

Ontologies - Practical Session 2

Reusing, refining and formalising

https://mdaquin.github.io/t/Onto_Lab2_2022

During the three practical sessions of the ontology course (of which this is the second), we will go through the process of building a complete ontology. Since ontologies have to be shared and consensual, and a big part of the process is about discussing and pondering possible representations of concepts, you will do this in groups of 3.

T1: Reintegrate the group you were in last time. If you were not in a group last time, find one.

Note that you will need to submit the final ontology as well as its documentation and a short report on the different steps you went through to build it after the third practical session. Make sure to **keep notes** of everything you do.

Today you will restart from the skeleton ontology you made last time. Make sure that you are reasonably happy with it before starting. We will do things in a slightly different order than in the lecture.

T2: Using the sources we saw in the lecture, and others, find ontologies that contain elements that you can reuse for your video game ontology. Keep track of them, open the most promising ones in Protégé to inspect them.

T3: Integrate the elements from the found ontologies that are most consistent with your initial skeleton ontology. You can import those ontologies or link to them by creating concepts/properties/individuals with the right URIs.

T4: Now that you have integrated some external elements, use the three questions seen in the lecture for refining your ontology, complete it, ensure it is correct within the scope you think you should have. Also, identify, first as English phrases, more precise definitions for the concepts you have included.

T5: Write down description logic statements for the English definitions you have written above and integrate them in your ontology using Protégé.