The different named versions of a character and variants from related universes map to a tree of the different versions as usable E-Prints content

Context entities as well as Being entities can be linked

Meditate/The Entity Store allows the easy storing and updating of information from many contexts

The Fiction Archive, based on E-Prints, allows authors to select content elements from a generated list. Mapping for the Entity Store could make this automatic rather than manual

Software: DBin (created by Semantic Web and Multimedia Group, Università Politecnica delle Marche)
Ontology: OntoMedia Ontology
Website: http://contextus.info

Goals:
1. To describe the narrative content of cultural (pop and heritage) media
2. To describe the links within that narrative content
3. To describe and create a web of trust for online fandom

Additional Aims:
1. To produce data for inclusion in the Contextus environment
2. To produce data which can be used by Electronic Archives such as E-Prints (see below)

Software: Meditate (University of Southampton)
Ontology: OntoMedia Ontology
Website: http://interaction.ecs.soton.ac.uk/ir/projects/ontomedia/apps/meditate/

OntoMedia Annotation

Goals:
1. To create a user friendly way of entering data describing OntoMedia Entities
2. To produce data for inclusion in the Contextus environment
3. To produce data which can be used by Electronic Archives such as E-Prints (see below)

Software: Meditate (University of Southampton)
Ontology: OntoMedia Ontology
Website: http://interaction.ecs.soton.ac.uk/ir/projects/ontomedia/apps/meditate/

OntoMedia
An Ontology for Media Contents

Contextus.info

Context - Etymology: Middle English, weaving together of words, from Latin contextus: connection of words, coherence, from com-, together + texere: to weave (from Merriam-Webster Online Dictionary)

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