



Video Game Metadata Schema: Controlled Vocabulary for GAMEPLAY GENRE

University of Washington Information School
Game Metadata Research (GAMER) Group
and Seattle Interactive Media Museum

Version 1.1
June 22, 2015

Main Contributors

Jin Ha Lee, Ph.D. (University of Washington)
Andrew Perti (Seattle Interactive Media Museum)
Andrew Weaver (University of Washington)
Travis Windleharth (University of Washington)

Please cite this document as follows:

Lee, J. H., Perti, A., Weaver, A., & Windleharth, T. (2014). UW/SIMM Video Game Metadata Schema: Controlled Vocabulary for Genre. Version 1.0. Retrieved from: http://gamer.ischool.uw.edu/official_release/

SN: Scope note
 USE: Preferred term (*See*)
 USE FOR: Equivalent term, lead-in term
 BT: Broader term
 NT: Narrower term
 RT: Related term (*See also*)

Term	Information
ACTION	SN: Games that revolve around a fast-paced experience. These games often emphasize reaction-based challenges in terms of how the player interacts with the game world. NT: Action-Adventure, Arcade, Block Breaking, Brawler, Fighting, Hack and Slash, Multiplayer Online Battle Arena, Music, Party, Platform, Stealth, Survival, Vehicle Combat
Adventure	USE: Action-Adventure
Action-Adventure	SN: Games which focus more on a sense of adventure than fast paced conflict, often with a focus on solving riddles or overcoming challenges to progress. Representative games are <i>Myst</i> and <i>The Amazon Trail</i> . USE FOR: Adventure BT: Action
Arcade	SN: Games that either were released in a classic arcade setting, or have their artistic roots in that aesthetic. These games often have simple graphics and gameplay with a focus on attaining a high score of points. Representative games are <i>Pac-Man</i> and <i>Space Invaders</i> . BT: Action
Beat 'Em Up	USE: Brawler
Block Breaking	SN: Games where the primary mechanic for advancement and scoring is the breaking of blocks, often with a ball controlled by a paddle. Representative games are <i>Brickles</i> and <i>3-D Brickaway</i> . BT: Action
Brawler	SN: These games have a focus on physical hand to hand combat, sometimes allowing players to use parts of the environment as weapons. Characters often must engage with multiple enemies at one time to fight their way through levels. Representative games are <i>Double Dragon</i> and <i>The Bouncer</i> . USE FOR: Beat 'Em Up BT: Action RT: Hack and Slash
Car Combat	USE: Vehicle Combat
Dancing	SN: These games revolve around the player interacting with the game by moving, or dancing, on an external peripheral. Representative game is <i>Dance Dance Revolution</i> . BT: Music
Fighting	SN: These games involve the player controlling a character or team of characters at a time and engaging in physical combat with another character(s). They employ rounds with the winner of a majority of rounds deciding the winner of the match. They often feature a variety of characters representing unique and diverse fighting and visual styles. Representative games are <i>Street Fighter 2</i> and <i>King of Fighters</i> .

	BT: Action NT: Mascot Fighter
Hack and Slash	SN: Hack and slash games focus on fast paced gameplay involving melee weapons. Often the player character(s) will have to fight multiple enemies at the same time to advance across levels. Representative games are <i>Gauntlet Legends</i> and <i>Golden Axe</i> . BT: Action RT: Brawler
Mascot Fighter	SN: These games feature mascot characters, often from game or media franchises, that engage in combat in the manner of a fighting game. Often there are more than two characters fighting at one time in a free-for-all type environment. Representative games are <i>Super Smash Brothers</i> and <i>Playstation Allstars Battle Royale</i> . BT: Fighting
Minigame Collection	USE: Party
MOBA	USE: Multiplayer Online Battle Arena
Multiplayer Online Battle Arena	SN: These games focus on a third person perspective with players controlling a single character in an online or networked environment. They often feature two or more teams competing against each other to achieve goals or domination. Representative games are <i>League of Legends</i> and <i>Defense of Ancients</i> . USE FOR: MOBA BT: Action
Music	SN: These games revolve around music, beats and or rhythm as a core part of their experience. Some feature the control of simulated instruments such as guitars and drums. BT: Action NT: Rhythm, Dancing
Party	SN: These games are a collection of smaller games, or ‘mini games’, often meant to be played with a group of players in a casual competitive context. Representative games are <i>Mario Party</i> and <i>Wii Party</i> . USE FOR: Minigame Collection BT: Action
Platform	SN: These games have a focus on jumping or otherwise moving between different platforms and successfully navigating terrain and obstacles. They often emphasize hand eye coordination. Representative games are <i>Super Mario Bros. 3</i> and <i>Sonic the Hedgehog</i> . USE FOR: Platformer BT: Action
Platformer	USE: Platform
Rhythm	SN: These games involve the player inputting commands or completing actions while synchronizing to a rhythm. Representative games are <i>Space Channel 5</i> and <i>Donkey Conga</i> . BT: Music
Stealth	SN: These games have an emphasis on stealth and avoiding detection. Representative games are <i>Metal Gear Solid</i> and <i>Tenchu: Stealth Assassins</i> . BT: Action

Survival	SN: These games have a focus on surviving difficult situations, often with an emphasis on the management of limited resources (such as health and ammunition) as well as overwhelming opposition. Representative games are <i>Left 4 Dead</i> and <i>Dead Island</i> . BT: Action
Vehicle Combat	SN: These games focus on combat between vehicles as one of their key mechanics. Representative games are <i>Twisted Metal</i> and <i>Burnout</i> . USE FOR: Car Combat BT: Action

Term	Information
PUZZLE	SN: These games emphasize the solving of puzzles and/or the organization of pieces. Representative games are <i>Lumines</i> and <i>Portal</i> .

