

To: RDA Steering Committee
From: Dave Reser, LC Representative
Subject: Adding controlled vocabulary to RDA 3.19.6, *Regional Encoding*, and to the Glossary

Thanks to ALA for establishing a vocabulary encoding scheme for Regional Encoding, and for including video games in the instructions. We have consulted with our specialists, and they concur that establishing a controlled vocabulary for region encoding is beneficial. They also concur with ALA's conclusion that regional encoding and broadcast standards should be considered to be distinct elements.¹

Specific comments

3.19.6.1: Scope of Regional encoding

While we appreciate the expansion beyond videodiscs to include video games, we are concerned that the substitute term "digital file" may be overly broad, as a digital file may be a text document, map or other image, etc. We also think that it is important to retain reference to the player, as it is the match between the carrier's encoding and the encoding of the chip in the playback equipment, game console, etc., that is critical. In other words, a DVD encoded for region 3 may be played in Canada if one has a properly encoded device. The glossary definitions do make this reference to the players, and to specific carriers (videodiscs and video game carriers) so we believe they should be in the scope as well. We suggest:

Mark-up (against August 2016 Toolkit wording):

Regional encoding ▼ is a ~~code-identifying~~ term representing the region or regions of the world for which a videodisc or video game carrier has been encoded, in order to be read by players manufactured with a compatible encoding. ~~and preventing the disc from being played on a player sold in a different region.~~

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¹ According to our specialists, while many modern televisions can play both NTSC and PAL, we are still limited by the playback equipment available in certain regions. Even "all region" or "region free" DVDs may not be playable if the broadcast standard (PAL or NTSC) is not supported by the playback equipment being used.

Regional encoding▼ is a term representing the region or regions of the world for which a videodisc or video game carrier has been encoded, in order to be read by players manufactured with a compatible encoding.

3.19.6.3: We agree to the terms and the addition of the standard paragraph allowing the use of other concise terms.

3.19.6.4: Agree.

Glossary

all regions

As noted earlier, we believe “digital file” is overly broad, and suggest “videodisc or video game carrier” as a substitute.

details of regional encoding

Change to match the suggested revision of the scope for regional encoding:

Details of the term representing the region of the world for which a videodisc or video game carrier has been encoded, in order to be read by players manufactured with a compatible encoding.

region 0

Remove duplicate listing of this term (after region 8)