

DATE: June 6, 2016
TO: ALA/ALCTS/CaMMS/Committee on Cataloging: Description and Access (CC:DA)
FROM: OLAC (Kelley McGrath)
SUBJECT: Addition of New Controlled Vocabulary for 3.19.6 Regional Encoding

BACKGROUND:

Most of the elements for technical details describing carriers in Chapter 3 have associated controlled vocabularies where one could potentially be developed. There is no controlled vocabulary for regional encoding (3.19.6). OLAC believes that adding a controlled vocabulary for individual region codes would be beneficial for users and improve data quality. Data would be recorded more consistently and would be in a form that could be machine-manipulated so it could be used for limiting and faceting.

The only types of regional encoding we were able to identify are for DVD video, video on Blu-ray and various types of video games. Other types of regional encoding could be added if they become commonly used. We also propose that, as in analogous instructions, terms from outside the list could be used if nothing in the list is appropriate.

We have broadened the definition of regional encoding to encompass all video game carriers as some non-disc video game carriers use regional encoding schemes.

We have provided definitions for DVD, Blu-ray and video game region codes below. The definition of most region codes is straightforward and primarily consists of listing the technology and the geographic areas associated with the region. However, there are a few problematic areas.

“Region free” discs

One potential difficulty is how to handle so-called “all region” or “region free” discs. These are discs that are intended to be playable on players designed for any region. Unfortunately, there are several slightly different methods to achieve this effect for DVD. DVD videos have eight flags, one for each region. Each flag can be either on or off. Discs intended to be usable in all regions can have

- No flags set
- Flags 1-6 set
- Flags 1-8 (all) set

We would prefer to use one term for all three situations. We believe this will best serve the vast majority of users by collocating what is essentially the same option. It is also a more practical solution. It is not very easy for catalogers to determine which flags are set if they are not explicitly stated on the resource. It is necessary to put the disc in a computer drive and use specialized software to determine which regions are set. The settings for regions 7 and 8, which are the only functional difference among the various methods, are irrelevant for almost all uses. Region 7 is reserved for future uses and copies made in certain situations, such as limited distribution for screening. Region 8 is intended for international venues, such as airplanes. It is unlikely that users will need to play a disc in a player that is designed only for region 7 or only for region 8. We therefore propose to use a single method of recording regional encoding for discs without regional restrictions, with cross-references from the common variations. There are several possible approaches.

1. Choose one of the terms that may appear on commercially-distributed discs and make cross-references from the others.
 - All regions
 - Region 0
 - Region 9
 - Region free
2. Choose a term that is not known to appear on commercially-distributed disc and make cross-references from the terms in the list above.
 - No regional encoding

This would prevent the misconception that any given disc used the particular approach associated with one of the terms in the first list.

3. Record all regions in which it is known that the disc will play. A cataloger could record the following for a disc labeled with one of the terms in the first list and remain silent about regions 7 and 8 unless they consider it important and are able to determine that the disc will also play in those regions. This would enable more consistent faceting and limiting, but requires more data entry and would make the instructions more complicated. It is also more difficult to implement with video games.
 - Region 1 (DVD video), Region 2 (DVD video), Region 3 (DVD video), Region 4 (DVD video), Region 5, Region 6

Video game region codes: lack of standardization

Video game region codes are managed by the platform developers and there is no industry-wide standard. Therefore, there is no requirement that every company use the same codes or define the codes in the same way. It is also possible that the geographic scope of some of the region codes has changed over time. We have therefore decided not to provide exhaustive definitions of the geographic regions covered by any particular video game region code.

Video game region codes: conflation with television broadcast standards

Video game region codes are often given in forms like NTSC-U/C or NTSC-J. For the NTSC ones, it seems reasonable to leave NTSC in the TV broadcast standard element and only record “U/C” or “J” as the region code. However, in the case of PAL, games are usually just labeled PAL and not subdivided in any way. This originally did refer to the television broadcast standard, but in the era of digital televisions, it is less clear if it is still referring to the broadcast standard or if it is serving as a label for a region code. Notes on some recent WorldCat records have statements like

“PlayStation 3 with PAL designation”

“System requirements: PAL Playstation 4”

However, we don’t think it is practical to try to distinguish whether PAL is referring to the television broadcast standard or is functioning as a region code so we recommend recording PAL under 3.18.3 whenever it occurs even if the region code element is left blank.

Form of terms

We have only qualified the terms when it is necessary to distinguish between two otherwise identical terms. We have prefixed all the terms with “region.” DVD and Blu-ray regions are usually referred to this way, but the lettered regions for video games are usually prefixed by NTSC or PAL and do not

include the term region. These terms could be changed to conform with whatever forms are preferable for RDA.

Additions to the Glossary

Definitions have been provided for all the new terms.

Proposed Revision:

3.19.6 Regional Encoding

3.19.6.1 Scope

Regional encoding ▼ is a code identifying the region of the world for which a videodisc or videogame carrier has been encoded, and preventing the ~~diser~~resource from being played on a player sold for use in a different region.

3.19.6.2 Sources of Information

Use evidence presented by the resource itself (or on any accompanying material or container) as the basis for recording the regional encoding. Take additional evidence from any source.

