c4dm:Event

An arbitrary classification of a space/time region, by a cognitive agent. An event may have actively participating agents, passive factors, products, and a location in space/time.

c4dm:factor_of ← owl:equivalentProperty ← c4dm:isFactorOf

c4dm:factor

Relates an event to a passive factor (a tool, an instrument, an abstract cause...)

c4dm:literal_factor

Relates an event to a factor which can be described as a literal. This property should not be used as-is, but should be subsumed by other, more specific, properties (like an hypothetic :weatherCelsius, linking an event to a temperature).

c4dm:place X — rdfs:range → wgs:SpatialThing

Relates an event to a spatial object.

c4dm:time X — rdfs:range → time:TemporalEntity

Relates an event to a time object, classifying a time region (either instantaneous or having an extent). By using the Timeline ontology here, you can define event happening on a recorded track or on any media with a temporal extent.

c4dm:agent_in

c4dm:agent — rdfs:range → foaf:Agent

Relates an event to an active agent (a person, a computer, ... :-))

c4dm:sub_event –(x)

This property provides a way to split a complex event (for example, a performance involving several musicians) into simpler ones (one event per musician).

c4dm:produced_in ← owl:equivalentProperty ← c4dm:producedIn

c4dm:product

Relates an event to something produced during the event---a sound, a pie, whatever...

c4dm:Factor

Everything used as a factor in an event

owl:equivalentClass

[on c4dm:isFactorOf, some from c4dm:Event]

dce:description

dce:title

dce:date

foaf:maker

owl:disjointWith

c4dm:Product

Everything produced by an event

owl:equivalentClass

[on c4dm:producedIn, some from c4dm:Event]