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"A Game is a Game is a Game..."

A Mediated Vocabulary for Video Game Research

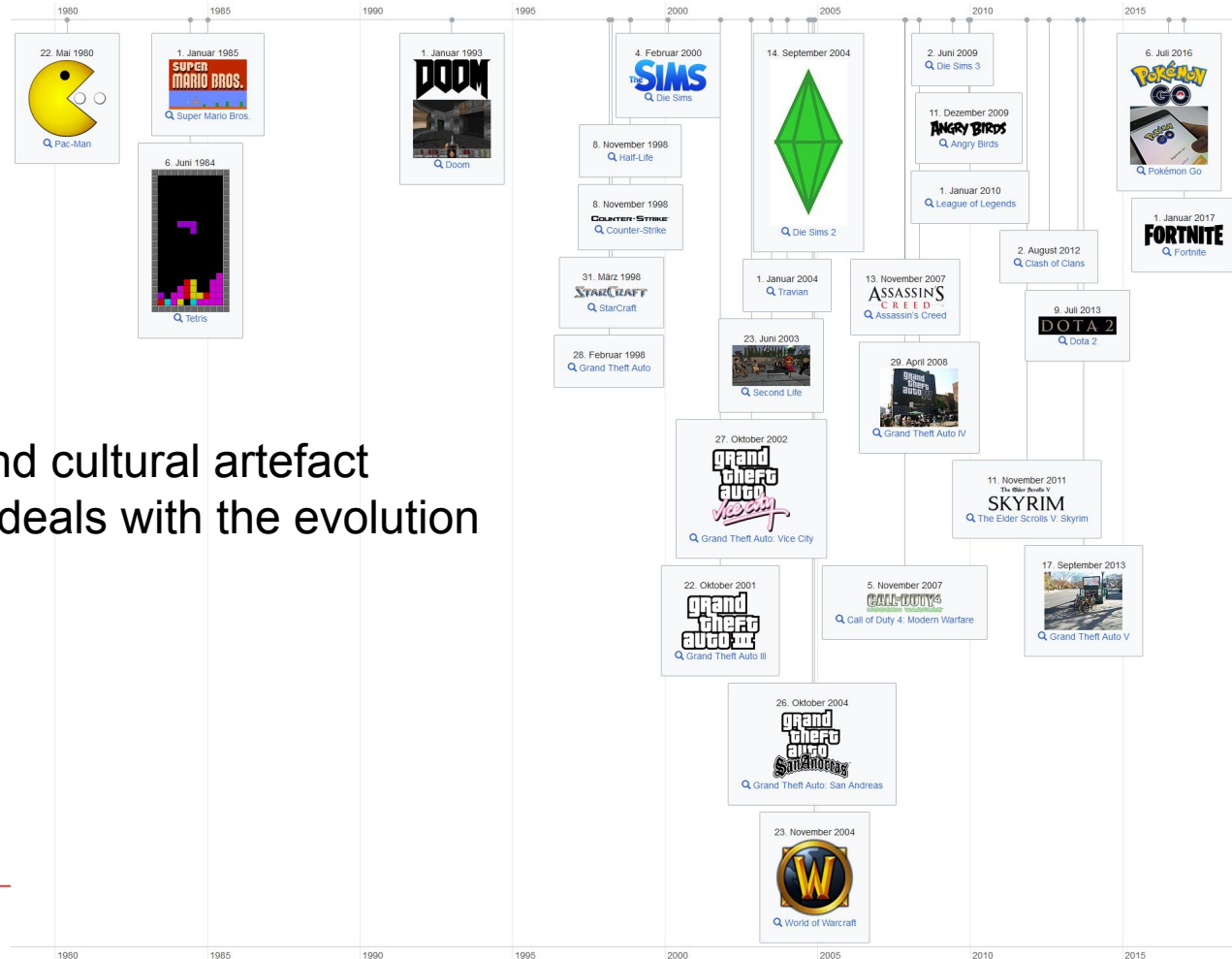
Leipzig, 04.04.2019

Tracy Hoffmann



Introduction

- A ludic, technological and cultural artefact
- History of video games deals with the evolution of this medium



Introduction

„If we consider ‘old’ games, the games that were once ‘coming soon’ and that had their moment at the cutting edge, taking centre stage at retail, being advertised on television, online and in print, but which are now outdated, superseded, and unsupported by their publishers and developers, we often find surprisingly little, and what we do find are sometimes only unreliable traces of existence.“

James Newman, Best Before (2012)

