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CINE-GT 1803
7 May 2018

Metadata: Application Profile

      This application profile is for a collection of student work from the NYU Game Center. The Game Center, which offers an MFA, a BFA, and a minor in Game Design, does not have a formal archive for student work, which means (among other things) that students are unable to mine the program's history for inspiration, or even to avoid repetition. One of the goals of an archive, therefore, is to provide a database of previous thesis projects (for MFA students) and capstones (BFA) for browsing. Student work at the Game Center encompasses video games (2D, 3D, Virtual Reality, Augmented Reality, desktop-based, web-based, app-based, et cetera), as well as board games, tabletop games, and games with a combination of physical and digital elements.

      With so many types of possible games, an application profile needs to be general enough to encompass digital, physical, and documentation of games. I chose to build off of the standard Dublin Core CollectiveAccess profile, as the flexible and simplistic core satisfied my needs. Game elements are relatively unique within the cultural heritage sector, yet are creative works whose metadata covers similar ground to the physical and digital resources and objects well-served by DC. Terms and vocabulary for the resulting user interfaces have been edited heavily from the original DC in order to be approachable and instinctual for the professors and students who will be using the database and who are not trained in archival concepts.

Table of contents

Object: Game
"Work" level in FRBR.

Element Name	Game ID
Standard data element	game_ID
Definition	The ID assigned to the game.
Expected value	Number
Repeatability	Not repeatable
Cardinality	Mandatory
Notes	
Local controlled vocabulary	

Element Name	Title
Standard data element	title
Definition	Title of game.
Expected value	String
Repeatability	Not repeatable
Cardinality	Mandatory
Notes	
Local controlled vocabulary	

Element Name	Artist Statement
Standard data element	artist_statement
Definition	Artist statement for game.
Expected value	String
Repeatability	Repeatable
Cardinality	Mandatory
Notes	
Local controlled vocabulary	

Element Name	Other Description
Standard data element	other_description

Definition	Description of game.
Expected value	String
Repeatability	Repeatable
Cardinality	Optional
Notes	
Local controlled vocabulary	

Element Name	Game Submission Date
Standard data element	submission_date
Definition	Date when game was submitted.
Expected value	Date
Repeatability	Not repeatable
Cardinality	Mandatory
Notes	
Local controlled vocabulary	

Element Name	Game Attributes
Standard data element	game_attributes
Definition	Attributes of gameplay (see controlled vocabulary). Formatted as checklist.
Expected value	Date
Repeatability	Not repeatable
Cardinality	Mandatory
Notes	
Local controlled vocabulary	2D, 3D, App-based game, AR, Arduino-based game, Desktop game, Played with alt controller, Played with controller, Played with keyboard and mouse, Tabletop game, VR, Web-based game

Element Name	Genre
Standard data element	genre
Definition	Genre of game (see controlled vocabulary). Formatted as checklist.
Expected value	Date

Repeatability	Not repeatable
Cardinality	Mandatory
Notes	
Local controlled vocabulary	Abstract, Action, Cooperative, Minimalist, Narrative, Strategy

Element Name	Format
Standard data element	gen_format
Definition	File and physical formats of the game (.exe, alt controllers, etc.)
Expected value	String
Repeatability	Repeatable
Cardinality	Optional
Notes	
Local controlled vocabulary	

Element Name	Format Notes
Standard data element	format_notes
Definition	Further notes on format
Expected value	String
Repeatability	Repeatable
Cardinality	Optional
Notes	
Local controlled vocabulary	

Element Name	Gameplay Specifications
Standard data element	gameplay_specs
Definition	Original hardware requirements (controller, machine, etc.)
Expected value	String
Repeatability	Repeatable
Cardinality	Optional
Notes	
Local controlled vocabulary	

Element Name	Physical Gameplay Requirements
Standard data element	physical_requirements
Definition	Descriptions of alt controllers and/or physical requirements for gameplay (e.g., a 10x10' space, or a quiet room with a chair).
Expected value	String
Repeatability	Repeatable
Cardinality	Optional
Notes	
Local controlled vocabulary	

Element Name	Development Environment
Standard data element	dev_environment
Definition	Environment in which game was created; any software platforms (with versions) and/or programming language used.
Expected value	String
Repeatability	Repeatable
Cardinality	Optional
Notes	
Local controlled vocabulary	

