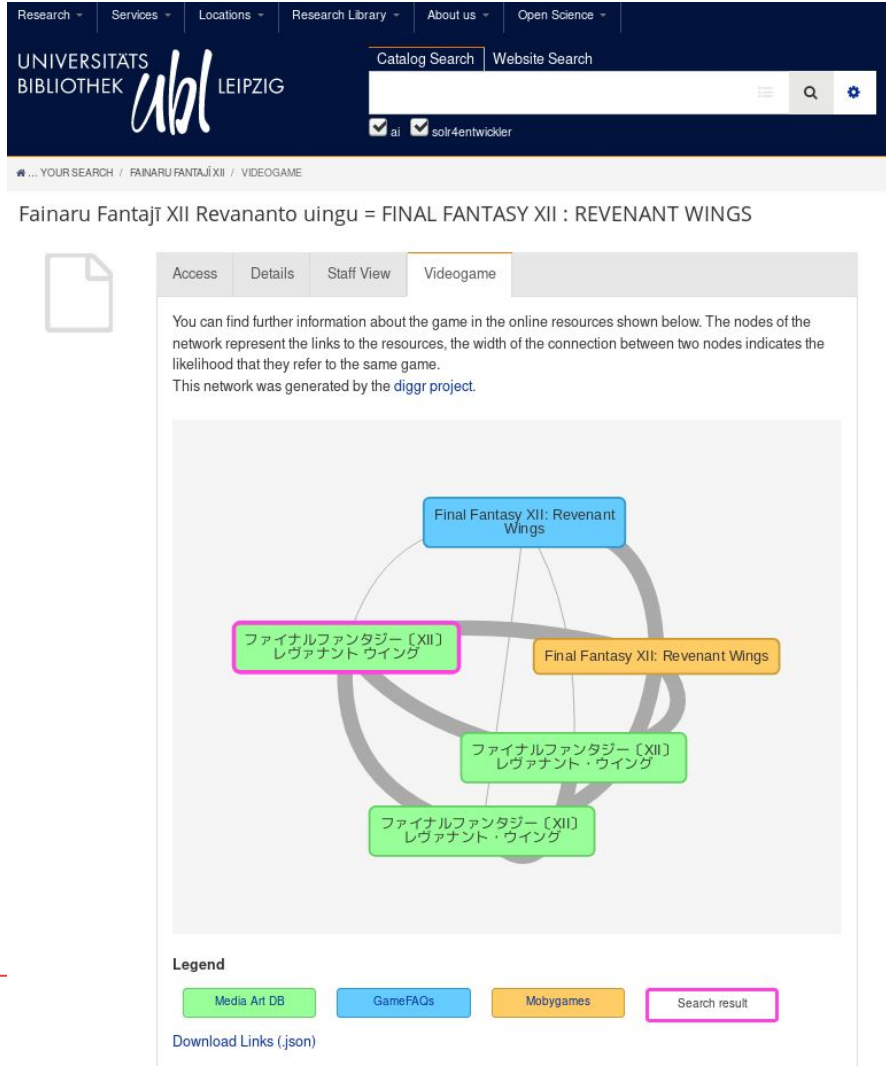
Discover video games (Prototype)

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



Discover video games (Prototype)

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



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

UNIVERSITÄT
LEIPZIG

Thank you!

https://diggr.link/
https://github.com/diggr

Licensed under Attribution 4.0 International (CC BY 4.0)