Challenges

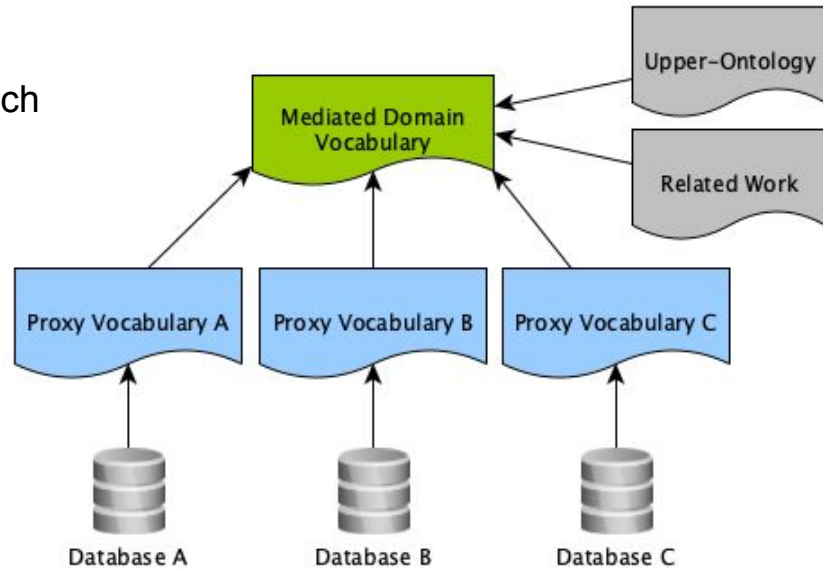
- Example question: "Where and when were video games released?"
+ "Who was involved in the production/distribution process?"
- No simple answer:
 - no comprehensive database
 - only a few authoritative institutions with databases

Challenges

- Example question: "Where and when were video games released?"
+ "Who was involved in the production/distribution process?"
- No simple answer:
 - no comprehensive database
 - only a few authoritative institutions with databases
- Goal:
 - Data integration and linking with RDF
- Challenges:
 - heterogeneous data models
 - no identifier
 - various titles, publisher practice of porting, converting, re-releasing a game, ...
 - localisation, censorship, downloadable content (DLC), ...

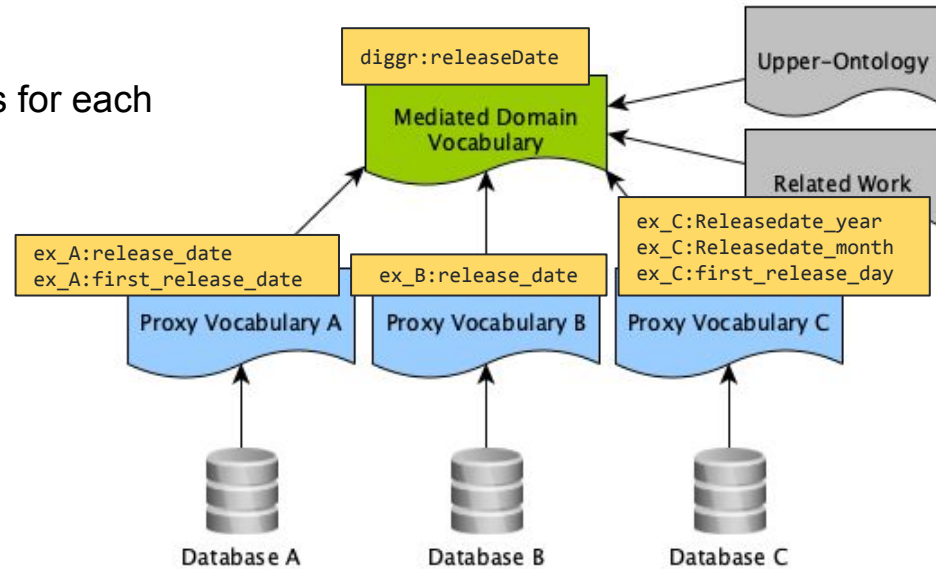
Method

- bottom-up approach
- proxy vocabulary
 - terms identified by proxy URIs for each concept in the data source



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Data Sources

Data Source	Records	Language	Scope	Japanese Release Date(s)	Credits	Companies	Alternative Titles	Links to Knowledge Base	Walkthroughs
Media Art DB	38.068	Jp	Japan						
Mobygames	81.609	En	Worldwide						
GameFAQs	55.834	En	Worldwide					(Wikipedia)	

Talking about different things

Talking about different things

Mobygames



Game: **Dark Souls**

PlayStation 3 (2011) and Xbox 360 (2011)



Game: **Dark Souls: Remastered**

Nintendo Switch (2018), PlayStation 4 (2018), Windows (2018) and Xbox One (2018)



Game: **Dark Souls (Limited Edition)**

PlayStation 3 (2011) and Xbox 360 (2011)



Game: **Dark Souls: Artorias of the Abyss**

PlayStation 3 (2012) and Xbox 360 (2012)

-> Only the DLC!



