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# Introduction

Is the application area a suitable one for a semantic based application? Are the aims both useful and achievable?

Semantic application used to narrow down searches based on syntax and data.

This document presents the Video Game Ontology, an ontology created for describing knowledge of Video Games. The ontology focuses on modelling events happening inside video games as well as players and their playing behaviour.

To share common understanding of the structure of information among people or software agents

θ To enable reuse of domain knowledge

θ To make domain assumptions explicit

θ To separate domain knowledge from the operational knowledge

θ To analyse domain knowledge

What is the domain that the ontology will cover?

θ For what we are going to use the ontology?

For what types of questions the information in the ontology should provide answers? θ Who will use and maintain the ontology? Hospital Management System To save records for patients, staff, symptoms etc. What could be the suggested medicine for a patient with certain symptoms? Health applications, Hospital Management systems, Hospital IT staff.

It is the idea of having data on the Web defined and linked in a way that it can be used for

more effective discovery, automation,

integration and reuse across various

applications.

## Aim

Build a semantic application. The Video Game Ontology is aimed at modelling video game related information. The main goal is to capture knowledge about events that happen in video games and information about players.

## Objective

* Create an ontology using protégé by creating classes, object and data properties
* Add instances to the ontology
* Create SPARQL end point using Jena Fuseki

## Scope

This project is limited to creating an ontology using protégé.

# Design

Use of RDF, RDF schema and Ontology design.

The Ontology-driven recipe querying application developed for this thesis is built

up in three main parts; the OWL ontology, OWL server and the Web interface to

interact with the system. The ontology constructed is the only information resource

used for the application. All data such as the text representing the recipe, recipe

category names etc. are stored in the ontology file constructed.

# Implementation

Use of systems or your own software to implement your design.

# Evaluation and Use

SPARQL queries to prove your system works.

Jena Fuski

Setting Up Jena Fuseki

1. Download latest version of jena fuseki
2. Open command prompt
3. Open jena fuski directory
4. Type fuseki-server
5. Open web browser
6. Type localhost:3030
7. Create new dataset
8. Upload ontology RDF triples
9. Type in sparql query to query dataset

# Critical Reflection

Compare your application with alternative approaches.

# Reference

# Appendix