Video games are a major part of modern culture, with more than 2.5 billion players all over the world.

Over 100,000 games have been published yet Wikidata’s coverage is less than 40,000.

Our goal is to make Wikidata the hub about video games metadata, linking together hundreds of databases on this topic.

We will have to define a sophisticated data model, informed by years of fan-practice and the latest academic research.

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