An Ontology Design Pattern for Chess Games

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- 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
    - Companion paper: Rodriguez-Doncel, et al., "Pattern-Based Linked Data Publication: The Linked Chess Dataset Case" COLD 2015. (Presentation scheduled tomorrow after lunch).

- 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).

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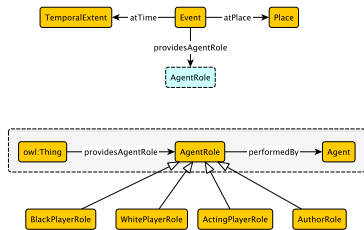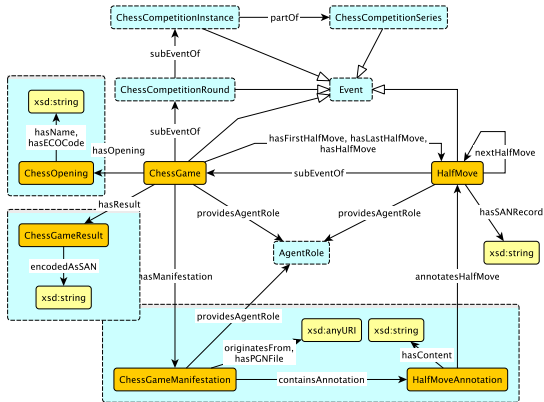
Thank you!
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