## *VideoGame for schema.org (draft)*

This document is a proposal by Yandex for some extensions of Schema.org schemas to support the description of video games.

New types:

Thing > CreativeWork > Game
Thing > CreativeWork > SoftwareApplication>VideoGame
Thing > CreativeWork > Game>VideoGame
Thing > Intangible > Enumeration >GamePlayMode
Thing > Intangible > Enumeration >GameServerStatus


Thing > CreativeWork

| Property | Type | Description |
|---|---|---|
| character | Person | Fictional person connected with creative work |
| translator | Organization or Person | Organization or person who adapts creative work to different languages, regional differences and technical requirements of a target market. |


Thing > CreativeWork > Game

| Property | Type | Description |
|---|---|---|
| numberOfPlayer | QuantitativeValue | Number of players in a game. |
| quest | Thing | The task that a player-controlled character, or group of characters may complete in order to gain a reward |
| gameItem | Thing | An item is an object within the game world that can be collected by a player or, occasionally, a non-player character. |
| gameLocation | URL or PostalAddress or Place | Real or fiction location of the game (or part of game) |
| characterAttribute | Thing | A piece of data that represents a particular aspect of a fictional character (skill, power, character points, advantage, disadvantage) |


Thing > CreativeWork > SoftwareApplication

Add the following property to the existing type

| Property | Type | Description |
|---|---|---|
| help | CreativeWork | Link to the help page |
| softwareAddOn | SoftwareApplication | Additional content for software application (extension pack or downloadable content) |

Thing > CreativeWork > SoftwareApplication>VideoGame

A video game is an electronic game that involves human interaction with a user interface to generate visual feedback on a video device

| Property | Type | Description |
|---|---|---|
| playMode | GamePlayMode | Indicates whether this game multi-player, co-op or single-player |
| cheatCode | CreativeWork | Cheat codes to the game |
| tip | CreativeWork | Links to tips, tactics, etc |
| gamePlatform | URL or Text or Thing | The electronic systems used to play video games http://en.wikipedia.org/wiki/Category:Video_game_platforms |
| serverStatus | GameServerStatus | Status of game server |
| playersOnline | Number | Number of players on the server |

Thing > Intangible > Enumeration >PlayMode
- Multi-player
- Co-op
- Single-player

Thing > Intangible > Enumeration >GameServerStatus
- Online
- OnlineFull
- OfflineTemporarily
- OfflinePermanently

**Example**

This type is applicable for example for those pages
http://store.steampowered.com/app/244850/
http://www.gamespot.com/titanfall/
http://www.elderscrolls.com/
http://elderscrollsonline.com/en-uk/

http://www.mineplex.com/

http://www.gamesgames.com/game/santa-and-the-lost-gifts
http://eve-online.browsergamez.com/

**1.**

```
<div itemscope itemtype="http://schema.org/VideoGame">
<h1 itemprop="name"> Super Game </h1>
<link href="http://example.com/supergame1" itemprop="url">
<img itemprop="image" src="/images/screenshots/supergame/cover.jpg"/>
<div itemprop="description">Ultra interesting. Super impressive. Mega
attractive</div>
```

```html
<div>
<p>Language<span itemprop="inLanguage">Russian</span></p>
      <p> Localizer <span itemprop="translator">TranslateStudio
Inc.</span></p>
      </div>
      <div>
<p>Language<span itemprop="inLanguage">Chinese</span></p>
        <p> Localizer <span itemprop="translator ">Fānyì zhě Inc.</span></p>
</div>
     <div itemscope itemtype="http://schema.org/AggregateRating"
itemprop="aggregateRating">
      <div>Game rating: <b itemprop="ratingValue">5</b></div>
      </div>
      <div itemprop="author" itemscope
itemtype="http://schema.org/Organization">
    <p> Author<span itemprop="name"><a itemprop="url"
href="http://gds.com">GameDevelopmentStudio</a></span></p>
  </div>
  <p> Publisher <span itemprop="publisher">RL Russia</span></p>
  <time itemprop="datePublished" datetime="2012-03-02">
  <div>Game Specific
    <meta itemprop="playMode" content=" Single-player" >
    <p>Genre <span itemprop="genre">Action (Shooter / Robot) / 3D / 1st
Person</span></p>
    </div>
  <div>System Requirements
    <p>Processor requirements<span itemprop="processorRequirements">4
GHz</span></p>
    <p>Memory requirements<span itemprop="memoryRequirements">8 Gb</span></p>
    <p>Storage requirements<span itemprop="storageRequirements">64
Gb</span></p>
  </div>
<ul>
<li itemprop="gamePlatform"> PC game </li>
<li itemprop="gamePlatform"> Xbox One </li>
<li itemprop="gamePlatform"> PlayStation 3</li>
      </ul>
<div itemprop="softwareAddOn" itemscope
itemtype="http://schema.org/VideoGame">DLC
<h2 itemprop="name"> New colour of sky<link
href="http://example.com/supergamedlc1" itemprop="url">
</h2>
</div>
  <div itemprop="associatedMedia" itemscope
itemtype="http://schema.org/VideoObject">
    <h2>Video: <span itemprop="name">Super Game review</span></h2>
      <meta itemprop="duration" content="T1M33S" />
    <meta itemprop="thumbnail" content="super-game.jpg" />
      <object ...>
        <param ...>
        <embed type="application/x-shockwave-flash" ...>
      </object>
  </div>
  <div>
    <h2>Hints, Secrets, Glitches & Easter Eggs<h2>
```

```html
    <p>Easy Credits <span itemprop="cheatCode">To get infinite credits you
must first have at least 1 or 2 companions with you </span></p>
    <p><a href="http://example.com/strategy/super-game/victory.php">Victory
Strategy Guides</a></p>
  </div>
    </div>
```

