

## Semantic Web

# Exercise sheet 11

## Social Semantic Web

### Exercise 1 (Web 2.0) (5 points)

Explain in your own words what Web 2.0 is. Describe different flavors of applications contributing to Web 2.0 (min 0.5 pages, max 1 page).

### Exercise 2 (Games from Katharina) (7 points)

1. Revisit the lecturing material and read the papers
  - a. Luis von Ahn. Games With A Purpose. IEEE Computer Magazine, June 2006. pp 96-98. [1]
  - b. Katharina Siorpaes and Martin Hepp: Games with a Purpose for the Semantic Web. IEEE Intelligent Systems, Vol. 23, No. 3, pp. 50-60, May/June 2008 [2].
2. Play the games on [www.gwap.com](http://www.gwap.com) and [www.ontogame.org](http://www.ontogame.org).
3. Write a short essay (min. 1 page) about why games with a purpose can be useful to create semantic content, and in which situations where this can make sense.

### Exercise 3 (Semantic Media Wiki) (8 points)

Create a Semantic Media Wiki page<sup>1</sup> while using the text given below as input. Annotate properly the page and formulate 3 queries which exploit those annotations. The delivered solution should include the page source and queries (as well as answers).

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<sup>1</sup> Access to an instance of Semantic Media Wiki will be provided to students during the exercise preparations.

The Semantic Technology Institute (STI) Innsbruck, formerly known as DERI Innsbruck, was founded by Univ.-Prof. Dr. Dieter Fensel in 2002 and has developed into a challenging and dynamic research institute of approximately 40 people. STI Innsbruck collaborates with an international network of institutes in Asia, Europe and the USA, as well as with global industrial partners.

[1] [www.cs.cmu.edu/~biglou/ieee-gwap.pdf](http://www.cs.cmu.edu/~biglou/ieee-gwap.pdf)

[2] <http://members.sti2.at/~katharinas/files/SiorpaesHepp-GameswithaPurposefortheSemanticWeb-final.pdf>