

Video Game Genres and Some Definitions

Griffiths Types of Computer Games (WLH emphasis)

- Action games
 - Adventure
 - Fighting 'beat 'em up's'
 - Platformers
 - Knowledge games
 - Simulation/modeling/role-playing
 - Drill-and-practice
 - Logical games
 - Math games
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Slashdot discussion: Genre-Defining Games?

<http://games.slashdot.org/article.pl?sid=05/04/15/2030254&tid=4&tid=10>

- Adventure
 - First-Person Shooters (FPS)
 - Platform/Action
 - Racing
 - Role-Playing Games
 - Real-Time Strategy
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Jive magazine article: Genre in games –or- Should I be using a sword or gun?

<http://www.jivemagazine.com/column.php?pid=1058>

- Fantasy
 - Gaslight
 - Modern
 - Cyberpunk
 - Horror
 - Sci-fi
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Amazon

<http://www.amazon.com>

- Action
 - Adventure
 - Cards and Casino
 - Classic games and retro arcade
 - Fighting
 - Racing and flying
 - Role-playing
 - Simulation
 - Sports and outdoors
 - Strategy
 - Kids and family
 - Online
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GameSpot

<http://www.gamespot.com/>

- Action
 - Strategy
 - Role-playing
 - Driving
 - Adventure
 - Simulations
 - Puzzle
 - Kids
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Wikipedia

http://en.wikipedia.org/wiki/Video_game_genre

- Fighting
 - First-person shooter
 - MMOGs, MMORPGs and MMOFPSs
 - Racing
 - Role-playing
 - Simulators
 - Sports
 - Strategy
 - Third-person shooters
 - City-building games
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Other terms:

- Hack-n-slash
- God games
- Puzzle games
- Simulation
- Collecting
- Fighting games
- Sports games
- MMORPG (Massive Multi-player Online Role Playing Game)
- MMOFPS (Massive Multi-player Online First Person Shooter)

Definitions:

MMORPG – Massively multiplayer online role playing game. EverQuest, AKA EverCrack due to its supposedly addictive quality, was the first commercially successful graphics-based game in this genre. Earlier incarnations were called MUDs (multi-user dungeons) and were text-based.

RPG – Role playing game. Think Dungeons and Dragons.

Simulation – Permits simulated action in a safe, modeled user-environment. These often involve strategy elements as part of the “win” condition.

Shooter – First-person perspective game that allows interaction with the environment. Most involve shooting aliens, enemy soldiers, or the undead. Some now involve other weapons that cannot be shot such as knives and hand grenades. These have spawned motion sickness in millions of players, so avoid them if you are prone to nausea.

Action/adventure – Games are portrayed in either 2 or 3-D and involve a lot of hand-eye coordination. Some people call them button-mashers. However, they also include games like *Myst* and *7th Guest* which involve puzzles, video clues, and no game pad, so this genre is pretty confusing to define.

Strategy – Often turn-based games akin to chess or checkers with the goal of world domination through conquest using military or cultural assimilation tactics or diplomacy.

Puzzle – Exactly what it sounds like. These usually involve solving a puzzle in order to advance. The puzzles include ciphers, visual-spatial clues, and word or symbol patterns.

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