

## 135 ELECTRONIC RESOURCES

This field contains coded data relating to electronic resources.

### Subfields & repeatability

FIELD/SUBFIELD		REPEATABILITY
135	Electronic resources	nr
<b>a</b>	<i>Type of electronic resource</i>	nr
<b>b</b>	<i>Specific material designation</i>	nr

### Indicators

Indicator values are not defined.

## SUBFIELDS

### 135a Type of electronic resource

A code indicates the type of electronic resource.

<b>a</b>	<i>numeric</i> A data file that contains mostly numbers or representation by numbers, such as records containing information on student test scores, statistics, etc. The information may be original surveys or information that has been summarized or statistically manipulated.
<b>b</b>	<i>computer program(s)</i> A data file that contains an ordered set of instructions directing the computer to perform basic operations and identifying the information and mechanisms required. This category includes videogame and microcomputer software and computer models.
<b>c</b>	<i>representational</i> A data file that contains pictorial or graphic information that can be manipulated in conjunction with other types of files to produce graphic patterns that can be used to interpret and give meaning to the information.
<b>d</b>	<i>text</i> A data file that contains mostly alphabetic information (words or sentences) converted into a coded format that can be processed, sorted, and manipulated by machine, and then retrieved in many optional formats. This category includes such information as bibliographic files and files containing literary texts. In records created before the code "e" was introduced, bibliographic data files were also coded with the code "d".
<b>e</b>	<i>bibliographic data</i> A resource is made of data containing bibliographic statements, e.g. data from library catalogues or from citation databases. The data may be in structured or in unstructured form.
<b>f</b>	<i>font</i>

	A resource contains data that helps computer to generate different types of scripts.
<b>g</b>	<i>game</i> A resource is a game designated for the entertainment or education. Normally, it is made of text and software. This category includes videogames.
<b>h</b>	<i>sound</i> A resource contains coded data that helps computer to generate the sound.
<b>i</b>	<i>interactive multimedia</i> This resource enables navigation through the different types of records and also puts them on a display (e.g. sound, image, etc.).
<b>j</b>	<i>online system or service</i> This resource is an online system or service, and it may contain non-bibliographic data. Online system or service enabling interaction between the user and the system, e.g.: online library systems, FTP servers, bulletin board systems, discussion groups, Web sites, Web information centres.
<b>u</b>	<i>unknown</i> The type of a data file is unknown.
<b>v</b>	<i>combination</i> A data file containing different types of data.
<b>z</b>	<i>other</i> A type of a data file with no adequate code assigned.

### 135b Specific material designation

A code indicates the type of data carrier.

<b>a</b>	<i>tape (1600 bpi)</i>
<b>b</b>	<i>tape (6250 bpi)</i>
<b>c</b>	<i>QIC2 (cassette for PC)</i>
<b>d</b>	<i>DAT cassette</i>
<b>e</b>	<i>ordinary audio cassette</i> Different record formats for different computers.
<b>f</b>	<i>diskette (3.5 in)</i>
<b>g</b>	<i>diskette (5.25 in)</i>
<b>h</b>	<i>CD-ROM</i>
<b>i</b>	<i>online</i>
<b>j</b>	<i>DVD</i>
<b>k</b>	<i>USB key</i>
<b>z</b>	<i>other</i>

## EXAMPLES

1.

135	uu	<b>ad bi</b> ( <i>Online textual data file.</i> )
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2.

135	□□	<b>ac bi</b> <i>(An institution is running a scanning project related to birds. Images are available online.)</i>
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3.

135	□□	<b>ad</b> <i>(Digitalized books containing only text.)</i>
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4.

135	□□	<b>ah bi</b> <i>(An online MPEG3 file consisting of sound only.)</i>
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5. \*

135	□□	<b>av bh</b> <i>(A CD-ROM containing different types of data files.)</i>
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