

# Building Domain Model via Game With a Purpose

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## GOALS

motivate players to contribute on creation of a lightweight term relationship network

## TermBlaster

1. game chooses a concept and generate a cloud of bubbles with words
2. player blow up three bubbles in a 20s time limit.
3. the amount of obtained points depends on cocurence of played concept and chosen word in domain documents
4. player can try the same game again (with different cloud of bubbles) or start a new one

## Logs

- round\_id
- player\_id
- conceptTerm\_id
- hitTime (null if not chosen)
- score (potential)
- position (X and Y co-ordinates)

## Inputs

- domain concepts
- domain documents
- binds between them

## Round



## Analysis

many players in different games connect the same couple of concepts

there is a relationship between them

couples with a low cocurence

=

hidden relationship

## Use of domain model

improved:

- personalization
- search
- recommendation