3.19.6.3 Recording Regional Encoding

Record the regional encoding if considered important for identification or selection. Use an appropriate term or terms from the following list:

[term for region free if used—see discussion above]

region 1 (DVD video)

region 1 (video game)

region 2 (DVD video)

region 2 (video game)

region 3 (DVD video)

region 3 (video game)

region 4 (DVD video)

region 4 (video game)

region 5

region 6

region 7

region 8

region A

region B

region C (Blu-ray Disc Movie)

region C (video game)

region J

region K

region U/C

EXAMPLE

region 4

~~all regions~~

[term for all regions or list of multiple regions—see discussion above]

If none of the terms in the list is appropriate, use another concise term to indicate the regional encoding.

3.19.6.4 Details of Regional Encoding

Record details of regional encoding ▼ if considered important for identification or selection. For scope and sources of information, see 3.19.6.1 and 3.19.6.2.

EXAMPLE

Regional encoding applies to downloadable content for the game not the game itself.

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region 2 (DVD video)

region 2 (video game)

region 3 (DVD video)
region 3 (video game)
region 4 (DVD video)
region 4 (video game)
region 5
region 6
region 7
region 8
region A
region B
region C (Blu-ray Disc Movie)
region C (video game)
region J
region K
region U/C

EXAMPLE

region 4

[term for all regions or list of multiple regions—see discussion above]

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EXAMPLE

Regional encoding applies to downloadable content for the game not the game itself.

RDA Glossary

Proposed additions:

DVD

Region 1: A code that identifies a DVD videodisc that has been encoded to be read by players manufactured for use in the United States, Canada, Bermuda, and U.S. territories.

Region 2: A code that identifies a DVD videodisc that has been encoded to be read by players manufactured for use in Europe (Central Europe, Northern Europe, Southern Europe, Western Europe), Egypt, Middle East, Japan, South Africa, Swaziland, Lesotho, Greenland, British Overseas Territories, British Crown Dependencies, French Overseas departments and territories.

Region 3: A code that identifies a DVD videodisc that has been encoded to be read by players manufactured for use in Southeast Asia, South Korea, Taiwan, Hong Kong, Macau.

Region 4: A code that identifies a DVD videodisc that has been encoded to be read by players manufactured for use in Latin America (except French Guiana), Guyana, Suriname, New Zealand, Australia, Papua New Guinea, much of Oceania.

Region 5: A code that identifies a DVD videodisc that has been encoded to be read by players manufactured for use in South Asia, Afghanistan, Eastern Europe (Ukraine, Belarus, Russia, Kazakhstan), Africa (except Egypt, South Africa, Swaziland, Lesotho), Central Asia, Mongolia, North Korea.

Region 6: A code that identifies a DVD videodisc that has been encoded to be read by players manufactured for use in China.

Region 7: A code that identifies a DVD videodisc that has been encoded to be used for MPA-related DVDs and "media copies" of pre-releases in Asia, and is reserved for other future uses. Not used for commercially-released DVD videodiscs.

Region 8: A code that identifies a DVD videodisc that has been encoded to be read by players manufactured for use in international venues such as aircraft, cruise ships, spacecraft, etc.

Blu-ray

Region A: A code that identifies a Blu-ray videodisc that has been encoded to be read by players manufactured for use in North, Central and South America, East and Southeast Asia, including Japan.

Region B: A code that identifies a Blu-ray videodisc that has been encoded to be read by players manufactured for use in Europe, Africa, the Middle East, Australia and New Zealand.

Region C (Blu-ray Disc Movie): A code that identifies a Blu-ray videodisc that has been encoded to be read by players manufactured for use in Central and Southern Asia, China, Russia, and anywhere not included in regions A and B.

Video games

Region C (video game) : A code that identifies a video game carrier that has been encoded to be read by players manufactured for use in China.

Region J: A code that identifies a video game carrier that has been encoded to be read by players manufactured for use in Japan and selected other countries.

Region K: A code that identifies a video game carrier that has been encoded to be read by players manufactured for use in South Korea.

Region U/C: A code that identifies a video game carrier that has been encoded to be read by players manufactured for use in the United States, Canada and selected other countries.

Region 1 (video game): A code that identifies a video game carrier that has been encoded to be read by players manufactured for use in a limited geographic region.

region 2 (video game): A code that identifies a video game carrier that has been encoded to be read by players manufactured for use in a limited geographic region.

region 3 (video game): A code that identifies a video game carrier that has been encoded to be read by players manufactured for use in a limited geographic region.

region 4 (video game): A code that identifies a video game carrier that has been encoded to be read by players manufactured for use in a limited geographic region.

Region Free

All Regions: No Regional Encoding ▼

No Regional Encoding [or whatever term is chosen; alternatively, cross-references would need to go to multiple individual regions]: A designation used to indicate that a videodisc or video game carrier has no type of regional encoding embedded

Region 0: No Regional Encoding ▼

Region 9: No Regional Encoding ▼

Region ABC: No Regional Encoding ▼

Region Free: No Regional Encoding ▼