**Proprietà create per le varie ontologie**

1. **hasBelief** ([The Cognitive Characteristics Ontology 0.2](http://purl.org/ontology/cco/core)): An uncertain relation for competence representation. That means beliefs, persuasions or opinions, which can also be misconceptions. A Person who believes that a sequence of past events with the same outcome can change the probability of the outcome of the same event in the future (Hot Hand and Gambler fallacy Bias).

2. **hasBiasedOpinion**: a property connecting a Person who has a biased opinion about the possible outcome of an Event such as a Random or Chance-based Occurrence (Hot Hand and Gambler fallacy Bias).

3. **hasOutcome**: A property linking series of events to the same Outcome (Gamblers Fallacy).

4. **hasOutcomeEffect:** A property linking a series of events which Outcome brings to the same effect (Hot Hand fallacy).

5.**ProduceOutcomeEffect**: a property linking an event which Outcome will produce an effect (Hot Hand fallacy).

**6. creates:** a property connecting the illusory effect created by the Perception of Pattern (Pareidolia).

**7. isBiasedBy**: a property that connect a Person that is biased by the idea of seeing a Pattern such as meaningful shapes made by a visual stimulus(Pareidolia).

**8. isPerceivedAs**: a property that links the cognitive process of being aware of something like a trend in activity and what is perceived as part of the trend (IllusoryCorrelation).

9. **decide**: a property that links the cognitive process of deciding how to act after receiving information.

10. **have\_knowledge**: a property that links the cognitive process of storing some information regarding a topic.

11. **involves**: a property connecting an entity such as Activity to any kind of thing that is involved during the execution of that Activity.

12. **misjudged**: a property that links the cognitive process of misinterpreting information.

13**. hasEffect:** a property linking a perceived correlation between the variables and the illusory effect that this produce

14. **hasInfluence:**A property connecting an Entity (Pattern) that affects in different ways another entity (PerceptionExperience).

15. **receives:** denotes the capability of an entity to accept or obtain information, data, or objects from another source.

16. **focusesOn:** describes the primary subject or area of attention associated with an entity or concept.

17. **isUnawareOf**: indicates the lack of knowledge or awareness of a particular entity or concept by another entity.

18. **hasMemoryGap:** signifies a period or instance where an entity lacks recall or memory of specific information or events.

19. **fillsMemoryGap:** represents the action or process of replenishing or restoring missing or incomplete memory or information within an entity or system.

20. **ignores:** denotes the deliberate disregard or lack of attention to a particular entity, concept, or information by another entity.