Game: **Dark Souls: Prepare to Die Edition**

PlayStation 3 (2012), Windows (2012) and Xbox 360 (2012)

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GameFAQs



Dark Souls

PlayStation 3

Xbox 360



Dark Souls Remastered

PlayStation 4

Nintendo Switch

PC

Xbox One



Dark Souls Trilogy

PlayStation 4

Xbox One



Dark Souls Trilogy Box

PlayStation 4



Dark Souls: Prepare to Die Edition

PC

Talking about different things

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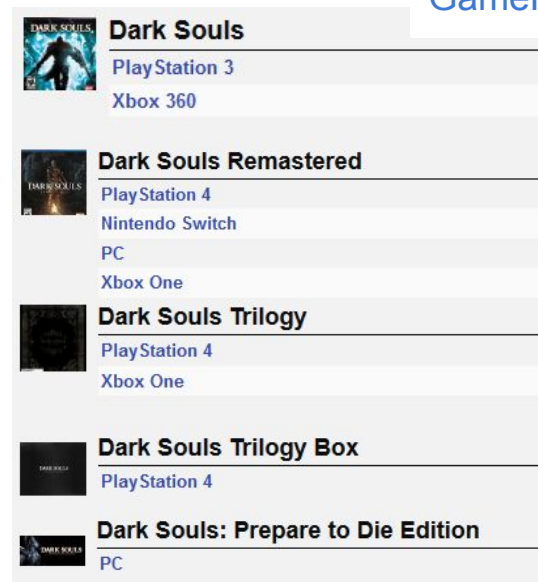
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GameFAQs



Dark Souls
PlayStation 3
Xbox 360

Dark Souls Remastered
PlayStation 4
Nintendo Switch
PC
Xbox One

Dark Souls Trilogy
PlayStation 4
Xbox One

Dark Souls Trilogy Box
PlayStation 4

Dark Souls: Prepare to Die Edition
PC

MediaArt DB

DARK SOULS	CS	プレイステーション3	ディスク	株式会社フロム・ソフトウェア	2011年9月22日
DARK SOULS with ARTORIAS OF THE ABYSS EDITION	CS	プレイステーション3	ディスク	株式会社フロム・ソフトウェア	2012年10月25日

Talking about different things

Database record \neq Video Game

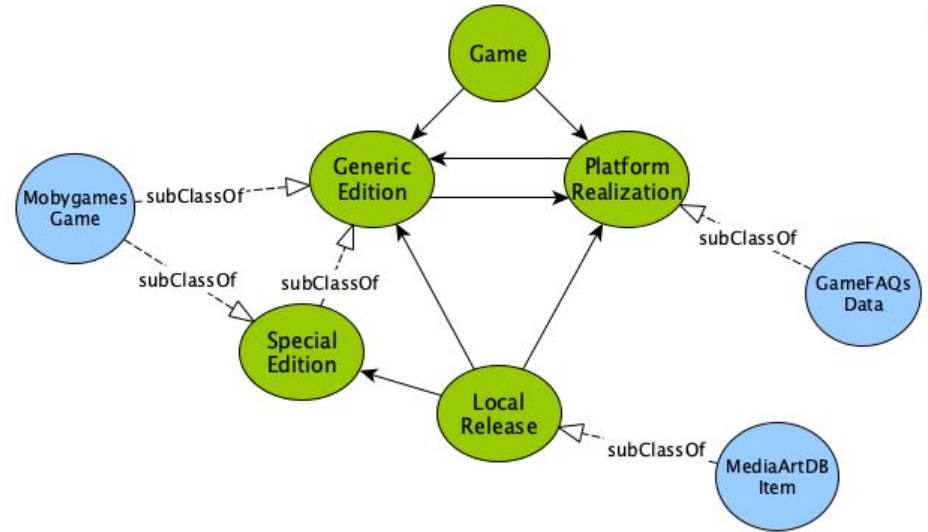
Mobygames => New **Edition** = New Record

Media Art DB => New **Release** = New Record

GameFAQs => New **Platform** = New Record

Main Concepts

- Game
 - Abstract term
 - „we played the same game“ or
 - „X is a remake of this game“
- Platform Realization
 - Technical realization
- Edition
 - Distribution/retail packages
- Local Release
 - Retail package for a specific region

