RDA-Defined Extensions to ROF

RDA/ONIX category StorageMediumFormat

RDA/ONIX primary value sheet

- RDA-defined sub-value:
  
  card — A small sheet of opaque material.

RDA/ONIX category IntermediationTool

RDA/ONIX primary value microform reader

- RDA-defined sub-values:
  
  aperture card reader — A microform reader designed for use with aperture cards.
  microfiche reader — A microform reader designed for use with microfiches.
  microfilm reader — A microform reader designed for use with microfilm.
  microopaque reader — A microform reader designed for use with microopaques.

RDA/ONIX primary value projector

- RDA-defined sub-values:
  
  filmstrip projector — A projector designed for use with filmstrips.
  overhead projector — A projector designed for use with overhead transparencies.
  slide projector — A projector designed for use with slides.

RDA/ONIX category Character

RDA/ONIX primary value other

- RDA-defined sub-value:
  
  movement — Content expressed in movement of the human body.

RDA/ONIX category Form/Genre

- RDA-defined values:
  
  cartographic — Content representing the whole or part of the Earth or any celestial body at any scale.
  computer — Content consisting of digitally encoded data or instructions intended to be processed by a computer.
RDA Categories and Definitions

RDA Media Type [RDA 3.2]

- **audio**
  Media used to store recorded sound, designed for use with a playback device such as a turntable, audiocassette player, CD player, or MP3 player. Includes media used to store digitally encoded as well as analog sound.

- **computer**
  Media used to store electronic files, designed for use with a computer. Includes media that are accessed remotely through file servers as well as direct-access media such as computer tapes and discs.

- **microform**
  Media used to store reduced-size images not readable to the human eye, designed for use with a device such as a microfilm or microfiche reader. Includes both transparent and opaque micrographic media.

- **microscopic**
  Media used to store minute objects, designed for use with a device such as a microscope to reveal details invisible to the naked eye.

- **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. Includes media designed to project both two-dimensional and three-dimensional images.

- **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.

- **video**
  Media used to store moving or still images, designed for use with a playback device such as a videocassette player or DVD player. Includes media used to store digitally encoded as well as analog images.

- **unmediated**
  Media used to store content designed to be perceived directly through one or more of the human senses without the aid of an intermediating device. Includes media containing visual and/or tactile content produced using processes such as printing, engraving, lithography, etc., embossing, texturing, etc., or by means of handwriting, drawing, painting, etc. Also includes media used to convey three-dimensional forms such as sculptures, models, etc.

RDA Carrier Type [RDA 3.3]

**Audio carriers:**

- **audio cartridge**
  A cartridge containing an audio tape.
audio cylinder
A roller-shaped object on which sound waves are incised or indented in a continuous circular groove. Includes wax cylinders, wire cylinders, etc.

audio disc
A disc on which sound waves, recorded as modulations, pulses, etc., are incised or indented in a continuous spiral groove.

audio roll
A roll of paper on which musical notes are represented by perforations, designed to mechanically reproduce the music when used in a player piano, player organ, etc. Includes piano rolls, etc.

audiocassette
A cassette containing an audio tape.

audiotape reel
An open reel holding a length of audio tape to be used with reel-to-reel audio equipment.

sound-track reel
An open reel holding a length of film on which sound is recorded.

Computer carriers:

computer card
A card containing digitally encoded data designed for use with a computer.

computer chip cartridge
A cartridge containing a miniaturized electronic circuit on a small wafer of semiconductor silicon.

computer disc
A disc containing digitally encoded data, magnetically or optically recorded.

computer disc cartridge
A cartridge containing one or more computer discs.

computer tape cartridge
A cartridge containing a computer tape.

computer tape cassette
A cassette containing a computer tape.

computer tape reel
An open reel holding a length of computer tape to be used with a computer tape drive.

online resource
A digital resource accessed by means of hardware and software connections to a communications network.

Microform carriers:

aperture card
A card with one or more rectangular openings or apertures holding frames of microfilm.

microfiche
A sheet of film bearing a number of microimages in a two-dimensional array.

microfiche cassette
A cassette containing uncut microfiches.

microfilm cartridge
A cartridge containing a microfilm.

microfilm cassette
A cassette containing a microfilm.

microfilm reel
An open reel holding a microfilm, to be threaded into a microfilm reader.

microfilm roll
A wound length of microfilm.

microfilm slip
A short strip of microfilm cut from a roll.
microopaque

A card or sheet of opaque material bearing a number of microimages in a two-dimensional array.

**Microscopic carriers:**

- **microscope slide**
  A small sheet of transparent material (with or without a protective mount) bearing a minute object designed for use with a device such as a microscope.

**Projected image carriers:**

- **film cartridge**
  A cartridge containing a motion picture film.

- **film cassette**
  A cassette containing a motion picture film.

- **film reel**
  An open reel holding a motion picture film to be used with a motion picture film projector.

- **film roll**
  A wound length of film.

- **filmslip**
  A short strip of film, usually in rigid format rather than rolled.

- **filmstrip**
  A roll of film, with or without recorded sound, containing a succession of images intended for projection one at a time.

- **filmstrip cartridge**
  A cartridge containing a filmstrip.