Element Name	Trailer
Standard data element	trailer
Definition	Trailer of game.
Expected value	File
Repeatability	Repeatable
Cardinality	Optional
Notes	
Local controlled vocabulary	

Element Name	Video of gameplay
Standard data element	video_gameplay
Definition	Video of gameplay (walkthrough, Let's Play, etc.).
Expected value	File
Repeatability	Repeatable

Cardinality	Optional
Notes	
Local controlled vocabulary	

Element Name	Photo
Standard data element	photo
Definition	Photo of gameplay.
Expected value	File
Repeatability	Repeatable
Cardinality	Optional
Notes	
Local controlled vocabulary	

Element Name	Screenshot
Standard data element	screenshot
Definition	Screenshot of gameplay.
Expected value	File
Repeatability	Repeatable
Cardinality	Optional
Notes	
Local controlled vocabulary	

Element Name	Concept Art
Standard data element	concept_art
Definition	Concept art for game.
Expected value	File
Repeatability	Repeatable
Cardinality	Optional
Notes	
Local controlled vocabulary	

Element Name	External Links

Standard data element	external_link
Definition	Websites related to or hosting the game, such as Itch.io, Game Center, and other splash pages; Twitter accounts; and dev blogs.
Expected value	URL
Repeatability	Repeatable
Cardinality	Optional
Notes	
Local controlled vocabulary	

Element Name	Access
Standard data element	access
Definition	Level of access granted by developer.
Expected value	String
Repeatability	Not repeatable
Cardinality	Mandatory
Notes	
Local controlled vocabulary	public access, only accessible on-campus, only accessible with password, restricted public access

Element Name	Rights
Standard data element	rights
Definition	Description of rights for each element of the game.
Expected value	String
Repeatability	Not repeatable
Cardinality	Mandatory
Notes	Allows for elaboration on "access" value without restriction of controlled vocabulary.
Local controlled vocabulary	

Element Name	Rights Holder
Standard data element	rights_holder
Definition	Name of rights holder for game.
Expected value	String
Repeatability	Not repeatable
Cardinality	Mandatory

Notes	Usually game designer.
Local controlled vocabulary	

Object: Asset, Executable, Other Game Manifestation, Physical Component, Previous Build, Print and Play, Source Code

"Manifestation" level in FRBR. Type is selected from controlled vocabulary found under "object_types" nested under "Games" in "Lists & Vocabularies."

Element Name	Object Identifier
Standard data element	object_id
Definition	Unique ID for object.
Expected value	Integer
Repeatability	Not repeatable
Cardinality	Mandatory
Notes	
Local controlled vocabulary	

Element Name	Object Title
Standard data element	object_id
Definition	Title for object manifestation.
Expected value	String
Repeatability	Not repeatable
Cardinality	Mandatory
Notes	Formatted as Title: Type of object.
Local controlled vocabulary	

Element Name	Description
Standard data element	description
Definition	Description of object.
Expected value	String
Repeatability	Repeatable
Cardinality	Optional
Notes	
Local controlled vocabulary	

Element Name	Game manifestation
Standard data element	game_manifestation
Definition	The actual executable, print-and-play, asset, previous build, etc.
Expected value	File
Repeatability	Not repeatable
Cardinality	Mandatory
Notes	
Local controlled vocabulary	

Element Name	Game Size (GB)
Standard data element	game_size
Definition	Size of executable, in gigabytes.
Expected value	Floating-point integer
Repeatability	Not repeatable
Cardinality	Optional
Notes	
Local controlled vocabulary	

Entity: Designer

Element Name	Entity ID
Standard data element	entity_id
Definition	Unique ID for entity.
Expected value	Integer
Repeatability	Not repeatable
Cardinality	Mandatory
Notes	
Local controlled vocabulary	

Element Name	Entity Name (Preferred Labels)
Standard data element	entity_name
Definition	Name of entity.
Expected value	String
Repeatability	Not repeatable
Cardinality	Mandatory
Notes	
Local controlled vocabulary	