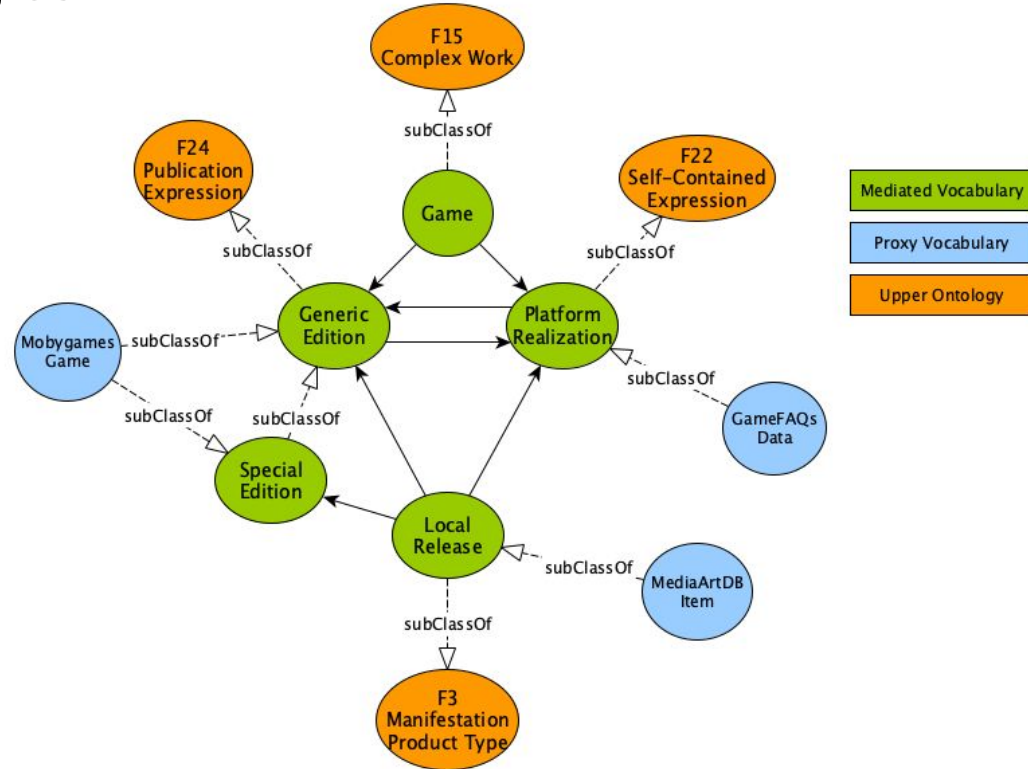


Alignment with upper-ontologies

- FRBR/LRM to static and book centric
- CIDOC CRM for published mass production products?
- Harmonization of FRBR and CIDOC CRM -> FRBRoo

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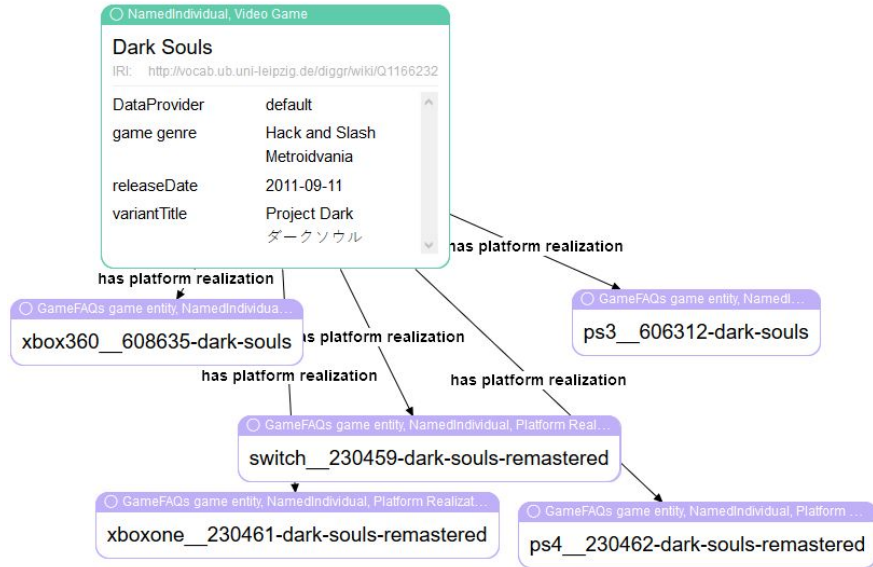
Example

NamedIndividual, Video Game

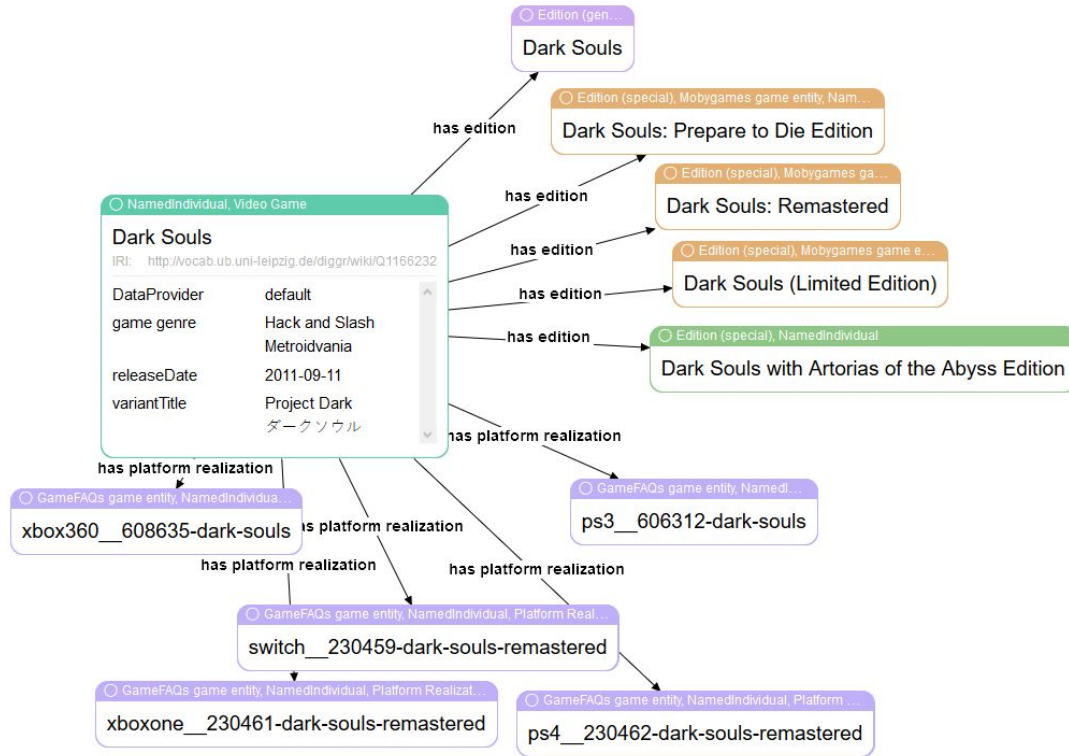
Dark Souls
IRI: <http://vocab.ub.uni-leipzig.de/diggr/wiki/Q1166232>

