Collection Development Policy for Entertainment Technology

The collection development policy for Entertainment Technology guides the development and management of the library’s Entertainment Technology materials collection. This policy is for the use of the Entertainment Technology subject liaison and the library’s users. The policy will be updated as needed. Faculty and students are encouraged to provide recommendations for library materials.

GENERAL PURPOSE OF THE COLLECTION

The Entertainment Technology collection supports the educational needs of teaching faculty and students at the college. The primary purpose of the collection is to support the curricula in Entertainment Technology, which includes courses in recording technology, video game studies, digital post production, audio engineering, recording technology, and film history and production.

The Entertainment Technology collection is housed in the Magnolia Library and is incorporated into the circulating, reference, and periodical collections. The collection primarily reflects the interests of the Entertainment Technology department in providing thorough introductory coursework in Entertainment Technology.

SCOPE OF COVERAGE

1. Readership level: advanced high school, undergraduate

2. Languages collected (primary and selective) or excluded: English, visual media in any foreign language as requested by the department (subtitled in English)

3. Geographical areas covered by the collections in terms of intellectual content, publication sources, or both, and specific areas excluded, as appropriate: No area of the world is excluded from consideration.

4. Chronological periods covered by the collection in terms of intellectual content, movements or schools, and specific periods excluded, as appropriate: All chronological areas are included.

5. Chronological periods collected in terms of publication dates: Current material is collected primarily

GENERAL SUBJECT BOUNDARIES
The subject scope of this collection is determined by the Library of Congress classifications:

- ML 112-112.5: Music Printing and publishing
- ML 3790-3792: Music trade
- ML 3795: Music as a profession. Vocational guidance
- MT 737: Motion picture accompanying
- MT 955-956: Musical Theatre
- MT 960: Music in the theatre
- PN 1560-1590: Literature: The performing arts. Show business
- PN 1600-3307: Literature: Drama
- TK 5101-6720: Telecommunications
- TR 1-1050: Photography

**TYPES OF MATERIALS**

**Books**

Books, periodicals, and reference works, including encyclopedias, biographical and subject-specific dictionaries, handbooks, and almanacs. Book subjects include individuals of note, artistic movements, thematic concepts, artistic genre, and theory, as related to Entertainment Technologies.

**Serials/Series**

Subscriptions primarily to English-language journals and monthly magazines

**Reference Materials**

Up-to-date English-language encyclopedias, dictionaries, bibliographies, catalogs, iconography sources, and research guides

**Electronic Resources**

Selected specialized indexing, abstracting, full text, and image resources in art and art history primarily to support the college’s theatre curriculum

**Videos/DVDs**

Acquisition is primarily curriculum-based as requested by faculty to support instruction. Some videos of wide interest (such as PBS programs) purchased to enhance general entertainment technology collection. Preferred medium is now DVD (if available) over videocassette.

**Exclusions**

No exclusions