

# Mapping of ISBD area 0 vocabularies to RDA/ONIX Framework vocabularies

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This is mapping between vocabulary terms in the Content form and media type area (area 0) of the consolidated edition of the International Standard Bibliographic Description (ISBD) and the RDA/ONIX Framework for resource categorization.

The aim of the mapping is to use the RDA/ONIX Framework as a “hub” for aligning and mapping ISBD terms to similar terms used in other vocabularies, and in the first instance to RDA vocabularies for content type, carrier type, and media type which are already mapped to the Framework.

In the RDA/ONIX Framework, a base content category comprises values for each of the attributes Character, Sensory mode, Image movement, and Image dimensionality, and a base carrier category comprises values for each of the attributes Intermediation tool, Storage medium, and Housing format. Values are taken from controlled vocabularies specific to each attribute.

Most of the terms in ISBD area 0 vocabularies do not map to a base category; usually one or more RDA/ONIX Framework attributes cannot be assigned.

A methodology for mapping the ISBD terms to RDA/ONIX Framework terms is discussed in the paper tabled for the joint meeting of the ISBD Review Group and the Joint Steering Committee for Development of RDA in Glasgow, 2011, available at <http://www.rda-jsc.org/docs/6JSC-Chair-5.pdf>. Although the methodology requires further discussion with technical experts, the following mappings assume that direct mappings between individual ISBD and RDA/ONIX Framework terms will be required.

For example, the ISBD Content form “dataset” has four mappings, each to one term from the four RDA/ONIX Framework base content category attributes:

“dataset” hasCharacter “other”;

“dataset” hasSensoryMode “none”;

“dataset” hasImageMovement “not applicable”;

“dataset” hasImageDimensionality “not applicable”.

**Note** that mappings to “negative” values such as “not applicable” are useful in the Semantic Web environment, where the Open World Assumption says that absence of data does not imply non-applicability: not saying “not applicable” does not imply non-applicability.

Tables of ISBD terms mapped to RDA/ONIX Framework base content and carrier categories:

<b>ISBD vocabulary</b>	<b>Mapping table</b>
Content form	1
Content qualification of sensory specification	2
Content qualification of type	No mappings are applicable
Content qualification of motion	3
Content qualification of dimensionality	4
Media type	5

**Table 1: ISBD content form mapped to RDA/ONIX Framework base content category attributes:**

<b>ISBD content form</b>	<b>Definition</b>	<b>Character</b>	<b>Definition</b>	<b>Sensory mode</b>	<b>Definition</b>	<b>Image movement</b>	<b>Definition</b>	<b>Image dimensionality</b>	<b>Definition</b>
dataset	Content expressed by digitally-encoded data intended to be processed by a computer.	other*	Content expressed in a form other than language, music, or image.	none	Content that is not intended to be perceived through the human senses.	not applicable	Content that is not of Character image.	not applicable	Content that is not of Character image.
image	Content expressed through line, shape, shading, etc., intended to be perceived visually. An image can be still	image	Content expressed in line, shape, mass and/or other visually-						

	or moving, in two or three dimensions.		realized forms.						
movement	Content expressed through motion, i.e. the act or process of changing the position of an object or person.	other*				not applicable	Content that is not of Character image.	not applicable	Content that is not of Character image.
multiple content forms	Mixed content where three or more forms are applicable.								
music	Content expressed through ordered tones or sounds in succession, in combination, and in temporal relationships to produce a composition. Music can be written (notation), performed, or recorded in analogue or digital formats as vocal, instrumental, or mechanical sounds having	music	Content expressed in musical form.			not applicable	Content that is not of Character image.	not applicable	Content that is not of Character image.

	rhythm, melody, or harmony.								
object	Content expressed through three-dimensional material, either naturally occurring entities, or human-made/machine-manufactured artefacts.	other*				not applicable	Content that is not of Character image.	not applicable	Content that is not of Character image.
other content form	Content expressed in a form other than dataset, image, movement, music, object, program, sounds, spoken word, or text, or in multiple content forms.	other				not applicable	Content that is not of Character image.	not applicable	Content that is not of Character image.
program	Content expressed through digitally-encoded instructions intended to be processed and performed by a computer.	other*	Content expressed in a form other than language, music, or image.	none	Content that is not intended to be perceived through the human senses.	not applicable	Content that is not of Character image.	not applicable	Content that is not of Character image.
sounds	Content expressed	other*	Content expressed	hearing	Content that is intended	not applicable	Content that is not of	not applicable	Content that is not of

	through sounds made by animals, birds, naturally occurring sources of noise, or such sounds simulated by the human voice or digital (or analogue) media.		in a form other than language, music, or image.		to be perceived through hearing.		Character image.		Character image.
spoken word	Content expressed through the sound of the human voice talking.	language	Content expressed in human or machine-readable language.	hearing	Content that is intended to be perceived through hearing.	not applicable	Content that is not of Character image.	not applicable	Content that is not of Character image.
text	Content expressed through written words, symbols and numbers.	language	Content expressed in human or machine-readable language.			not applicable	Content that is not of Character image.	not applicable	Content that is not of Character image.

