To: RDA Steering Committee

From: Kathy Glennan, ALA Representative

Subject: Adding controlled vocabulary to RDA 3.19.6, *Regional Encoding,* and to the Glossary

Abstract

Expand the scope of RDA 3.19.6, *Regional Encoding*, to include all types of digital files. Add a controlled vocabulary for standardized regional codes to 3.19.6.3, the Glossary, and the RDA Registry. Create 3.19.6.4, *Details of Regional Encoding,* to accommodate any additional information about regional encoding.

Justification

The majority of RDA elements related to technical details for describing carriers have an associated controlled vocabulary. One that does not is RDA 3.19.6 *(Regional Encoding)*, even though many regional encoding values are well defined and thus would be candidates for inclusion in a controlled list of terms. ALA believes that adding a controlled vocabulary for certain individual region codes would be beneficial for users and would 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.

As currently defined, regional encoding is limited to videodiscs. However, such codes are also used for certain types of video games. Thus ALA recommends expanding the scope in 3.19.6.1 to include video game carriers. While this could be achieved with explicitly naming that carrier in the instruction, we would prefer expanding the application of this element to all digital files, which is the overall scope of RDA 3.19.

To parallel other Chapter 3 instructions, the proposal below recommends including the ability to record another concise term in 3.19.6.3 and creating the instruction/element to enable recording details of regional encoding in 3.19.6.4.

Issues to be resolved

For the most part, the definition of region codes is straightforward; the definitions need to include the type of carrier and the geographic areas associated with a given region. However, ALA has identified the following areas for the RSC's consideration.

1. Scope of regional encoding

In the proposal below, ALA recommends expanding the scope of regional encoding so that it covers all digital files. Although regional encoding is currently only used for DVD video, video on Blu-ray, and certain types of video games, we see no reason to limit the scope to just these three types of carriers.

With the suggested revision, which both broadens and simplifies the scope, the definition no longer makes an explicit statement that the purpose of regional encoding is to limit the

geographic area in which the resource can be used (i.e., excluding the other regions). This information would only reside in the related Glossary entries. The audiovisual experts within ALA would prefer to continue to capture this information somewhere. Are the Glossary definitions sufficient?

2. "Region free" discs

"All region" or "region free" DVD discs are intended to be playable on players worldwide. Unfortunately, there are several slightly different methods to achieve this effect. 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

ALA recommends using a single 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 difficult for catalogers to determine which flags are set unless this information is explicitly stated on the resource – it requires putting the disc in a computer drive and using specialized software to determine which regions are set. The settings for regions 7 and 8, which are the only functional differences 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. After considering several different terms for this situation ("all regions", "region 0", "region 9", "region free" and "no regional encoding"), ALA recommends using "all regions" as the clearest statement for both catalogers and end users.

3. Including definitions for Region 7 and Region 8

As mentioned above, at this time these two DVD region codes apply to very limited situations. ALA wonders if these should be defined now, or if they should be added to the controlled vocabulary later, if the need arises from a cataloging or user community. We have included them for completeness below; however, it is likely that only archives would need these codes.

4. Video game region codes: lack of standardization

Unlike the DVD and Blu-ray codes, video game region codes are managed by the platform developers, and there is no industry-wide standard. Thus, there is no guarantee that each company uses the same codes with the same definitions. However, certain codes are more clearly defined and consistently used. These are the video game region codes we have included in this proposal. Other less-standardized codes appearing on the resource could be recorded either as "another concise term" per 3.19.6.3 or as "details of regional encoding" in the proposed 3.19.6.4.

5. Video game region codes: conflation with television broadcast standards

Video game region codes are often given in forms such as NTSC-U/C or NTSC-J. For the NTSC codes, it seems reasonable to separate these, recording NTSC in the *Broadcast Standard* element (RDA 3.18.3) and only recording "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 serving that function or if it is a label for a region code. Notes on some recent WorldCat records have statements like "PlayStation 3 with PAL designation" or "System requirements: PAL Playstation 4". However, ALA does not think it is practical to try to distinguish whether PAL is referring to the television broadcast standard or is functioning as a region code. Thus, we recommend recording PAL in the *Broadcast Standard* element whenever it occurs, even if the region code element is left blank.

6. Form of terms

The proposal includes qualifiers for the terms only when it is necessary to distinguish between them. We decided to begin all the terms with "region." DVD and Blu-ray regions are usually referred to this way, but as noted above, the lettered regions for video games are usually prefixed by NTSC or PAL and do not include the term "region".

Impact

Using a controlled vocabulary for regional encoding would provide consistent data, which would benefit users and allow for an actionable terms in a linked data environment. Implementing this proposal would impact the RDA text, Glossary and Registry. However, ALA does not believe it would have a significant impact on the cataloging process.

Summary of Proposed Changes

- Expand the scope of RDA 3.19.6, *Regional Encoding*, to include all types of digital files.
- Add a controlled vocabulary for standardized regional codes to 3.19.6.3, the Glossary, and the RDA Registry.
- Add the standard "use another concise term" paragraph to 3.19.6.3, needed due to the addition of the controlled list of terms.
- Create 3.19.6.4, *Details of Regional Encoding,* to accommodate any additional information about regional encoding.

