**PROJECT DESCRIPTION**

Game Graph is a video game metadata graph database and web application that provides an easy and extensible way to create, store, and retrieve metadata about video games. Building upon the work done at the Seattle Interactive Media Museum (SIMM) and the Game Metadata Research (GAMER) Group, this application envisions every possible point of information within a property graph database framework. By utilizing the graph database model, users are able to easily explore the relationships of video games.

**PROCESS**

The database is built on Neo4J, a graph database using the Cypher query language. For the user web application, we built a simple Python application. The application makes calls to the database using the Py2Neo toolkit.

**OUTCOMES**

The database can be used to record any type of metadata about video games. The system also records user input to provide providence for record keeping. Platform for data analysis.

**NEXT STEPS**

- Catalog more games and more types of metadata
- Test for scalability
- Beautify application interface
- Build in recommendation engine

**CITATIONS**

- http://neo4j.com/
- http://flask.pocoo.org/
- http://py2neo.org/2.0/
- http://gamer.ischool.uw.edu/

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