DataProvider	default
game genre	Hack and Slash Metroidvania
releaseDate	2011-09-11
variantTitle	Project Dark ダークソウル

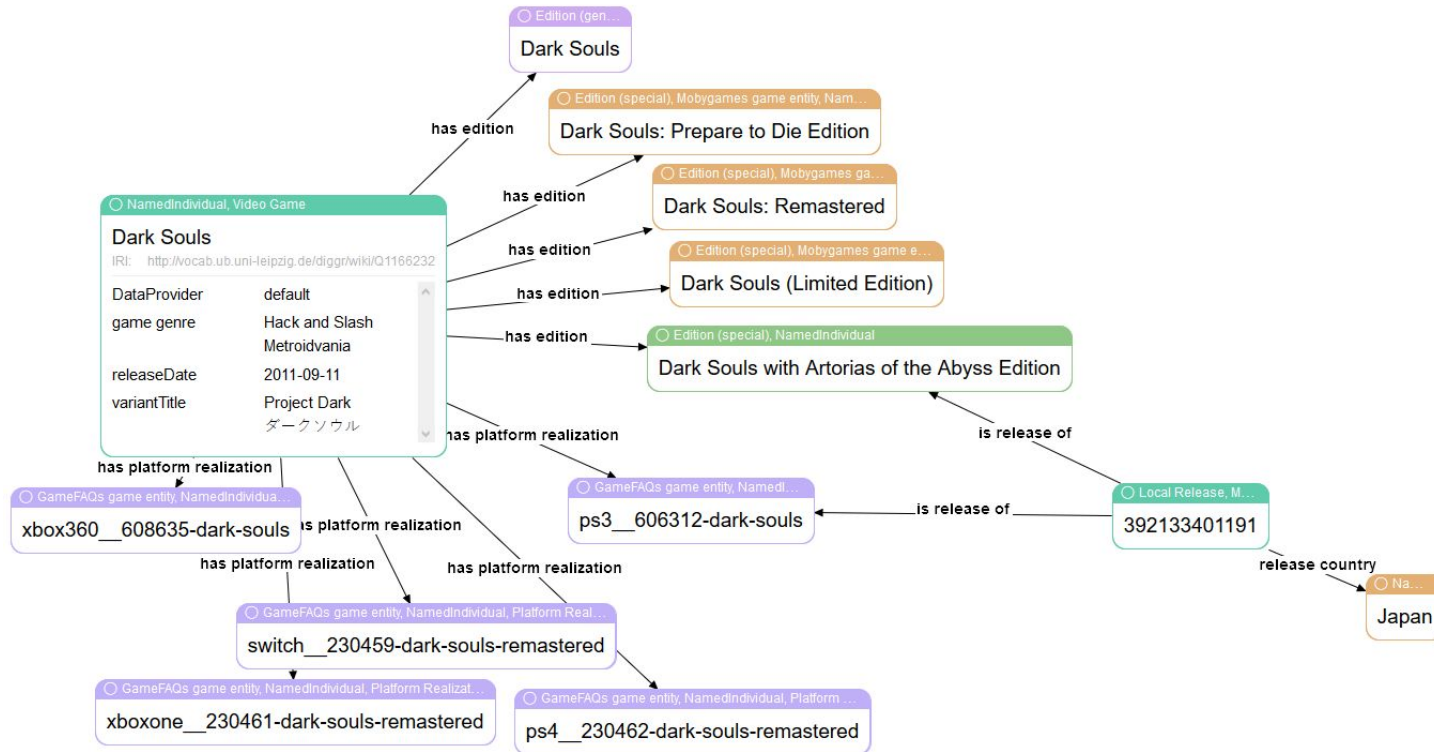
Developing a Mediated Vocabulary for Video Game Research