Proposal

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3.19.6 Regional Encoding
3.19.6.1 Scope

Regional encoding▾ is a ~~code identifying~~ designation for one or more ~~the~~ region_s_ of the world ~~for~~ in which a digital file may be played. ~~videodisc has been encoded, and preventing the disc from being played on a player sold 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:

all regions
region 1
region 2
region 3
region 4
region 5
region 6
region 7
region 8
region A
region B
region C (Blu-ray)
region C (video game)
region J
region U/C

> **EXAMPLE**
> region 4
> all regions

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

> **EXAMPLE**
> region K
> Type of encoding for a video game carrier to be read by players manufactured for use in South Korea

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

Glossary

all regions

> A regional encoding for a digital file to be read by players worldwide.

details of regional encoding

> Details of the designation for one or more regions of the world in which a digital file may be played.

no regional encoding

> **all regions▾**

region 0

> **all regions▾**

region 1

> A regional encoding for a DVD videodisc to be read by players manufactured for use in the United States, Canada, Bermuda, and U.S. territories.

region 2

> A regional encoding for a DVD videodisc to be read by players manufactured for use in Japan, Europe, South Africa, and the Middle East, including Egypt.

region 3

> A regional encoding for a DVD videodisc to be read by players manufactured for use in Southeast Asia and East Asia, including Hong Kong.

region 4

> A regional encoding for a DVD videodisc to be read by players manufactured for use in Australia, New Zealand, Pacific Islands, Central America, South America, and the Caribbean.

region 5

> A regional encoding for a DVD videodisc to be read by players manufactured for use in Eastern Europe, Baltic States, Russia, Central and South Asia, Indian subcontinent, Africa, North Korea, and Mongolia.

region 6

> A regional encoding for a DVD videodisc to be read by players manufactured for use in China.

region 7

> A regional encoding for a DVD videodisc to be read by players designed for special uses, such as MPAA-related screeners and media copies of pre-releases in Asia.

region 8

> A regional encoding for a DVD videodisc to be read by players manufactured for use in International venues such as aircraft, cruise ships, spacecraft, etc.

region 0

> **all regions▾**

region A
    A regional encoding for a Blu-ray videodisc to be read by players manufactured for use in North America, Central America, South America, Japan, North Korea, South Korea, Taiwan, Hong Kong and Southeast Asia.

region ABC
    all regions▼

region B
    A regional encoding for a Blu-ray videodisc to be read by players manufactured for use in Europe, Greenland, French territories, Middle East, Africa, Australia and New Zealand.

region C (Blu-ray)
    A regional encoding for a Blu-ray videodisc to be read by players manufactured for use in India, Nepal, Mainland China, Russia, Central Asia, and South Asia.

region C (video game)
    A regional encoding for a video game carrier to be read by players manufactured for use in China.

region free
    all regions▼

region J
    A regional encoding for a video game carrier to be read by players manufactured for use in Japan, South Korea, Taiwan, Hong Kong, Macau, and Southeast Asia.

region U/C
    A regional encoding for a video game carrier to be read by players manufactured for use in the United States, Canada, Mexico, and South America.

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3.19.6 Regional Encoding

3.19.6.1 Scope

Regional encoding▼ is designation for one or more regions of the world in which a digital file may be played.

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:

    all regions
    region 1
    region 2

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

> **EXAMPLE**
> region 4
> all regions

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

> **EXAMPLE**
> region K
> Type of encoding for a video game carrier to be read by players manufactured for use in South Korea

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

Glossary

all regions
> A regional encoding for a videodisc or video game carrier to be read by players worldwide.

details of regional encoding
> Details of the designation of the region of the world for which a videodisc or videogame carrier has been encoded.

no regional encoding
> **all regions**▾

region 0
> **all regions**▾

region 1
> A regional encoding for a DVD videodisc to be read by players manufactured for use in the United States, Canada, Bermuda, and U.S. territories.

region 2

A regional encoding for a DVD videodisc to be read by players manufactured for use in Japan, Europe, South Africa, and the Middle East, including Egypt.

region 3

A regional encoding for a DVD videodisc to be read by players manufactured for use in Southeast Asia and East Asia, including Hong Kong.

region 4

A regional encoding for a DVD videodisc to be read by players manufactured for use in Australia, New Zealand, Pacific Islands, Central America, South America, and the Caribbean.

region 5

A regional encoding for a DVD videodisc to be read by players manufactured for use in Eastern Europe, Baltic States, Russia, Central and South Asia, Indian subcontinent, Africa, North Korea, and Mongolia.

region 6

A regional encoding for a DVD videodisc to be read by players manufactured for use in China.

region 7

A regional encoding for a DVD videodisc to be read by players designed for special uses, such as MPAA-related screeners and media copies of pre-releases in Asia.

region 8

A regional encoding for a DVD videodisc to be read by players manufactured for use in International venues such as aircraft, cruise ships, spacecraft, etc.

region 0

all regions▼

region A

A regional encoding for a Blu-ray videodisc to be read by players manufactured for use in North America, Central America, South America, Japan, North Korea, South Korea, Taiwan, Hong Kong and Southeast Asia.

region ABC

all regions▼

region B

A regional encoding for a Blu-ray videodisc to be read by players manufactured for use in Europe, Greenland, French territories, Middle East, Africa, Australia and New Zealand.

region C (Blu-ray)

A regional encoding for a Blu-ray videodisc to be read by players manufactured for use in India, Nepal, Mainland China, Russia, Central Asia, and South Asia.

region C (video game)

A regional encoding for a video game carrier to be read by players manufactured for use in China.

region free
   all regions▾
region J
   A regional encoding for a video game carrier to be read by players manufactured for use in Japan, South Korea, Taiwan, Hong Kong, Macau, and Southeast Asia.

region U/C
   A regional encoding for a video game carrier to be read by players manufactured for use in the United States, Canada, Mexico, and South America.