**ALCTS/CaMMS Subject Analysis Committee**

**Subcommittee on Faceted Vocabularies**

*Report to SAC*

January 10, 2019

Summary of Activities since ALA Annual 2018

**Transitions**: Past Chair Lia Contursi decided to step down as chair. Casey Mullin was appointed as the new chair. Lia continues to serve SSFV as a regular member, and we thank her for her service and leadership.

In late 2018, SSFV engaged in a brainstorming activity to identify possible directions for short- and medium-term efforts. See the “Planned Work” section below for a brief listing of potential project areas.

In early January 2019, SAC received a follow-up response from the PCC Policy Committee (PoCo) to the white paper [A Brave New Faceted World](https://www.google.com/url?q=https%3A%2F%2Fdrive.google.com%2Fopen%3Fid%3D1J1Pl0q-6O0zo_5BMfKHMO26tLg9uDBGp). Mullin, in his role as PoCo member at large, participated in the writing of this response. That response will be shared under separate cover, and is promising from a collaboration standpoint.

Update on Music Vocabularies and Music Toolkit

See [MLA SAC Liaison’s report](https://drive.google.com/open?id=1AkoZgQJKup1viHcAUCeeU4qIxIIE3GxE).

Update on the OLAC Video Game Genre Vocabulary

*Submitted by Rosemary Groenwald*

The OLAC Video Game Genre Vocabulary was launched on the OLAC website on October 5, 2018. The vocabulary includes sixty-six genre terms, each with a scope note to help users choose the correct term when cataloging video games. The vocabulary is fully cross-referenced and includes authoritative sources to corroborate the usage of the genre term as applied to video games. The list of the sixty-six OLAC authorized video game genre vocabulary terms, guidelines for their use, as well as the related MARC authority records for the terms can be found on OLAC’s website under the category of Cataloging Resources - **OLAC video game genre vocabulary**, at <http://www.olacinc.org/video-game-vocabulary>.

The **OLAC video game genre vocabulary** has been assigned the MARC source code of **olacvggt** and the designated **olacvggt**code appears in the Genre/Form Code and Term Source Codes list, <http://www.loc.gov/standards/sourcelist/genre-form.html>.

The **OLAC video game genre vocabulary** also has an RDF-compliant form which can be found at the [Open Metadata Registry](http://metadataregistry.org/vocabulary/show/id/488.html). Each term has a permalink and the entire vocabulary can be downloaded as XML or CSV. The OMR link can be found on the OLAC website under the category of Cataloging Resources - **OLAC video game genre vocabulary**- Open Metadata Registry.

The charge of the working group was accomplished with the “publication” of the vocabulary and no further work is required. It was decided to make the vocabulary a closed list since it would be difficult to establish a SAC working group with an open-ended charge of being able to continue to add terms as needed and/or recommended by the cataloging community. That said, Rosemary Groenwald, the Chair of the Working Group does plan on discussing the possibility of an OLAC/CAPC group taking on such a responsibility with the OLAC Board.

Planned Work for 2019

**Projects**: Following on its brainstorming activity, SSFV will be articulating a project road map for the coming year. Possible projects might include:

* Designing specifications for semi-automated generation of faceted data based on existing subject headings and MARC codes (modelled after the [Music Toolkit](http://cmc.blog.musiclibraryassoc.org/2018/04/20/new-oclc-music-toolkit-for-generating-faceted-music-data/), but for use in other domains)
* Best Practices for the MARC 370 field
* Best Practices for the MARC 385 field
* Best Practices for the MARC 386 field
* Establishing a temporal terms vocabulary for use in the MARC 388 field

As needed, SSFV will engage the expertise of outside individuals such as Gary Strawn, PCC representatives, specialist cataloging/metadata communities, etc. Working groups consisting of SSFV members and outside experts may be formed to carry out specific projects.

**Charge**: SSFV will be reviewing its charge and proposing revisions to SAC as needed. The existing charge has a limited-term focus and is perhaps too specific/bounded. Additionally, SSFV needs to codify operational definition of “faceted vocabulary.” This could be largely based on Library of Congress’ definition from their [Introduction to LCGFT](https://www.google.com/url?q=https%3A%2F%2Fwww.loc.gov%2Faba%2Fpublications%2FArchived-LCGFT16%2Fgftintro.pdf), with additional language as needed. An open question is whether SSFV has a role (even an observational one) with FAST development, or if FAST should be seen as out of scope of SSFV work.

**Membership**: SSFV would like to expand its ranks of faceted vocabulary experts, and will work with the SAC Co-Chairs to solicit volunteers and make additional appointments (e.g., a PCC representative), in accordance with proper protocols. Additionally, SSFV requests clarity on term length/limits for both the Chair and individual members.

Respectfully submitted,

Casey Mullin