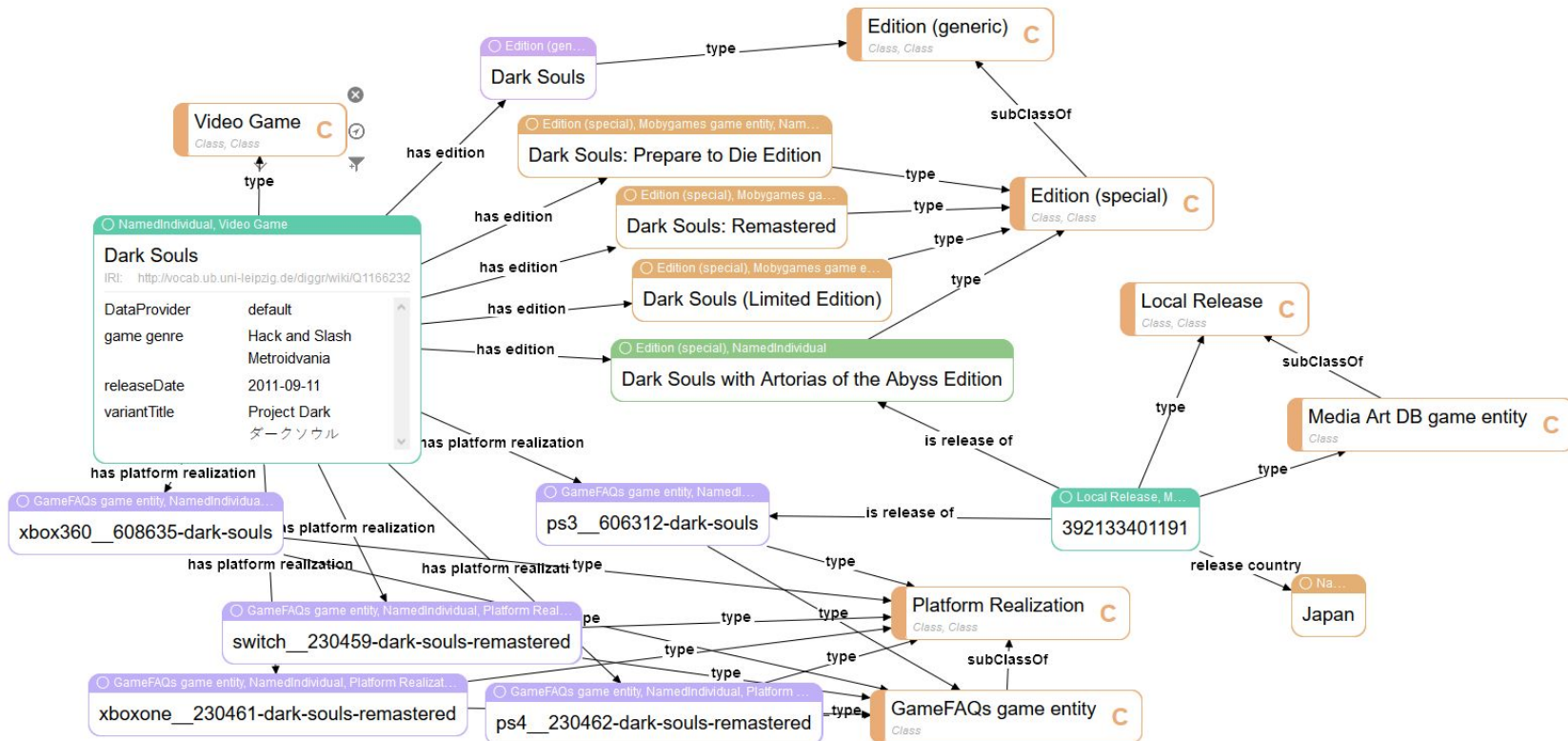
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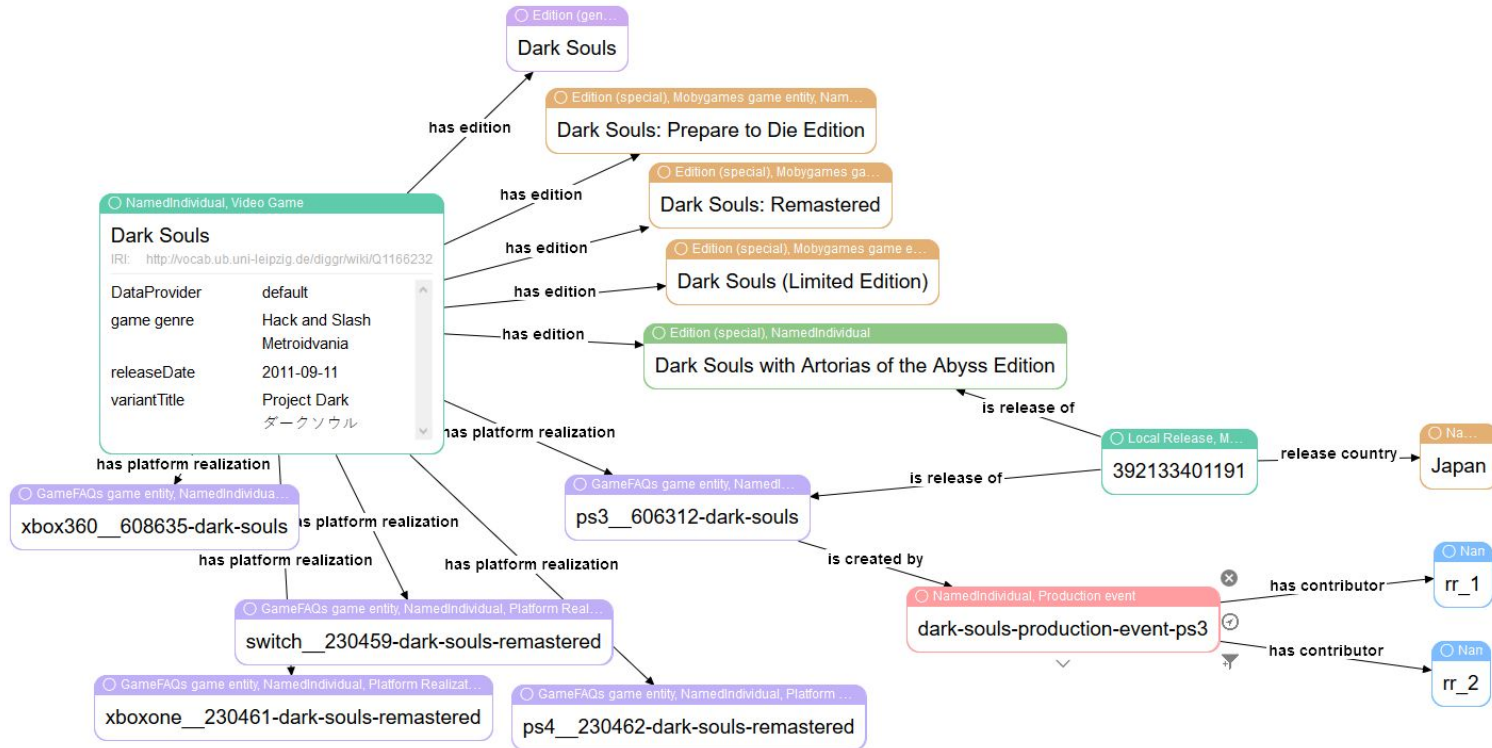
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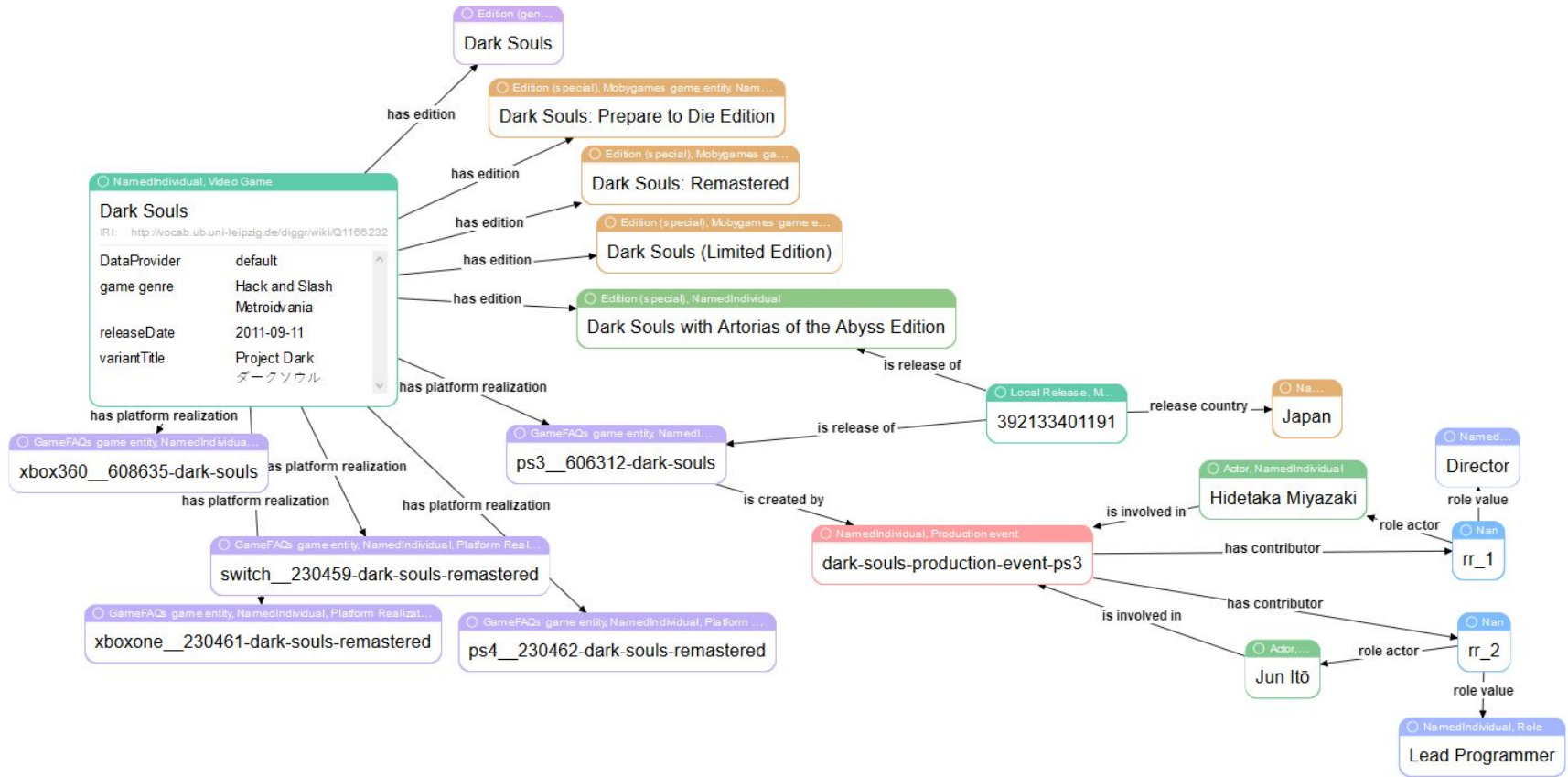
