

# An Ontology for Socio-Cultural Factors

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# Human and Community Factors

- ◆ Visual images and esthetics
- ◆ Quality of life
- ◆ Communities and their features
- ◆ History

# Relations to Other Ontologies

- ◆ General types of buildings
- ◆ Transport
- ◆ Legislation

# Visual Images and Esthetics in the Area

- ◆ Landscape type
  - Sky-scrapers
  - Medium size buildings
  - Small buildings
  - Large squares
- ◆ Vegetation percentage
- ◆ Architectural style
  - Medieval
  - 19<sup>th</sup> century
  - Modern
  - Postmodern
  - ...
- ◆ Statues

# Quality Factors of the Area

## ◆ Physical

- Noise pollution
- Air pollution
- Reliability of the infrastructure

## ◆ Services

- Health care quality
- Primary education quality

## ◆ Traffic degree

# Costs and their range the Area

- ◆ Maintenance
- ◆ Tax
- ◆ Rent
- ◆ Buy
- ◆ Services

# Community Features

- ◆ Central-peripheral
- ◆ Religions
- ◆ Congregations
- ◆ Minorities
- ◆ Languages
- ◆ Hobbies
  - Sports
  - Music
  - Meetings
- ◆ Typical employment domains

# History

- ◆ Social\_movements
- ◆ Criminality
- ◆ Earthquakes
- ◆ Storms
- ◆ Floods
- ◆ Fog, snow
- ◆ Fires
- ◆ Animal attack

# Cultural factors

- ◆ Subcultures
- ◆ Countercultures
- ◆ Cultural halls
- ◆ Meeting places
- ◆ Habits

# Specific Relations

- ◆ Supports
- ◆ Influences
- ◆ Speaks
- ◆ Likes
- ◆ Belongs\_to
- ◆ Usually\_goes\_to

# Multiple perspectives

- ◆ Inhabitants
- ◆ Town administration
- ◆ Designers
- ◆ Services
- ◆ Police
- ◆ Fire Department