Term	Information
ROLE-PLAYING	SN: These games are related to table-top role playing games and involve a heavy focus on statistical advancement (such as “leveling up”) of a character or group of characters in combination with the exploration of a game world. USE FOR: RPG NT: Japanese RPG, Massively Multiplayer Online RPG, Rogue-Like, Western RPG
Japanese RPG	SN: These games are RPGs (often designed in Japan) that place a heavy focus on visual style and story elements. Themes frequently involve romance and dramatic personal histories. Characters often show an anime influence in their design. Representative games are <i>Final Fantasy 7</i> and <i>Dragon Quest</i> . USE FOR: JRPG BT: Role-Playing
JRPG	USE: Japanese RPG
Massively Multiplayer Online RPG	SN: These are RPGs played with a massive number of players in an online or networked environment. Representative games are <i>World of Warcraft</i> and <i>Star Wars: Knights of the Old Republic</i> . USE FOR: MMORPG BT: Role-Playing
MMORPG	USE: Massively Multiplayer Online RPG
Rogue-Like	SN: These are RPGs where the player explores a series of usually randomly generated environments. They often place a large focus on the discovery of items and treasure, and the permanence death of characters. Representative games are <i>Angband</i> and <i>Diablo</i> . USE FOR: Rogue RPG BT: Role-Playing
Rogue RPG	USE: Rogue-Like

Western RPG	<p>These are RPGs that place a focus on character customization and development. They often employ realistic visual styles and have vast open worlds. Representative games are <i>Skyrim</i> and <i>Baldur's Gate</i>.</p> <p>BT: Role-Playing</p>
--------------------	--

Term	Information
SIMULATION	<p>SN: Games that are designed to simulate actions or situations from either an existing or a fictional reality.</p> <p>NT: Breeding, Construction & Management Simulation, Flight Simulator, God Game, Interactive Movie, Programming Game, Sandbox, Social Simulator, Virtual Life</p>
Aviation Simulator	USE: Flight Simulator
Breeding	<p>These games emphasize the breeding and development or raising of animals or other entities. Representative games are <i>Spore</i> and <i>Monster Rancher</i>.</p> <p>BT: Simulation</p>
City Building	USE: Construction & Management Simulation
Construction & Management Simulation	<p>SN: These games revolve around the creation of structures, cities or other built objects. They often emphasize resource management. Representative games are <i>Sim City 2000</i> and <i>Dwarf Fortress</i>.</p> <p>USE FOR: City Building</p> <p>BT: Simulation</p>
Flight Simulator	<p>SN: These games are designed to simulate flight, usually of aircraft. Some strive for high amounts of realism, while others are more action oriented. Representative games are <i>Microsoft Flight Simulator</i> and <i>Ace Combat</i>.</p> <p>USE FOR: Aviation Simulator</p> <p>BT: Simulation</p>
God Game	<p>SN: These games allow the player to interact with a world in the position of an all-powerful entity. Representative games are <i>Black and White</i> and <i>Viva Piñata</i>.</p> <p>BT: Simulation</p>
Interactive Movie	<p>SN: These games involve little action on the part of the player and are more of a series of movies that the player controls through decisions. Representative game is <i>Night Trap</i>.</p> <p>BT: Simulation</p>
Life Simulation Game	USE: Social Simulator
Open World (Sandbox)	USE: Sandbox
Programming Game	<p>These games revolve around some sort of programming, often computer code, as their core mechanic. Representative game is <i>CodeCombat</i>.</p> <p>BT: Simulation</p>

Racing	SN: These games revolve around racing as their core mechanic. They often involve the racing of vehicles around a course. Representative games are <i>Gran Turismo</i> and <i>Forza Motorsport</i> . BT: Sports
Sandbox	SN: These games involve open environments where the player is encouraged to explore, act and create freely. Often these games can be played in a variety of ways depending on the mood of the player. Representative games are <i>Minecraft</i> and <i>Grand Theft Auto</i> . USE FOR: Open World BT: Simulation
Social Simulator	SN: These games revolve around the simulation of social life, situations and interaction. Representative game is <i>The Sims</i> . USE FOR: Life Simulation Game BT: Simulation
Sports	SN: For sports games assign both the term sports as well as the name of the sport being represented. Use information associated with the item being described (e.g. the packaging) to provide the sport name and spelling when possible. If there is no related information available use the most common spelling of that sport for the region that the record is being created for (for example American English spellings for records being created for use in the United States).
Tycoon	USE: Construction & Management Simulation
Virtual Life	SN: These games involve the creation of an in game avatar that the player controls in a virtual world living a simulated life. They often are played online and involve the interaction between player avatars. An example game is <i>Second Life</i> . BT: Simulation