- **overhead transparency**
  A sheet of transparent material (with or without a protective mount) bearing an image designed for use with an overhead projector.

- **slide**
  A small sheet of transparent material (usually in a protective mount) bearing an image designed for use with a slide projector or viewer.

**Stereographic carriers:**

- **stereograph card**
  A card bearing stereographic images.

- **stereograph disc**
  A disc with openings around the perimeter holding pairs of still images designed for use with a stereograph viewer.

**Unmediated carriers:**

- **card**
  A small sheet of opaque material.

- **flipchart**
  A hinging device holding two or more sheets designed for use on an easel.

- **object**
  A three-dimensional artefact (or a replica of an artefact) or a naturally-occurring object.

- **roll**
  A wound length of material (paper, film, tape, etc.).

- **sheet**
  A flat piece of thin material (paper, plastic, etc.).

- **volume**
  One or more sheets bound or fastened together to form a single unit.

**Video carriers:**

- **video cartridge**
  A cartridge containing a video tape.

- **videocassette**
  A cassette containing a video tape.
videodisc
A disc on which video signals, with or without sound, are recorded.

videotape reel
An open reel holding a video tape for use with reel-to-reel video equipment.

RDA Content Type [RDA 6.9]
cartographic dataset
Cartographic content expressed through a digitally encoded dataset intended to be processed by a computer.

cartographic image
Cartographic content expressed through line, shape, shading, etc., intended to be perceived visually as a still image or images in two dimensions. Includes maps, views, atlases, remote-sensing images, etc.

cartographic moving image
Cartographic content expressed through images intended to be perceived as moving, in two dimensions. Includes satellite images of the Earth or other celestial bodies in motion.

cartographic tactile image
Cartographic content expressed through line, shape, and/or other forms, intended to be perceived through touch as a still image in two dimensions.

cartographic tactile three-dimensional form
Cartographic content expressed through a form or forms intended to be perceived through touch as a three-dimensional form or forms.

cartographic three-dimensional form
Cartographic content expressed through a form or forms intended to be perceived visually in three dimensions. Includes globes, relief models, etc.

computer dataset
Content expressed through a digitally encoded dataset intended to be processed by a computer. Includes numeric data, environmental data, etc., used by applications software to calculate averages, correlations, etc., or to produce models, etc., but not normally displayed in its raw form.

computer program
Content expressed through digitally encoded instructions intended to be processed and performed by a computer. Includes operating systems, applications software, etc.

notated movement
Content expressed through a form of notation for movement intended to be perceived visually. Includes all forms of movement notation other than those intended to be perceived through touch.

notated music
Content expressed through a form of musical notation intended to be perceived visually. Includes all forms of musical notation other than those intended to be perceived through touch.

performed music
Content expressed through music in an audible form. Includes recorded performances of music, computer-generated music, etc.

sounds
Content other than language or music, expressed in an audible form. Includes natural sounds, artificially produced sounds, etc.
<table>
<thead>
<tr>
<th>Term</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>spoken word</td>
<td>Content expressed through language in an audible form. Includes recorded readings, recitations, speeches, interviews, oral histories, etc., computer-generated speech, etc.</td>
</tr>
<tr>
<td>still image</td>
<td>Content expressed through line, shape, shading, etc., intended to be perceived visually in two dimensions. Includes drawings, paintings, diagrams, photographic images (stills), etc.</td>
</tr>
<tr>
<td>tactile image</td>
<td>Content expressed through line, shape, and/or other forms, intended to be perceived through touch as a still image in two dimensions.</td>
</tr>
<tr>
<td>tactile notated movement</td>
<td>Content expressed through a form of notation for movement intended to be perceived through touch.</td>
</tr>
<tr>
<td>tactile notated music</td>
<td>Content expressed through a form of musical notation intended to be perceived through touch. Includes braille music and other tactile forms of musical notation.</td>
</tr>
<tr>
<td>tactile text</td>
<td>Content expressed through a form of notation for language intended to be perceived through touch. Includes braille text and other tactile forms of language notation.</td>
</tr>
<tr>
<td>tactile three-dimensional form</td>
<td>Content expressed through a form or forms intended to be perceived through touch as a three-dimensional form or forms.</td>
</tr>
<tr>
<td>text</td>
<td>Content expressed through a form of notation for language intended to be perceived visually. Includes all forms of language notation other than those intended to be perceived through touch.</td>
</tr>
<tr>
<td>three-dimensional form</td>
<td>Content expressed through a form or forms intended to be perceived visually in three dimensions. Includes sculptures, models, naturally occurring objects and specimens, holograms, etc.</td>
</tr>
<tr>
<td>three-dimensional moving image</td>
<td>Content expressed through images intended to be perceived as moving, in three dimensions. Includes 3-D motion pictures (using live action and/or animation), 3-D video games, etc. Three-dimensional moving images may or may not be accompanied by sound.</td>
</tr>
<tr>
<td>two-dimensional moving image</td>
<td>Content expressed through images intended to be perceived as moving, in two dimensions. Includes motion pictures (using live action and/or animation), film and video recordings of performances, events, etc., video games, etc., other than those intended to be perceived in three dimensions.</td>
</tr>
</tbody>
</table>