## 2. RPG

```
<script type="application/ld+json">
{
"@context": "http://schema.org",
"@type": "VideoGame",
"name": "The Elder Scrolls V: Skyrim",
"url": "http://www.elderscrolls.com/skyrim",
"playMode": "Single-player",
"gameItem": {
"@type": "Thing",
"name":"Oghma Infinium",
"url":"http://elderscrolls.wikia.com/wiki/Oghma_Infinium_(Skyrim)",
"description":"The Oghma Infinium (Plural: Oghmae Infinium[OOG 1]) is a very
powerful Daedric artifact belonging to the Daedric Prince Hermaeus Mora. It
is an ancient tome of knowledge written by Xarxes, the wizard sage and scribe
also known as The Ageless One.The Oghma Infinium is given to Hermaeus Mora's
champion upon completion of a specific task or quest. Once read, it
disappears, returning to Hermaeus Mora's realm in Oblivion.",
"image":"http://img1.wikia.nocookie.net/__cb20120209152336/elderscrolls/image
s/thumb/b/b0/Oghma.jpg/180px-Oghma.jpg"
},
"quest": [
{
"@type": "Thing",
"name":" Unbound",
"url":"http://elderscrolls.wikia.com/wiki/Unbound",
"description":" It serves as the tutorial mission where the player learns the
basics about the game.",
"image":"
http://img2.wikia.nocookie.net/__cb20121120234225/elderscrolls/images/thumb/a
/a3/Unbound.png/256px-Unbound.png"
},
{
"@type": "Thing",
"name":"Before the Storm",
"url": "http://elderscrolls.wikia.com/wiki/Before_the_Storm",
"description":" Before the Storm is a quest available in The Elder Scrolls V:
Skyrim. After escaping from the dragon attack at Helgen, it's necessary to
follow the advice received that leads to Riverwood. It is possible to gather
supplies and prepare for a trip to Whiterun to report the recent events to
Jarl Balgruuf.",
"image":"
http://img2.wikia.nocookie.net/__cb20120928235929/elderscrolls/images/thumb/1
/1d/Alvor.png/256px-Alvor.png"
}
    ],
"characterAttribute": {
```

```
"@type": "Thing",
"name":" Deathbrand Instinct",
"alternateName":"Ability",
"description":"Increases armor rating by 100 points if wearing all Deathbrand
Armor"
},
"gameLocation":["Beitild's House", "Brina's House", "Dawnstar Barracks",
"Fruki's House", "Irgnir's House"]
}</script>
```

