

11.2 Construction of Digital Game Basic Title Database, and the International Cooperation

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The topic of the Digital game preservation has come to be widely discussed with the expansion and progress of digital game research and recognition as cultural assets to digital games. In the meantime, the practice of preservation is limited. Then, it is difficult to comprehend the overall situation. Therefore, accessibility of the digital game as research materials is limited. We think that Non-development of the game title database is the main cause. We are working to construct a database that includes consumer games, Arcade games, PC games. This is conducted as part of "Media Art Digital Archive Project". This project is promoted by the Agency for Cultural Affairs. In this study, we sort out methodologies to improve the accuracy and comprehensiveness of the database from knowledge obtained through the database construction of digital games. Also, we discussed the issues for internationalization as a utilization of the database.

This database was inputted in the reference materials, such as magazines and catalog. All titles were checked with two or more references. The target of this database is Consumer games, PC games, and Arcade games. It is a digital game database across the platform, which is based on the product package. We constructed a database that has been input 27,350 pieces (table 1). Therefore, we are preparing to publish database on the Internet (Graph 1). We analyzed the database to confirm the mismatch information. Reference materials that contain all of the titles did not exist without Small scale platforms. Among such, "Daigirin" contains the title of more than 95% in all platforms. It is appropriate to catalog as a basic reference. Difference of information has been present in several items. For example, they are items of publisher or title. This is due to the difference in the input format of each magazine. This was possible to fix mismatch information with basic reference. Some titles need to check with other references and Internet articles. Also, Gap of items are presented.

This method was able to input much information efficiently. But, it has many subjects as mentioned above. After this, all data are required to check with actual products. Therefore, there is a need to consider the library holdings linkage comprising international cooperation.

There are also three issues for database internationalization. The first issue is a multilingualization of the database. It is necessary to design and specifications of items for that. The second issue is network expansion for the collection agency cooperation. It is to expand the network of Japanese-made game collection agencies overseas. It is necessary to develop a collection management system through the bar code with designing unique ID for that. Third issue is to construct database of overseas game titles. This is still not yet started. It is necessary to examine the specification and ID for international standardization. Designing Consortium for discussion is its presupposition. In that sense, second issue is most important. We have to proceed these three issues at the same time.

1 Actual game software does not have the imprint. It's not possible to obtain an important meta-data such as launch date and price.

Table 1. The Number of Digital Game Basic Title Database

Classification	Number
Consumer Game	23,950
Arcade Game	1,800
PC Game	1,600
計	27,350

Graph 1. Screenshot of Digital Game Basic Title Database (Beta test)



Reference

Kindaichi, W. Zenken Kensaku Kanou CD-ROM Database tsuki Chozetsu Daigirin 2011 Aki Kanzen Zenkishu Ban. Tokuma Shoten. 2011.