



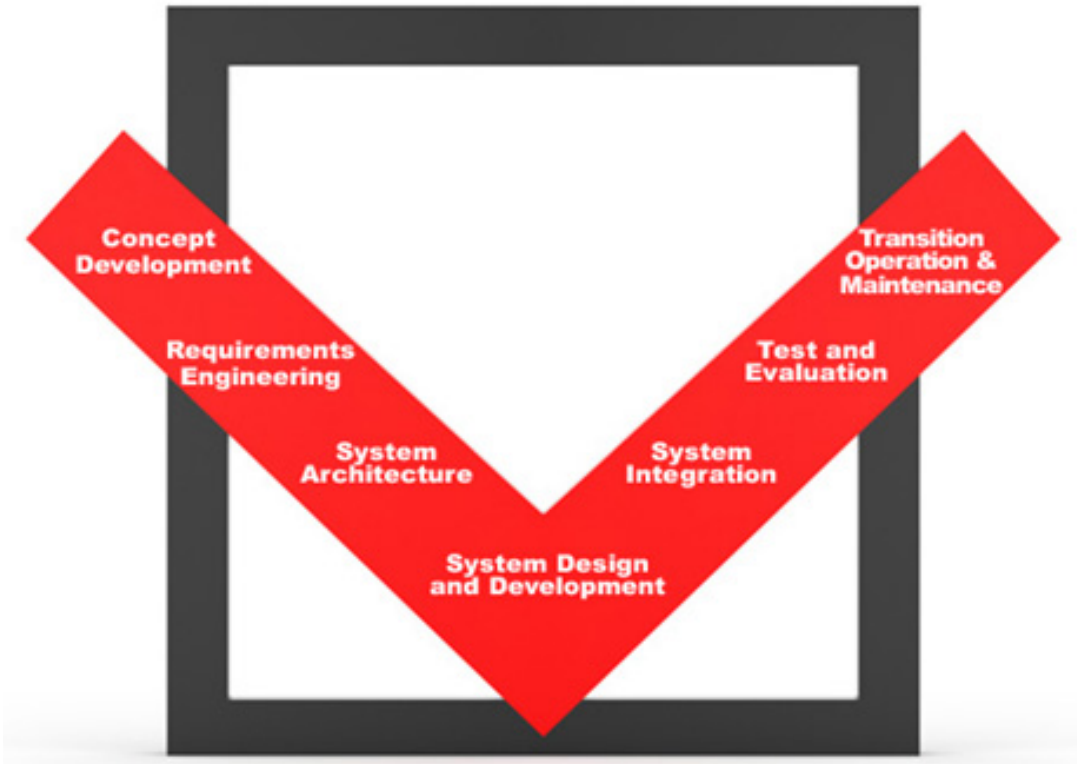
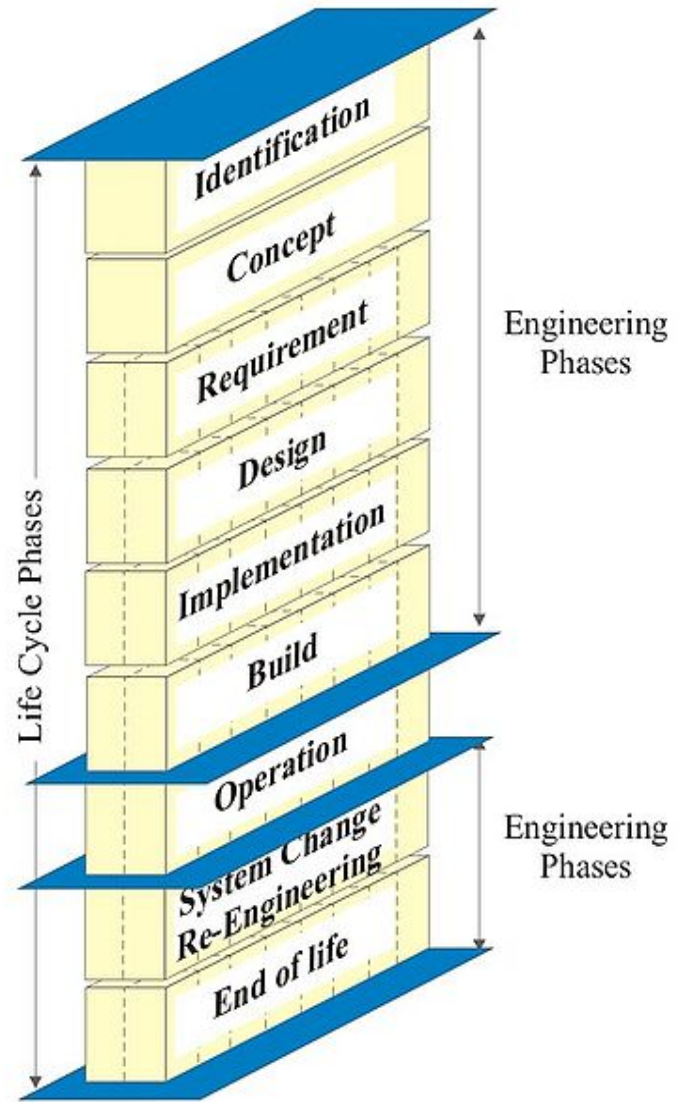
**Ontology Summit 2013**  
**Track B**  
**Lifecycle – ‘Trinsics’**  
**Game**

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# Lifecycle Phases – 2 Views





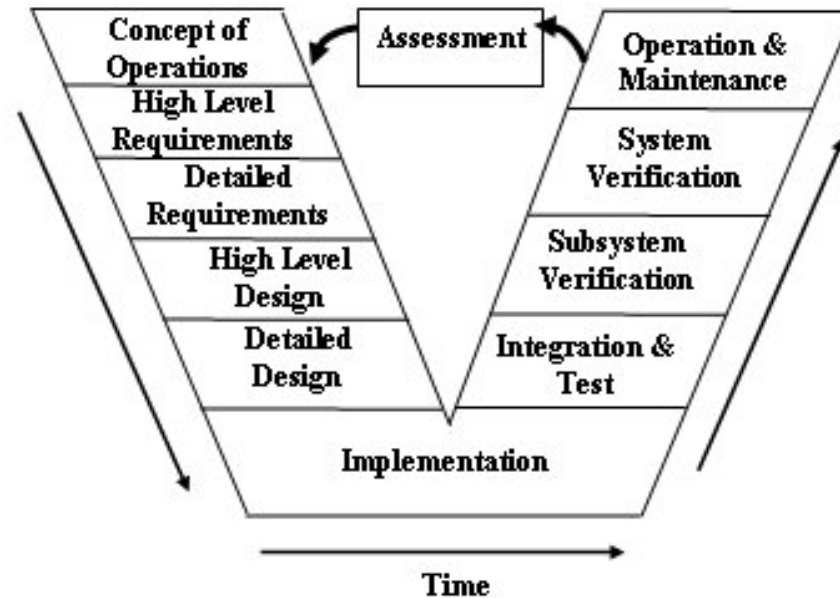
# 'Trinsics' ala Leo

- **Intrinsic** - Little or no domain knowledge needed
- **'Tweens'** - Some domain knowledge and exploration of the ontology
- **Extrinsic** - Ontology is black box to external requirements and interactions



# Lifecycle vs. 'Trinsics'?

- **When** might a 'trinsic' be applied?
- **How much** of a 'trinsic' should be applied?
- **How many** 'trinsics' should be applied?



# The Game

