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|  | WEB-ENGINEERING  6th Regular |

**video game ontology**

The purpose of building the Ontology of video game is to capture the knowledge about events and information about players, and games.

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1

**Ontology Title**: Gaming Addiction

**Search Engine**: Ontobee

**Relevant Ontology:**  [**http://purl.obolibrary.org/obo/GSSO\_006889**](http://purl.obolibrary.org/obo/GSSO_006889)

**Keywords**: gaming disorder, health condition, medical condition, disorder mental disorder, behavioral disorder, addictive behavior disorder, internet addiction, gambling addiction.

**What Has Done**?

The problematic, compulsive use of video games that results in significant impairment to an individual's ability to function in various life domains over a prolonged period of time.

**Who Has Done**?

[He Group](http://www.hegroup.org/)

University of Michigan Medical School  
Ann Arbor, MI 48109

**How Has Done**?

* **Medical Dictionary for Regulatory Activities ID:** <http://purl.bioontology.org/ontology/MEDDRA/10081827>
* **SNOMED CT Identifier:** <http://purl.bioontology.org/ontology/SNOMEDCT/735551007>
* **has database cross reference:** <https://www.wikidata.org/wiki/Q16058933>; <https://en.wikipedia.org/wiki/Video_game_addiction>
* **has narrow synonym:** internet gaming addiction; video game addiction
* **has synonym:** gaming disorder

**What’s Missing**?

When we compared this ontology with our ontology, we have found that our ontology will focus on different benefits of players like increase thinking capability or intellectual ability and improve the problem solving skills of player during the gameplay. And also it will focus on modeling events happening inside the video games as well as players and their playing behavior which are missing in relevant ontology that focusing only on problematic behavior of playing video games or we can say that this ontology will focus only problems that were arises during the gameplay.

2

**Ontology Title**: Adventure Video Game

**Search Engine**:Ontobee

**RelevantOntology:** [**http://purl.obolibrary.org/obo/GSSO\_009605**](http://purl.obolibrary.org/obo/GSSO_009605)

**Keywords**: adventure video game, adventure video game atari, adventure video game genre, adventure video Atari, Atari adventure online, adventure retro game, Atari adventure app, which game is best adventure, adventurer video game, adventure arcade game, adventure arcade, adventure on Atari, adventure for Atari, adventure online, play adventure Atari.

**What Has Done**?

A video game in which the player assumes the role of a protagonist in an interactive story driven by exploration and puzzle-solving.

**Who Has Done**?

[He Group](http://www.hegroup.org/)

University of Michigan Medical School  
Ann Arbor, MI 48109

**How Has Done**?

* **alternate name:** adventure video games
* **has database cross reference:** <https://en.wikipedia.org/wiki/Adventure_game>; <https://www.wikidata.org/wiki/Q23916>; <https://en.wikipedia.org/wiki/Category:Adventure_games>
* **has related synonym:** adventure computer game
* **has synonym:** adventure game

**What’s Missing**?

This ontology will focus only protagonist in an interactive story driven by exploration and puzzle-solving by a player or in this ontology only one player will be performed as a leading one and this person/entity will be the main character or player in the game while in our proposed ontology will focus on veteran and paragon in which person/entity will be prioritized according to their gameplay activities or expertise.