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Open Graph Reference Documentation

Need to know how to make an Open Graph query? Check out the [Open Graph Guide](#).

Using any of these actions or objects in an Open Graph story will require review from Facebook before people can publish stories with them. [Learn more about Open Graph Review](#).

Action Types

Name	Description
apps.saves	An action representing someone saving an app to try later.
books.quotes	An action representing someone quoting from a book.
books.rates	An action representing someone rating a book.
books.reads	An action representing someone reading a book.
books.wants_to_read	An action representing someone wanting to read a book.
fitness.bikes	An action representing someone cycling a course.
fitness.runs	An action representing someone running a course.
fitness.walks	An action representing someone walking a course.
games.achieves	An action representing someone reaching a game achievement.
games.celebrate	An action representing someone celebrating a victory in a game.
games.plays	An action representing someone playing a game. Stories for this action will only appear in the activity log.
games.saves	An action representing someone saving a game.
music.listens	An action representing someone listening to a song, album, radio station, playlist or musician
music.playlists	An action representing someone creating a playlist.
news.publishes	An action representing someone publishing a news article.
news.reads	An action representing someone reading a news article.
og.follows	An action representing someone following a Facebook user
og.likes	An action representing someone liking any object.
pages.saves	An action representing someone saving a place.
restaurant.visited	An action representing someone visiting a restaurant.
restaurant.wants_to_visit	An action representing someone wanting to visit a restaurant
sellers.rates	An action representing a commerce seller has been given a rating.
video.rates	An action representing someone rating a movie, TV show, episode or another piece of video content.

<https://developers.facebook.com/docs/reference/opengraph/>

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Best Practices

Name	Description
video.wants_to_watch	An action representing someone wanting to watch video content.
video.watches	An action representing someone watching video content.
Object Types	
Name	Description
article	This object represents an article on a website. It is the preferred type for blog posts and news stories.
book	This object type represents a book or publication. This is an appropriate type for ebooks, as well as traditional paperback or hardback books. Do not use this type to represent magazines
books.author	This object type represents a single author of a book.
books.book	This object type represents a book or publication. This is an appropriate type for ebooks, as well as traditional paperback or hardback books
books.genre	This object type represents the genre of a book or publication.
business.business	This object type represents a place of business that has a location, operating hours and contact information.
fitness.course	This object type represents the user's activity contributing to a particular run, walk, or bike course.
game.achievement	This object type represents a specific achievement in a game. An app must be in the 'Games' category in App Dashboard to be able to use this object type . Every achievement has a `game:points` value associate with it. This is not related to the points the user has scored in the game, but is a way for the app to indicate the relative importance and scarcity of different achievements: * Each game gets a total of 1,000 points to distribute across its achievements * Each game gets a maximum of 1,000 achievements * Achievements which are scarcer and have higher point values will receive more distribution in Facebook's social channels. For example, achievements which have point values of less than 10 will get almost no distribution. Apps should aim for between 50-100 achievements consisting of a mix of 50 (difficult), 25 (medium), and 10 (easy) point value achievements Read more on how to use achievements in [this guide](/docs/howtos/achievements/).
music.album	This object type represents a music album; in other words, an ordered collection of songs from an artist or a collection of artists. An album can comprise multiple discs.
music.playlist	This object type represents a music playlist, an ordered collection of songs from a collection of artists.
music.radio_station	This object type represents a 'radio' station of a stream of audio. The audio properties should be used to identify the location of the stream itself.
music.song	This object type represents a single song.
place	This object type represents a place - such as a venue, a business, a landmark, or any other location which can be identified by longitude and latitude.
product	This object type represents a product. This includes both virtual and physical products, but it typically represents items that are available in an online store.



Name	Description
<code>product.group</code>	This object type represents a group of product items.
<code>product.item</code>	This object type represents a product item.
<code>profile</code>	This object type represents a person. While appropriate for celebrities, artists, or musicians, this object type can be used for the profile of any individual. The <code>`fb:profile_id`</code> field associates the object with a Facebook user.
<code>restaurant.menu</code>	This object type represents a restaurant's menu. A restaurant can have multiple menus, and each menu has multiple sections.
<code>restaurant.menu_item</code>	This object type represents a single item on a restaurant's menu. Every item belongs within a menu section.
<code>restaurant.menu_section</code>	This object type represents a section in a restaurant's menu. A section contains multiple menu items.
<code>restaurant.restaurant</code>	This object type represents a restaurant at a specific location.
<code>video.episode</code>	This object type represents an episode of a TV show and contains references to the actors and other professionals involved in its production. An episode is defined by us as a full-length episode that is part of a series. This type must reference the series this it is part of.
<code>video.movie</code>	This object type represents a movie, and contains references to the actors and other professionals involved in its production. A movie is defined by us as a full-length feature or short film. Do not use this type to represent movie trailers, movie clips, user-generated video content, etc.
<code>video.other</code>	This object type represents a generic video, and contains references to the actors and other professionals involved in its production. For specific types of video content, use the <code>`video.movie`</code> or <code>`video.tv_show`</code> object types . This type is for any other type of video content not represented elsewhere (eg. trailers, music videos, clips, news segments etc.)
<code>video.tv_show</code>	This object type represents a TV show, and contains references to the actors and other professionals involved in its production. For individual episodes of a series, use the <code>`video.episode`</code> object type . A TV show is defined by us as a series or set of episodes that are produced under the same title (eg. a television or online series)