### LRM and RDA 3R Ch-ch-ch-ch-changes Daniel N. Joudrey Associate Professor, Simmons University Competencies and Education for a Career in Cataloging Interest Group January 25, 2019, ALA Midwinter Seattle, Washington

### Why the Library Reference Model (LRM)?

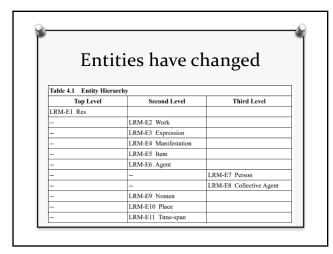
- o In the beginning, there was FRBR
  - o Then FRAD
- But they conflicted: a need for harmonization
  - Major conflicts
  - Names
  - Subjects

### What is LRM?

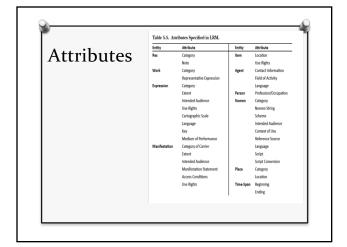
- ø High-level, conceptual, E-R model
  - o The harmonization of the three FR models
  - $\sigma$  In development since 2010 or so
  - o Adopted in 2017 by IFLA
- Aims to not only consolidate, but also generalize the three previous models
  - Eliminates "administrative" focus in FR models
  - o Removes emphasis on authority work found in FRAD

### Changes in LRM

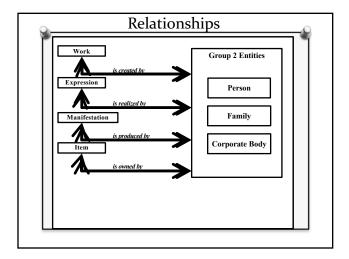
- User Tasks Redefined
  - o Find, Identify, Select, and Obtain remain
  - *o* Explore added
  - o Justify and Contextualize deprecated
- O Users of interest redefined
  - o Patrons only
  - $\sigma$  Catalogers/Staff removed from consideration

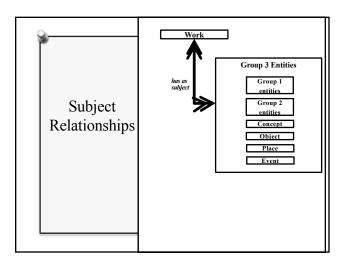


### Attributes and Relationships also have changed Hierarchy allows for: inherited attributes inherited relationships What's true for Agent in Tier 2 ... Mis also true of its subclasses in Tier 3 (Person, Collective Agent) More emphasis on relationships Less concern about attributes



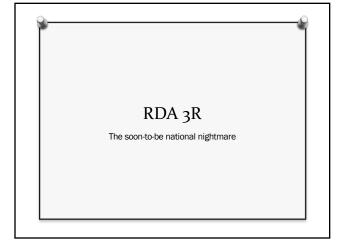
# Relationships o 36 relationships identified in LRM o Still includes some relationships from previous models o Work is realized in an expression, o Expression is embodied in a manifestation, o Manifestation is exemplified by an item o Some relationships have been deprecated o The specialized relationships between Agents and Group 1 entities have changed

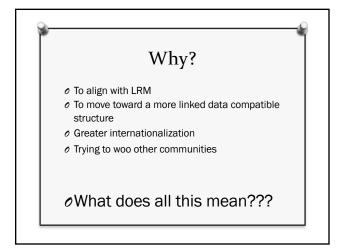




### Relationships Res-based relationships had to be defined. Nomen-based relationships had to be defined. Same is true for Agent, Place, and Timespan Whole-part relationships continue to exist as do the relationships between Group 1 entities (e.g., work precedes work)

## Some Final Thoughts on LRM • Res is now an entity. It exists to save us extra work. • Nomens (i.e., names, titles, labels) are now entities in their own right. • Fictitious characters, spirits, personas, etc. are not persons. Fictitious places and timespans are not real places or time-spans. • They are all nomens used by a real agent or represent a res (e.g., subject).





# Changes o Structure o 13 entities are the focal point ("chapters?") o 1700+ elements, each with own page o Links to everything you want know/do about that element (definition, recording methods, relationships) o More work-related elements o Surpassed manifestation elements o Includes reverse direction of relationships o Created / Created by

# Changes Navigation has changed No instruction numbers After much argument (yes, argument), "Citation numbers" will be randomly generated for every instruction in RDA Numbers will have no meaning/order LRM order for entities; alphabetical for elements Search for what you need Eventually, a hierarchy browser will be developed

### Changes

- - $\sigma$  "Core is less useful at a global level."
- o All recording methods are optional
  - $\sigma$  Many ways to do things
  - No telling you what to do now; nothing will be prescribed
- $\sigma$   $\mbox{ In short: } \mbox{everything has to be defined in an application profile}$ 
  - o RDA 2.0 is not a replacement for RDA
  - Different functions

### **Application Profiles**

- What elements must be recorded? (Mandatory)
- What elements should be recorded? (Desirable)
- What may be repeated?
- What vocabularies are used?
- What recording methods are used?

### Changes

- $\sigma$  Instructions have been restructured
- $\emph{o}$  Alternatives and exceptions are now just other options you might choose
- $\boldsymbol{\sigma}$  Everything moved around (less hierarchical),
- Added new recording methods
- New element structure
- $\boldsymbol{o}$  Flattened nested options
- Element names have been simplified
  - Publisher's name has become name of publisher