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## Collection Development Policy, Digital Media

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# Collection Development Policy: Digital Media

College and School: School of Visual Arts & Design, College of Arts and Humanities

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## Collection Purpose

The primary purpose of this collection is to serve the instructional and research needs of the faculty in the Department of Digital Media, students taking courses required to fulfill the degree requirements, or those simply taking selected classes as electives. The main areas of study include game design and development, digital art and animation, programming for games and graphics, and production of games, interactive web sites and systems and animated videos. The curriculum emphasizes technique and production.

## Degree Programs

The Digital Media program proposal was prepared in 1999 and the undergraduate degree was approved in 2000. In 2005, Florida Interactive Entertainment Academy (FIEA) opened in the Center for Emerging Media, and Digital Media graduate degrees were approved in 2006. In the mid 2010's Digital Media and FIEA became part of the School of Visual Arts and Design in the College of Arts and Humanities.

FTE in CIP 50.0102				
	2010/11	2011/12	2012/13	2013/14
<b>Graduate</b>	61	68	66	60
<b>Undergraduate</b>	333	301	321	350
<b>Total</b>	394	368	378	409

Data source: *Interactive University Data, Florida Board of Governors.*  
<http://www.flbog.org/resources/iud>

## Bachelor Degrees

- Digital Media
  - Digital Interactive Systems
  - Visual Language Track
  - Game Design Track
  - Web Design Track
- Digital Media (Minor)

## Master Degrees

- Digital Media
  - Entrepreneurial Digital Cinema Track (M.F.A.)
  - Visual Language and Interactive Media Track (M.F.A.)
- Interactive Entertainment (M.S.) (FIEA)

## Collection Description

Digital Media is a discipline in its own right, with its own literature and Library of Congress Classification Number (LCCN) ranges. However, it is extraordinarily interdisciplinary, with close ties to Art, Computer Science, Simulation, English, Film, and Music. Specific aspects of Digital Media, including Business and Industry, Communications, Education, Humanities, Legal, Philosophy and Ethics, Psychology, Public Policy, and Social aspects, are generally included in the literature of those disciplines. The table below shows the LCCN ranges that tend to have the highest concentration of Digital Media materials. Relevant items that fall outside of these ranges can be identified with topical searches.

Call Number Range		Approximate Number of Items
GV1469	Computer and Video games. Criticism and interpretation, Social aspects.	250
NC1765	Animated films. Animation techniques.	27
QA76.575	Multimedia production and techniques.	635
QA76.76.C672	Computer graphics, Game development. Programming guides and technique.	447
T385	Computer graphics, and Video art.	1678
TR897.7	Computer animation	478

## Periodicals

The Libraries currently subscribe to 44 journals relevant to Digital Media, 26 of which are online subscriptions. In addition, an unknown but large number of relevant journals and magazines are available online via EBSCOhost, ProQuest, Wilson, Gale, and other aggregator subscriptions.

<i>ACM Transactions on Applied Perception</i>	<i>Computers &amp; Graphics</i>
<i>ACM Transactions on Graphics</i>	<i>Computers in Entertainment</i>
<i>ACM Transactions on Multimedia</i>	<i>CVGIP</i>
<i>Computing Communications and Applications</i>	<i>DV</i>
<i>Advances in Computer Graphics</i>	<i>Early Popular Visual Culture</i>
<i>American Cinematographer</i>	<i>Electronic Gaming Monthly</i>
<i>American Cinemeditor</i>	<i>Emediaweekly</i>
<i>Animation</i>	<i>Games and Culture</i>
<i>Animation Magazine</i>	<i>Graphical Models</i>
<i>Asia Image</i>	<i>Graphical Models and Image Processing</i>
<i>Cadalyst</i>	<i>IEEE Computer Graphics and Applications</i>
<i>Cadalyst</i>	<i>IEEE Multimedia</i>
<i>Camcorder &amp; Computer Video</i>	<i>IEEE Transactions on Multimedia</i>
<i>Cinefex</i>	<i>International Journal of Computer Vision</i>
<i>Computer Animation and Virtual Worlds</i>	<i>Journal of Graphics Tools</i>
<i>Computer Gaming World</i>	<i>Journal of Visualization and Computer Animation</i>
<i>Computer Graphics</i>	<i>Millimeter</i>
<i>Computer Graphics and Image Processing</i>	<i>Multimedia Systems</i>
<i>Computer Graphics Forum</i>	<i>Multimedia Tools and Applications</i>
<i>Computer Graphics World</i>	<i>Multimedia World</i>
<i>Computer Vision and Image Understanding</i>	<i>Post</i>
<i>Computer Vision, Graphics, and Image Processing</i>	<i>Rendering Techniques</i>
	<i>Visual Computer</i>

Conferences, symposia, and workshops are also important for Digital Media, and the Libraries collects 34 relevant proceedings.

## Databases

There are no databases exclusively focused on Digital Media, but many sources index and provide full text to relevant articles on the production, use of, and business of Digital media.

*ABI Inform*

*Academic Search Premier*

*ACM Digital Library*

*Art Full Text and Art Index Retrospective*

*Business Source Premier*

*Compendex (Ei Village)*

*Computer and Information Systems*

*Abstracts*

*ERIC*

*IEEE Xplore*

*MLA International Bibliography*

*Project Muse*

*PsycInfo*

## Media

DVDs, streaming media, and other video recordings are primary materials for digital media. The film collection, which includes approximately 4,500 feature films, serves both Film and Digital Media in this regard. The Libraries actively strives to update the formats and content of the collection. In 2012 the Libraries sought and was awarded a Technology fee to replace high-use VHS with DVD and Blu-Ray versions of the same content.

