Reference Ontology of Game and Sport Competency Questions

1. What are the standard measurements and metrics used in various sports and games?
2. How can player performance be quantitatively assessed in a specific sport or game?
3. How can team performance be quantitatively evaluated in a particular sport or game?
4. What are the basic and advanced metrics used in different sports and how are they calculated?
5. How are player positions classified and how do they vary across different sports or games?
6. How can game or sport events and processes be classified and described in detail?
7. What are the rules and regulations that govern a particular sport or game and how can they be represented in the ontology?
8. How can one define and measure fairness or bias within a specific game or sport using the ontology?
9. How can the ontology represent the structure of a game season or tournament, including match scheduling and league standings?
10. How can the ontology capture and model the evolution or progression of game strategies, player skills, and team performances over time?