An Ontology Design Pattern for Chess Games

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Motivation

- Chess is a very popular game, also played *online* by millions.
- Large online repositories of Portable Game Notation (PGN) files.
- Making chess data available as linked data
  - Potential richer information via integration with DBpedia, GeoNames, Library of Congress
Mainly guided by PGN files
- Quite rich information
- Not straightforward for linking between chess games
- Requires custom parser to query specific piece of data in it

Competency questions:
- Who played against Kasparov in the round 1994 Linares tournament? Did (s)he play as a white or black player?;
- What is the first move taken by black player in the Sicilian Defence opening?
- List all moves in a Fools Mate game where black wins after 2 moves by both players?
- What did Kasparov say about his opponent first two moves in his commentary about his game against Topalov in 1999 Tournament in Wijk aan Zee?

Does not model details of chess players (human or not).
The Pattern Overview

Krisnadhi, et al (Wright State, UPM, UI)
Thank you!
Join us at the poster for further details!

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