

**To:** Joint Steering Committee for Development of RDA

**From:** Ebe Kartus, ACOC Representative

**Subject:** New Chapter 3 elements for *Optical Disc Data Storage Format* and *Optical Disc Recording Method*

ACOC thanks for ALA for this proposal for new elements for optical disc data, which simplifies the instructions and utilised existing vocabularies. ACOC generally supports this proposal.

ACOC are particularly pleased to see that gaming formats have been included. However, we are not comfortable with listing *only* the Wii U format, as we do not agree with the assertion that it is “the most common proprietary game disc format”. We would argue that Xbox One and Playstation 4 optical discs are just as commonly used and some regions and demographics may see more of these formats than that of the Wii U. All Xbox and Playstation formats use proprietary encoding and cannot be read in other consoles, so gamers need the same information to access these formats, as somebody using a Wii U disc.

ACOC agrees with establishing “stamped” vs “burned” as the primary distinction for recording method, and leaving the more specific types as an optional addition.