Element Name	Degree Program
Standard data element	degree_program
Definition	Designer's degree program.
Expected value	String (see controlled vocabulary)
Repeatability	Repeatable
Cardinality	Mandatory
Notes	
Local controlled vocabulary	BFA in Game Design, MFA in Game Design

Element Name	Graduation Semester
Standard data element	grad_semester
Definition	Graduation semester of designer.
Expected value	String (see controlled vocabulary)
Repeatability	Not repeatable
Cardinality	Mandatory
Notes	
Local controlled vocabulary	Spring 2018

Element Name	Description
Standard data element	description
Definition	Description of entity.
Expected value	String (see controlled vocabulary)
Repeatability	Repeatable
Cardinality	Mandatory
Notes	
Local controlled vocabulary	

Element Name	Email Address
Standard data element	email_address
Definition	Email address of entity.
Expected value	String (see controlled vocabulary)
Repeatability	Repeatable
Cardinality	Optional
Notes	For designers, preferably non-NYU.
Local controlled vocabulary	

Element Name	External Links
Standard data element	external_link
Definition	Websites related to or run by the entity.

Expected value	URL
Repeatability	Repeatable
Cardinality	Optional
Notes	
Local controlled vocabulary	

Element Name	Telephone/Fax
Standard data element	telephone
Definition	Telephone/fax numbers of entity.
Expected value	String
Repeatability	Repeatable
Cardinality	Optional
Notes	
Local controlled vocabulary	

Element Name	Address
Standard data element	address
Definition	Address of entity.
Expected value	String
Repeatability	Repeatable
Cardinality	Optional
Notes	
Local controlled vocabulary	

Entity: Course

Element Name	Display Name
Standard data element	entity_name
Definition	Name and semester of the course for which the game was created.
Expected value	Local controlled vocabulary
Repeatability	Not repeatable
Cardinality	Mandatory
Notes	As opposed to below values, the specific class and semester by which games can be grouped (rather than all thesis games, or all spring 2018 games).
Local controlled vocabulary	Thesis 2018 [MFA], Capstone 2018 [BFA]

Element Name	Course Name
Standard data element	course
Definition	Name of the course for which the game was created.
Expected value	String
Repeatability	Repeatable
Cardinality	Mandatory
Notes	
Local controlled vocabulary	Thesis, Capstone, Studio 2

Element Name	Course Semester
Standard data element	course_semester
Definition	Semester in which the game was created.
Expected value	Local controlled vocabulary
Repeatability	Not repeatable
Cardinality	Mandatory
Notes	
Local controlled vocabulary	Spring 2018, [to be expanded in future]

Element Name	External Links
Standard data element	external_link
Definition	Course website.
Expected value	URL
Repeatability	Repeatable
Cardinality	Optional
Notes	
Local controlled vocabulary	

Entity: Professor

Element Name	Entity ID
Standard data element	entity_id
Definition	Unique ID for entity.
Expected value	Integer
Repeatability	Not repeatable
Cardinality	Mandatory
Notes	
Local controlled vocabulary	

Element Name	Entity Name (Preferred Labels)
Standard data element	entity_name
Definition	Name of entity.
Expected value	String
Repeatability	Not repeatable
Cardinality	Mandatory
Notes	
Local controlled vocabulary	

Element Name	Description
Standard data element	description
Definition	Description of entity.
Expected value	String (see controlled vocabulary)
Repeatability	Repeatable
Cardinality	Optional
Notes	
Local controlled vocabulary	BFA in Game Design, MFA in Game Design

Element Name	Email Address

Standard data element	email_address
Definition	Email address of entity.
Expected value	String (see controlled vocabulary)
Repeatability	Repeatable
Cardinality	Optional
Notes	
Local controlled vocabulary	

Element Name	External Links
Standard data element	external_link
Definition	Websites related to or run by the entity.
Expected value	URL
Repeatability	Repeatable
Cardinality	Optional
Notes	
Local controlled vocabulary	

Relationships

Relationships: Entity <-> Entity
Professor <- professor -> Designer
Professor <- professor -> Course
Designer <- enrolled in -> Course

Relationships: Entity <-> Object
Course <- course project -> Game
Designer <- designer -> Game
Professor <- professor -> Game

Relationships: Object <-> Object
Game (Manifestation) <- is part of -> Game (Work)