

Encoding non-traditional WorkType

This practice provides additional information on how to encode WorkType in Common Metadata, MEC, and Avails. Focus is more on newer WorkTypes (i.e., not 'movie'), although we might add additional guidance for older WorkType values over time. Specific instructions are given for WorkTypeDetail.



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REVISION HISTORY

Version	Date	Description
1.0	November 1, 2018	Initial publication (in conjunction with CM 2.7)

1 NON-TRADITIONAL WORKTYPE ENUMERATIONS

This document's primary purpose is to provide WorkTypeDetail encoding for non-traditional WorkType enumerations.

WorkType typically defines the type of media being provided. This document describes how to encode what we're calling non-traditional work types related to objects typically not part of a media delivery. Traditional work types include things related to music, movies, TV, applications and galleries; including all grouping objects, such as, 'franchise'.

1.1 "Work"

When we refer to a Work, we are generally referring to the creation itself. Using FRBR¹ terminology, this a Work or Expression, not Manifestation. For example, we would generally be referring to the composed opera "La Traviata" or a particular staging, not a performance. We would see the performance as an "event" rather than a "work".

Another example: A so-called 'book' can take different or multiple forms (e.g., printed text, electronic text, audio), we are non-specific about the manifestation of the work.

1.2 WorkTypeDetail

Non-traditional WorkType values cover broad categories, so WorkTypeDetail is essential for meaningful decoding. Within the broader categories are countless other categories, so we make no attempt to fully enumerate them.

Our primary focus was to identify categories that related to movies and television. We didn't worry too much about categories that have not been the subject of movies or TV. Consequently, most examples generally tie in movies or TV. However, these categories can cover objects that have no relationship to other media.

1.3 Implementation Notes

It is strongly recommended that these enumerations be used exactly when they apply.

Additional WorkTypeDetail values may be created to accommodate what's not included here. We strongly recommend submitting these values to MovieLabs for incorporation into future versions of this practice.

When we give a primary WorkTypeDetail (e.g., 'Game') and specify that additional values (e.g., 'Video Game') may be included, both must be included. That is, in this example, you can't just include 'Video Game'.

Some WorkTypeDetail values we define are subordinate to others. For example, under WorkTypeDetail "Game" we have WorkTypeDetail "Video Game". The inclusion of the broader

¹ Our model is intended to (roughly) align with library science's Functional Requirement for Bibliographic Records (FRBR), Group 1, "Work".

category makes it easier to find the general categories—these will be more stable over time. We use the pattern of including the general category in the specific, such as “Video *Game*” and “Tap *Dance*”.

2 WRITTEN WORK

Written work is a broad category that covers work generally published or could be published a book, magazine, blog, or other written creative work. Although a book of photographs could be considered ‘Visual Art’, for this categorization, we are still considering it a written work.

Following are some enumerations for WorkTypeDetail:

- ‘Non-Fiction’ – any non-fiction work, not covered in another category
- ‘Novel’ – A novel or novella
- ‘Short Fiction’ – Short fiction, not in another category. Short story.
- ‘Graphic Novel’ – graphic novels; colloquially, comic book
- ‘Comic’ – An individual comic strips, or individual (single frame) comics.
- ‘Comic Series’ – A series of comic strips or comics. For example, ‘Peanuts’.
- ‘Periodical’ – Any work published at regular intervals, not covered by other categories.
- ‘Compendium’ – A collection of other works, not covered by another category. For example, a journal, a collection of short stories, articles, photographs.
- ‘Article’ – An article from a periodical or compendium

3 VISUAL ART

‘Visual Art’ covers the visual arts other than motion pictures. Wikipedia provides a good explanation https://en.wikipedia.org/wiki/Visual_arts

Following are some enumerations for WorkTypeDetail:

- ‘Photo’ – Photographic image
- ‘2D Art’ – A generally two artistic impression other than ‘photo’. This includes objects that have relief, but are mostly two-dimensional (e.g., Alberto Baumann [“Inheritance of the Twentieth Century”](#).) This includes 2-dimensional art that changes over time while depending on the context of the presentation (e.g., a screen embedded in another object such as to provide meaning). WorkTypeDetail may include
 - ‘Painting’
 - ‘Drawing’

- 'Print'
- '3D Art – A three (or more) dimensional object of any medium, other than ceramic'

4 PERFORMING ART

'Visual Art' covers the visual arts. Wikipedia provides a good explanation of this too: https://en.wikipedia.org/wiki/Performing_arts

Following are some enumerations for WorkTypeDetail:

- 'Dance' – A performance characterized primarily by human movement. Concert Dance. There are so many types of dance, that we are not attempting to enumerate them. Here are a few suggestions
 - Keep it simple. For example, use 'ballet' for ballet.
 - Maintain the word 'dance' when applicable to avoid conflict with other WorkTypeDetail that might be present. For example, use "Tap Dance" (instead of "Tap"), 'Disco Dance' and 'Salsa Dance'.
- 'Theater' – Performing art other than dance. WorkTypeDetail may include
 - 'Play' – A performance dominated by spoken dialog, typically dramatic. For example, "Death of a Salesman".
 - 'Musical' – A performance dominated by music, other than 'opera'. For example, "Rent".
 - 'Opera' – For example, "Aida", "La Bohème", "Bel Canto"

5 COMPETITION

We are not enumerating 'Competition' at this time. Note that Common Metadata was not designed to capture nuance of sporting events (e.g., venues, teams, etc.), so at most we can provide a general description of the event (e.g., football game) or series of events (e.g., football season or 2000 Olympics) or even broader (e.g., Modern Olympics).

6 AMUSEMENT

Amusement is a broad category that describes media or objects created for people's amusement.

Following are some enumerations for WorkTypeDetail.

- 'Game' – any type of game. May also include a WorkTypeDetail instance with one of the following values. Note that games may be real (Monopoly) or fictional (e.g., Jumanji)

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- 'Video Game' – a video game (e.g., Tomb Raider, Resident Evil, Jumanji)
 - 'Board Game' – a game involving physical objects, typically but not necessarily played on a 'board' (e.g., chess, Clue, Battleship, Jumanji)
 - 'Role Playing Game' (e.g., Dungeons and Dragons)
 - 'Card Game' (e.g., poker, go fish)
 - 'Toy' – Generally a physical toy (e.g., Legos)
 - 'Rides' – Amusement Park Rides (e.g., Jaws: The Ride, Mad Tea Party, Colossus)