Building a dictionary of synonyms by games

Juraj GEMEĽA

Slovak University of Technology in Bratislava
Faculty of Informatics and Information Technologies
Ilkovičova 2, 842 16 Bratislava, Slovakia
`xgemelaj@stuba.sk`

Abstract. In these days, building vocabulary requires the work of experts because the computer still cannot recognize semantics between words. Problem is that this type of work is very expensive. Therefore, our goal is to create a game that will collect synonymous relationships between words. This game will be played by ordinary people so we will use the power of the crowd to create a dictionary.