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**

<table>
<thead>
<tr>
<th>Property</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>character</td>
<td>Person</td>
<td>Fictional person connected with creative work</td>
</tr>
<tr>
<td>translator</td>
<td>Organization or Person</td>
<td>Organization or person who adapts creative work to different languages, regional differences and technical requirements of a target market.</td>
</tr>
</tbody>
</table>

### **Thing** > **CreativeWork** > **Game**

<table>
<thead>
<tr>
<th>Property</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>minNumberOfPlayer</td>
<td>Number</td>
<td>Minimum number of players in a game</td>
</tr>
<tr>
<td>maxNumberOfPlayer</td>
<td>Number</td>
<td>Maximum number of players in a game</td>
</tr>
<tr>
<td>quest</td>
<td>Thing</td>
<td>The task that a player-controlled character, or group of characters may complete in order to gain a reward</td>
</tr>
<tr>
<td>gameItem</td>
<td>Thing</td>
<td>An item is an object within the game world that can be collected by a player or, occasionally, a non-player character.</td>
</tr>
<tr>
<td>location</td>
<td>URL or Text</td>
<td>Real or fiction location of the game (or part of game)</td>
</tr>
<tr>
<td>characterAttribute</td>
<td>Thing</td>
<td>A piece of data that represents a particular aspect of a fictional character (skill, power, character points, advantage, disadvantage)</td>
</tr>
</tbody>
</table>

### **Thing** > **CreativeWork** > **SoftwareApplication**

Add the following property to the existing type

<table>
<thead>
<tr>
<th>Property</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>help</td>
<td>CreativeWork</td>
<td>Link to the help page</td>
</tr>
<tr>
<td>addOn</td>
<td>SoftwareApplication</td>
<td>Additional content for software application</td>
</tr>
</tbody>
</table>
A video game is an electronic game that involves human interaction with a user interface to generate visual feedback on a video device.

<table>
<thead>
<tr>
<th>Property</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>playMode</td>
<td>GamePlayMode</td>
<td>Indicates whether this game multi-player, co-op or single-player</td>
</tr>
<tr>
<td>cheatCode</td>
<td>CreativeWork</td>
<td>Cheat codes to the game</td>
</tr>
<tr>
<td>tips</td>
<td>URL or Text</td>
<td>Links to tips, tactics, etc</td>
</tr>
<tr>
<td>gamePlatform</td>
<td>URL or Text</td>
<td>The electronic systems used to play video games</td>
</tr>
<tr>
<td>serverStatus</td>
<td>GameServerStatus</td>
<td>Status of game server</td>
</tr>
<tr>
<td>playersOnline</td>
<td>Text</td>
<td>Number of players on the server</td>
</tr>
</tbody>
</table>

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://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>
</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>

Publisher <span itemprop="publisher">RL Russia</span></p>
<time itemprop="datePublished" datetime="2012-03-02">
</div>

System Requirements
<br>
Processor requirements<span itemprop="processorRequirements">4 GHz</span></div>
</p>

Memory requirements<span itemprop="memoryRequirements">8 Gb</span></p>
</div>

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>

DLC
<h2 itemprop="name">New colour of sky</h2>
<link href="http://example.com/supergame1" itemprop="url">

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" ...>
2. RPG

```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) 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.",
  },
  "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.",
    },
    {
      "@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/thumb/1/1d/Alvor.png/256px-Alvor.png"
    }
  ]
}
```
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 itemprop="offers" itemscope itemtype="http://schema.org/Offer">
    <span>Approx. Retail: </span>$17.99</section>

<a href="/monopoly-2/en_US/shop/where-to-buy.cfm?brand_guid=DAD28866-1C43-11DD-BD0B-0800200C9A66&prodName=Monopoly Game" itemprop="availableAtOrFrom">Where To Buy</a>

Ages: 8 & UP

<h4>Game Description:</h4>
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! Includes gameboard, 8 tokens, 28 Title Deed cards, 16 Chance cards, 16 Community Chest cards, 32 houses, 12 hotels, 2 dice and instructions.

· Features a speed die for a faster, more intense game
· Includes the new to ken that was voted No. 1: the cat

For 2 to 6 players.

Ages 8 and up.

Monopoly and all related characters are trademarks of Hasbro.

5. Single-player RPG

"EmailAddress": "http://fallout.wikia.com/wiki/Fallout_3",
"playMode": "Single-player",
"author": {
  "name": "Bethesda Game Studios",
  "url": "http://www.bethsoft.com/",
  "founder": "Christopher Weaver",
  "foundingDate": "1986",
  "employee": "Vlatko Andonov",
  "employee": "Todd Howard",
  "employee": "Ashley Cheng"
},
"publisher": ["Bethesda Softworks", "Ubisoft"],
"genre": "Action Role-playing game",
"platform": ["Microsoft Windows X", "Windows 7", "Xbox 360", "PlayStation 3"],
"contentRating": "ESRB M",
"gameItem": {
  "@type": "Thing",
  "url": "http://fallout.wikia.com/wiki/Fallout_3_items",
  "description": "A dynamic facet of gameplay is that firearms wear out over time of use. As a weapon degenerates, its damage is reduced and it loses accuracy. However, worn out firearms of the same type can be combined to make more reliable and powerful weapons. Weapon schematics can also be found and used to create various devices such as the Rock-It Launcher that can fire various items such as lunchboxes and stuffed animals, or the bottlecap mine, made out of a Vault-Tec lunchbox, cherry bombs, sensor module and bottle caps. Along with equipping various weapons, the player can also..."
utilize different armors and clothing that may have effects that can alter various skills"}

"characterAttribute": [{
"@type": "Thing",
"name": "Barter",
"alternateName": "skill",
"description": "Proficiency at trading and haggling"
},
{
"@type": "Thing",
"name": "Big Guns",
"alternateName": "skill",
"description": "Proficiency at using unorthodox weaponry"
},
{
"@type": "Thing",
"name": "Energy Weapons",
"alternateName": "skill",
"description": "Proficiency at using energy-based weapons"
},
{
"@type": "Thing",
"name": "Black Widow/Lady Killer",
"alternateName": "perk",
"description": "+10% damage to the opposite sex, and unique dialogue options with certain characters"
},
{
"@type": "Thing",
"name": "Gun Nut",
"alternateName": "perk",
"description": "+5 Small Guns, +5 Repair"
}

"location": ["Rivet City", "Megaton", "Canterbury Commons", "Big Town", "Arefu"]
</script>

6. Mobile Game

<body vocab="http://schema.org/" typeof="VideoGame MobileApplication">
...
<span property="platform">iOS</span>
<img property="image" src="http://a3.mzstatic.com/us/r30/Purple/v4/56/85/9b/56859be5-c5fa-9cc2-9277-276891ad070e/screen568x568.jpeg"/>
<span property="name">MONOPOLY</span>
by <span property="author">Electronic Arts</span>
<span property="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!

4 stars - 33 reviews

Price: 1 USD

In Stock

Version: 1.2.50

Updated: 09.11.2013

Age 4+