

# OBJECTIVE

## understand game design 1.2

### DIFFERENTIATE AMONG GAME GENRES

**SCENARIO:** Erin M. Hagen's new after-school job at Southridge Video is very rewarding; she is learning a lot about video games and enjoying the interactions with customers. She has reorganized the store inventory according to game type. But she now realizes that she must get more specific and develop a way to organize the games further within each type. Can she differentiate each game type according to genre? Classify the games below according to their description.

- 1. Basketball Buddies: Play basketball with cartoon characters.**
  - a. Sports
  - b. Board
  - c. Card
- 2. Liberty Battle: Play from the perspective of a soldier battling for freedom! Play in competitive matches of two to four players.**
  - a. Fantasy
  - b. Sports
  - c. First Person Shooter
- 3. End World XV: Use supernatural powers and magical spells to move through a mythical world to rescue the princess!**
  - a. Sports
  - b. Fantasy
  - c. Card

**HINT**



*A game can be listed under multiple genres, but it usually has a dominant classification based on its description.*

## Answers

1. Basketball Buddies: Play basketball with cartoon characters.  
**a. Sports**
2. Liberty Battle: Play from the perspective of a soldier battling for freedom! Play in competitive matches of 2 to 4 players.  
**c. First Person Shooter**
3. End World XV: Use supernatural powers and magical spells to move through a mythical world to rescue the princess!  
**b. Fantasy**

## Essential details

- In a board game, pieces are moved on a board with delineated sections.
- A card game uses playing cards that are general or specific to the game rules.
- A fantasy game takes place in a magical or supernatural world.
- In a fighting game, players combat one another, with an emphasis on one-on-one or multiplayer combat.
- In a First-Person Shooter game, the player shoots or fights from the character's perspective.
- In a role-playing game, a player takes the role of one or many characters with specific skill sets.
- A simulation game is designed to mimic reality.
- A sports game simulates a sport.
- The way a player interacts with a game and encompasses the game's rules, goals, and controls is called the gameplay.

### FAST TRACK HELP

- **Rogers, Scott.** *Level Up: The Guide to Great Video Game Design* (West Sussex, UK: John Wiley & Sons, 2010)
- **Schell, Jesse.** *The Art of Game Design: A Book of Lenses* (Burlington: Morgan Kauffman, 2008)