### 3. Online Game

```
<script type="application/ld+json">
{
      "@context": "http://schema.org",
      "@type": "VideoGame",
      "name": "Minecraft",
      "url": "http://www.mineplex.com/",
      "playMode": "Multi-player",
      "gamePlatform": " Online_gaming_services",
      "playersOnline": "5361",
      "serverStatus": "Online",

      "video": {
            "@type" : "http://schema.org/VideoObject",
            "caption" : "CHALLENGE ACCEPTED! #6 [Hot Pepper Challenge!]",
            "description" : "How many Jalapeno can I eat without crying? ZERO.
            Today's challenge is for every chest I open, I have to eat a
            Jalapeno and... I HAVE TO WIN. This video was painful",
            "url" : "http://www.youtube.com/watch?v=0q6a9aFk3XY"
      }
      </script>
```

### 4. Board Game

```
        <section vocab="http://schema.org/" typeof="Game">
      <section property="offers" typeof="Offer">
         <span>Approx. Retail:</span>
         <span property="priceCurrency">$</span><span
property="price">17.99</span>
            <a href="/monopoly-2/en_US/shop/where-to-
buy.cfm?brand_guid=DAD28866-1C43-11DD-BD0B-0800200C9A66&prodName=Monopoly
Game" property="availableAtOrFrom">Where To Buy</a>
      </section>
      <span property="audience" typeof="PeopleAudience">
        Ages: <span property="suggestedMinAge">8 </span> YEARS & UP
      </span>
        <h4>Game  Description:</h4>
      <p property="description">Own it all as a high-flying trader in the
fast-paced world of real estate. Tour the city for the hottest properties:
sites, stations and utilities are all up for grabs. Invest in houses and
hotels, then watch the rent come pouring in! Make deals with other players
and look out for bargains at auction. There are many ways to get what you
want. For really speedy dealers, use the speed die for a quick and intense
game of Monopoly. So get on Go and trade your way to
success!<br/><br/>Includes <span property="gameItem">gameboard</span>, <span
```

```
property="gameItem">8 tokens</span>, <span property="gameItem">28 Title Deed
cards</span>, <span property="gameItem">16 Chance cards</span>, <span
property="gameItem">16 Community Chest cards</span>, <span
property="gameItem">money pack</span>,<span property="gameItem"> 32
houses</span>, <span property="gameItem">12 hotels</span>, <span
property="gameItem">2 dice</span> and <span
property="gameItem">instructions</span><br/><br/>•Features a speed die for a
faster, more intense game<br/>•Includes the new token that was voted No. 1:
the cat<br/><br/>For <div property="numberOfPlayers"
typeof="QuantitativeValue">
        <span property="minValue">3</span> to <span property="maxValue">5</span>
players </div>.<br/><br/>Ages 8 and up.<br/><br/>Monopoly and all related
characters are trademarks of <span property="copyrightHolder">Hasbro</span>.
<P></p>
            </section>
```

## 5. Mobile Game

```
        <body vocab="http://schema.org/" itemscope
itemtype="http://schema.org/VideoGame http://schema.org/MobileApplication">
        ...
        <span itemprop="platform">iOS</span>
        <img itemprop="image"
src="http://a3.mzstatic.com/us/r30/Purple/v4/56/85/9b/56859be5-c5fa-9cc2-
9277-276891ad070e/screen568x568.jpeg"/>
        <span itemprop="name">MONOPOLY</span>
        by <span itemprop="author">Electronic Arts</span>
        <span itemprop="description">
        **YOU VOTED & THE CAT'S OUT OF THE BAG** Thanks to the votes from YOU
and thousands of loyal MONOPOLY Facebook fans from 185 different countries,
the CAT mover is now available to play with in this latest update as well as
in the classic board game version of MONOPOLY!</span>
        <div itemprop="aggregateRating"  itemscope
itemtype="http://schema.org/AggregateRating">
          <span itemprop="ratingValue">4</span> stars -
          <span itemprop="reviewCount">33</span> reviews
        </div>
        <div itemprop="offers"  itemscope itemtype="http://schema.org/Offer">
          Price: <span itemprop="price">1</span>
          <meta itemprop="priceCurrency" content="USD" />
          <link itemprop="availability" href="http://schema.org/InStock">In
Stock
        </div>
          Version:<span itemprop="softwareVersion">1.2.50</span>
          Updated:<meta  itemprop="dateModified" content="2013-11-09">
09.11.2013
        <div itemprop="audience" itemscope
itemtype="http://schema.org/PeopleAudience">
          Age<span itemprop="requiredMinAge">4</span>+
        </div>
        </body>
```