**Abstract:**

In this talk I will provide an introduction to BabelNet (<http://babelnet.org>), the largest multilingual semantic network and encyclopedic dictionary covering 14 million concepts and entities, and 271 languages, also at the core of the so-called [Linguistic Linked Open Data](http://linguistic-lod.org/llod-cloud) cloud. I will also present my plan for making BabelNet a sustainable, continuously-improved resource.

I will then move on to gamification approaches that we developed in my group for the task of lexical semantic acquisition and validation. I will showcase a number of games, including a prototype of a crossword game we are currently developing.