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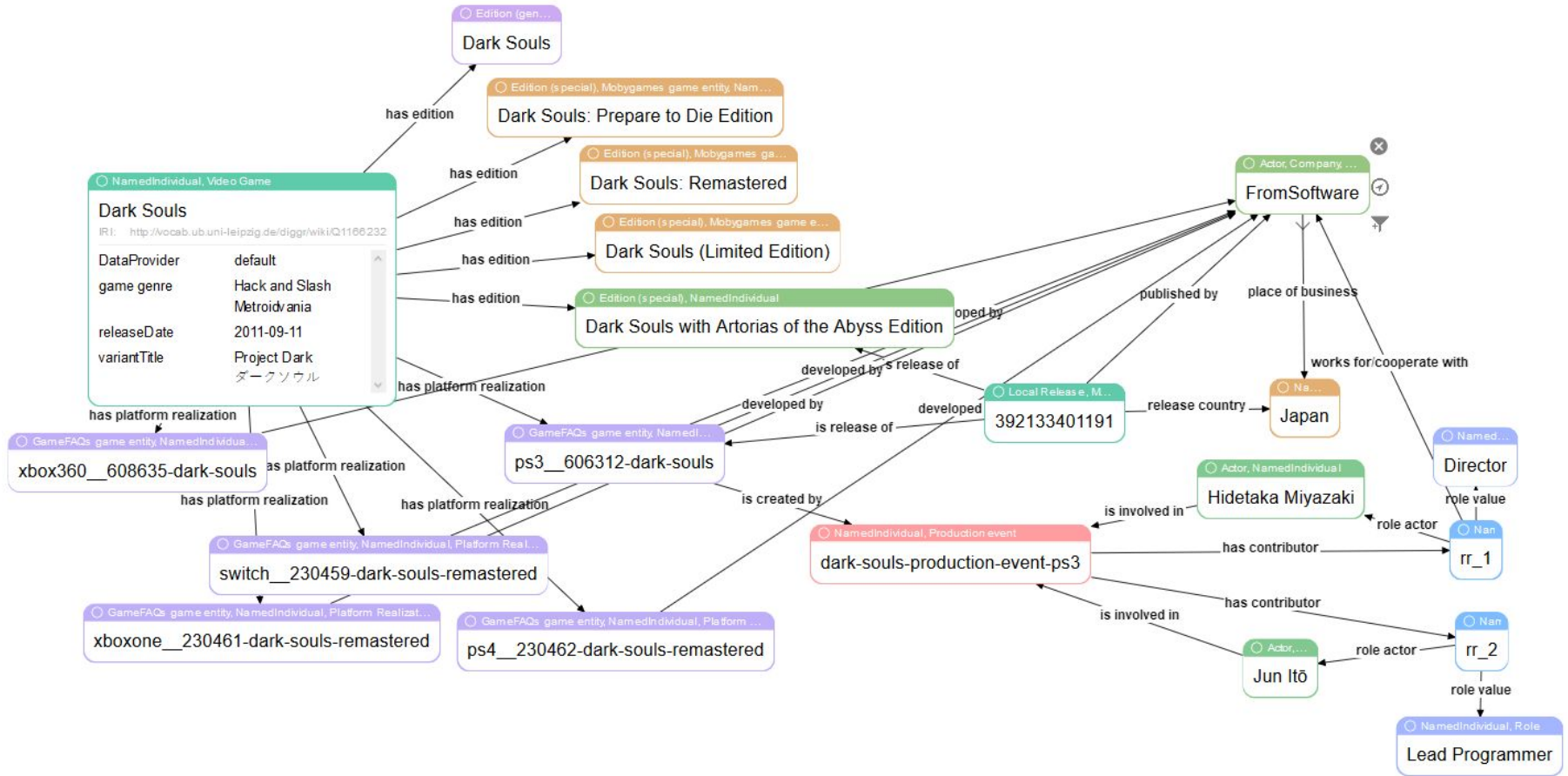
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Conclusion and future Work

- Further integration of proxy vocabulary
- Mapping to upper-ontology needs further work
- Open for extensions
- Collaboration
- Evaluation



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Thanks!

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<https://diggr.link/>

<https://github.com/diggr/diggr-video-game-vocabulary>