\* The ISBD terms mapped to Character “other” will be treated as user-defined sub-values rather than equivalents.

**Table 2: ISBD content qualification of sensory specification mapped to RDA/ONIX Framework base content category attributes:**

<b>ISBD content qualification of sensory specification</b>	<b>Definition</b>	<b>Character</b>	<b>Definition</b>	<b>Sensory mode</b>	<b>Definition</b>	<b>Image movement</b>	<b>Definition</b>	<b>Image dimensionality</b>	<b>Definition</b>
aural	Content that is intended to be perceived through hearing.			hearing	Content that is intended to be perceived through hearing.				
gustatory	Content that is intended to be perceived through taste.			taste	Content that is intended to be perceived through taste.				
olfactory	Content that is intended to be perceived through smell.			smell	Content that is intended to be perceived through smell.				
tactile	Content that is intended to be perceived through touch.			touch	Content that is intended to be perceived through touch.				
visual	Content that is intended to be perceived through sight.			sight	Content that is intended to be perceived through sight.				

**Table 3: ISBD content qualification of motion mapped to RDA/ONIX Framework base content category attributes:**

<b>ISBD content qualification of motion</b>	<b>Definition</b>	<b>Character</b>	<b>Definition</b>	<b>Sensory mode</b>	<b>Definition</b>	<b>Image movement</b>	<b>Definition</b>	<b>Image dimensionality</b>	<b>Definition</b>
moving	Image content that is perceived to be in motion, usually by means of a quick succession of images.	image	Content expressed in line, shape, mass and/or other visually-realized forms.			moving	Image content that is perceived to be moving.		
still	Image content that is perceived to be static.	image	Content expressed in line, shape, mass and/or other visually-realized forms.			still	Image content that is perceived to be static.		

**Table 4: ISBD content qualification of dimensionality mapped to RDA/ONIX Framework base content category attributes:**

<b>ISBD content qualification of dimensionality</b>	<b>Definition</b>	<b>Character</b>	<b>Definition</b>	<b>Sensory mode</b>	<b>Definition</b>	<b>Image movement</b>	<b>Definition</b>	<b>Image dimensionality</b>	<b>Definition</b>
2-dimensional	Image content that is intended to be perceived in two dimensions.	image	Content expressed in line, shape, mass and/or other visually-realized forms.					two-dimensional	Image content that is intended to be perceived in two-dimensions.
3-dimensional	Image content that is intended to be perceived in three dimensions.	image	Content expressed in line, shape, mass and/or other visually-realized forms.					three-dimensional	Image content that is intended to be perceived in three-dimensions.



**Table 5: ISBD media type mapped to RDA/ONIX Framework base carrier category attributes:**

ISBD Media type	Definition	Intermediation tool	Definition	Storage medium	Definition	Housing format	Definition
audio	Media used to store recorded sound, designed for use with a playback device such as a turntable, audiocassette player, CD player, MP3 player, or iPod.	audio player	A device designed to play audio recordings.				
electronic	Media used to store electronic files, designed for use with a computer.	computer	A device designed to perform prescribed sequences of operations on electronic data.				
microform	Media used to store reduced-size images, not readable to the human eye, and designed for use with a device such as a microfilm or microfiche reader.	microform reader	A device that magnifies microforms for reading with the unaided eye.				
microscopic	Media used to store minute objects, designed for use with a device such as a microscope to	microscope	An instrument that magnifies objects by means of a lens or lenses so as to reveal details invisible to the				

	reveal details invisible to the naked eye.		naked eye.				
other media	Media other than audio, electronic, microform, microscopic, projected, stereographic, or video, or multiple media.						
multiple media	Media where three or more media types are applicable.						
projected	Media used to store moving or still images, designed for use with a projection device such as a motion picture film projector, slide projector, or overhead projector.	projector	An optical device consisting of a light source, lens system, and image holder for projecting an image on a screen or other surface.				
stereographic	Media used to store pairs of still images, designed for use with a device such as a stereoscope or stereograph viewer to give the effect of three dimensions.	stereoscope	An optical device with two lenses enabling each eye to see a separate image of essentially the same content to give the effect of three-dimensions.				

video	Media used to store moving or still images, designed for use with a playback device such as a videocassette player or DVD player.	audiovisual player	A device designed to play audiovisual recordings.				
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