The Libraries purchased access to Alexander Street Press video collections including two with content closely related to the interests of digital media:

- *Filmakers Library Online*
- *New World Cinema: Independent Features and Shorts, 1990–Present*

Many primary materials for digital media are interactive, such as computer games, simulations, and simulated experiences, and are difficult to collect. Simulations and simulated experiences are generally not collectable except as recordings of the experiences, and the recordings are not generally available. Computer games are licensed for individuals, not institutions, and the digital rights management (DRM) is problematic for libraries.

Console games (i.e. Xbox, Wii, Playstation) are more feasible because they come on discs or cartridges which may be loaned similarly to books. The game is not permanently copied to the console – it is only playable while the game disc is in the console.

The Libraries does not currently own any computer or console games, but may explore building a game collection in the future specifically to support Digital Media by providing primary materials. The collection would focus on games that are important because of their impact on the industry, their notable design or story, or their specific relevance to UCF's Digital Media program. Options to collect games include purchasing console games, installing a limited number of games on specific PCs, or negotiating with gaming companies for online accounts that multiple students can use from designated PCs.

## Cooperative Arrangements and Related Collections

The UCF Library benefits from agreements with several regional and national consortia: the State University Libraries of Florida (SUL); the Central Florida Library Cooperative (CFLC); the Florida Library Information Network (FLIN); the Association of Southeastern Research Libraries (ASERL); the Southeastern Library Network (SOLINET); SOLINE; SO6; and OCLC. The primary resource sharing service is Interlibrary Loan. The library also serves branch campus locations through Interlibrary Loan and through a courier service. The library negotiates

discounted pricing for many electronic databases as a participant in the Florida Center for Library Automation (FCLA).

### **Funding History**

The School of Film and Digital Media provided \$18,000 for three fiscal years (05/06, 06/07, 08/09) to funding the acquisition of a collection in support of the graduate degrees introduced in 2006. The Libraries provides funds, every fiscal year and some materials are acquired through approvals, gifts, standing orders, and serials, which are paid for from separate funds.

## **Collection Development Guidelines**

### **Subject Treatment**

Digital Media is a multidisciplinary field, and the benefits from synergies with the Art, Film, Computer Science, and Simulation collections. That said, it is a discipline with materials requirements that will not be filled through the other subject collections. The Libraries will select research level materials in the following areas:

- Simulation and interactive media in general;
- Visual language, especially relating to digital art and interactive media;
- Storytelling and narrative, especially relating to interactive media and video;
- Human behavior and human computer interaction relating to interactive media and video;
- Criticism and interpretation of digital media of all sorts.

Because Digital Media has a strong production emphasis, the Libraries also purchases a professional-level materials for:

- Computer games, simulation, and video production;
- Business and industry relating to computer games, videos, and interactive media.

### **Emphases and Restrictions**

#### **Chronology and Publication Dates**

Computer technology, the internet, and the social significance games and digital media are rapidly changing. Contemporary materials are emphasized. Given the relative newness of the field, historical materials do not exist except in the study of narrative and aesthetics.

#### **Geography**

No restrictions on geography. The concept of geography is almost irrelevant to Digital Media, but may come into play when focusing on human behavior, social differences, and psychology.

#### **Languages**

The collection focus is on English, but some foreign language materials may be acquired when deemed appropriate.

#### **Material**

The portion of the collection most relevant to Digital Media consists primarily of online and print books and journals, DVDs, databases, and a growing collection of streaming video. The Libraries also provides microform, photographs, primary and archival material, rare

books and manuscripts, government publications, and dissertations and theses. Currently, the Libraries does not hold a collection of computer games as primary materials for the field.

### **Collection Management Guidelines**

- **Replacement** – Any item that appears on the LOST titles sheets distributed by the Circulation Department to the collection development librarian will be considered for replacement. The title may be ordered directly from the Collection Development replacement fund at the discretion of the Head of Acquisitions and the Collection Development Librarian for Digital Media if the title is needed for the collection. Outdated or superseded editions and formats will not be reordered unless there is some unique feature in the superseded edition.
- **Retention & Deselection** – The decision to dispose of certain items takes into account such factors as past circulation, date of publication, nature of the material, format, and the judgment of interested faculty members as to the continued usefulness of the material to their subject areas. In general, materials in the collections are rarely withdrawn unless they are in poor condition or the format is no longer supported. Those in poor condition and unsupported formats are replaced as funding permits.
- **Out-of-Print** – Little effort will be made to acquire out-of-print books, given the emphasis on currency. However, DVDs and media tend to have more lasting relevance as primary materials for the field. Out of print media can be found on Amazon and other Internet sources. As with other acquisitions, out-of-print titles will be acquired if there is a clear need to have the specific item in the collection and the price is reasonable.
- **Preservation** – While general preservation issues do apply for the print Digital Media collection, the rapidly changing field has little need for its older print sources. A greater challenge for the field is how to preserve the primary sources, which tend to be digital and may include video material of all formats, software, and web content. Librarianship currently has no widely-used feasible approach to preservation for such materials, and the UCF Libraries has no local plan. The Libraries should be aware of preservation options as they emerge and move on specific approaches that seem feasible.