

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
minNumberOfPlayer	Number	Minimum number of players in a game
maxNumberOfPlayer	Number	Maximum 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.
location	URL or Text	Real or fiction location of the game (or part of game)
gameStatistic	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
addOn	SoftwareApplication	Additional content for software application

[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
tips	URL or Text	Links to tips, tactics, etc
gamePlatform	URL or Text	The electronic systems used to play video games http://en.wikipedia.org/wiki/Category:Video_game_platforms
serverStatus	GameServerStatus	Status of game server
playersOnline	Text	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">
  
  <div itemprop="description">Ultra interesting. Super impressive. Mega
  attractive</div>
</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>
    </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="addOn" itemscope
itemtype="http://schema.org/VideoGame">DLC
        <h2 itemprop="name"> New colour of sky<link
href="http://example.com/supergamedlc1" itemprop="url">
</h2>
        <link href="http://example.com/supergame1" itemprop="url">

    </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>
  <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.

```
<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/
images/thumb/b/b0/Oghma.jpg/180px-Oghma.jpg"
},
"quest": [
  {
"@type": "Thing",
"name": "Unbound",
"url": "http://elderscrolls.wikia.com/wiki/Before_the_Storm",
"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/th
umb/a/a3/Unbound.png/256px-Unbound.png"
},
  {
"@type": "Thing",
"name": "Before the Storm",
"url": "http://elderscrolls.wikia.com/wiki/Unbound",
"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/th
umb/1/1d/Alvor.png/256px-Alvor.png"
}
]
```

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

3.

```
<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>
```