Term	Information
SHOOTER	SN: These games revolve around a shooting mechanic where players target and shoot objects or enemies in order to progress through the game. NT: First Person Shooter, Light Gun Shooter
Combat	USE: Tactical Shooter.
First Person Shooter	SN: These games have a focus on the mechanic of shooting and are played from a first person perspective. Representative games are <i>Halo: Combat Evolved</i> and <i>Doom</i> . USE FOR: FPS BT: Shooter
FPS	USE: First Person Shooter, Light Gun Shooter, Rail Shooter, Tactical Shooter
Light Gun Shooter	SN: These games are played using an external gun controller that is aimed at the playing screen to shoot objects or enemies. BT: Shooter

Massively Multiplayer FPS	SN: These games revolve around a shooting mechanic from the first person perspective and are played in an online or networked environment that can have a massive amount of players at one time. Representative games are <i>PlanetSide</i> and <i>Firefall</i> . BT: First Person Shooter
Rail Shooter	SN: Rail shooters are games that revolve around a shooting mechanic where players do not control their movement through a level but rather are propelled along on a set course or 'rail.' Representative games are <i>The Lost World: Jurassic Park</i> and <i>Star Fox 64</i> . BT: Shooter
Shoot 'em Up	USE: Shooter
Tactical Shooter	Games which revolve around a shooting mechanic and are focused on simulating a tactical or military environment. Representative games are <i>Rainbow Six</i> and <i>Call of Duty: Modern Warfare</i> . BT: Shooter

Term	Information
STRATEGY	SN: Games that revolve around strategic or tactical planning. These games often involve building, resource management and exploration components. NT: 4X, Military Simulator, Real Time Strategy, Tactics, Tower Defense, Turn-Based Strategy
4X	SN: 4X stands for 'explore, expand, exploit and exterminate.' They revolve around the creation of an empire through diplomacy and conquest. Representative games are <i>Master of Orion</i> and <i>Civilization</i> . BT: Strategy
Military Simulator	SN: These games are strategy games that focus on simulating realistic militaries or historical military events. Representative games are <i>Combat Mission</i> and <i>Close Combat</i> . USE FOR: Wargame BT: Strategy
Real Time Strategy	SN: These games are strategy games that unfold in real-time (as opposed to utilizing a turn mechanic). Example games are <i>Star Craft</i> and <i>Command and Conquer</i> . BT: Strategy
Tactics	These games focus on small scale conflicts and often involve the player positioning and controlling a predetermined amount of units. Representative games are <i>Final Fantasy Tactics</i> and <i>Steel Panthers</i> . BT: Strategy
Tower Defense	These games focus on the defense of a location against an onslaught of enemies. Often the player must place and control a limited amount of units and weapons. Representative game is <i>Plants vs. Zombies</i> . BT: Strategy
Turn-Based Strategy	Turn based strategy games utilize alternating turns as the central mechanic (as opposed to controlling the game in real-time). Representative games are <i>Heroes of Might and Magic</i> and <i>Rome: Total War</i> . BT: Strategy

Wargame	USE: Military Simulator
---------	-------------------------

Term	Information
TRADITIONAL	SN: These are based on games with mechanics that exist in the real world and can be played in a physical setting. NT: Board Game, Card Game, Exercise, Gambling, Game show, Maze, Pinball, Puzzle, Trivia Game
Board Game	SN: These games have their origin or creative roots in table-top board games. They often are adaptations of existing board games. Representative games are <i>Settlers of Catan</i> and <i>Chessmaster</i> . BT: Traditional
Card Game	SN: These games have their origin or creative roots in table-top card games. They often are adaptations of existing card games. Representative games are <i>Magic the Gathering</i> and <i>Full House Poker</i> . BT: Traditional
Exercise	SN: These games involve a player interacting with the game with movement using an external peripheral for the purpose of physical exercise. Representative game is <i>Wii Fit</i> . BT: Traditional
Gambling	SN: These games have their origins and are often adaptations of traditional gambling and casino games. Representative games are <i>Caesar's Palace</i> and <i>Golden Nugget 64</i> . BT: Traditional
Game show	SN: These games are modelled after (and often are adaptations of) television game shows. Representative games are <i>Jeopardy! The Video Game</i> and <i>Wheel of Fortune</i> . RT: Trivia Game BT: Traditional
Maze	SN: These games revolve around the navigation of a maze. Representative game is <i>Labyrinth</i> . BT: Traditional
Pinball	SN: These games are simulations of Pinball machines. Representative games are <i>Full Tilt Pinball</i> and <i>Mario Pinball Land</i> . BT: Traditional
Trivia Game	SN: These games involve the answering of questions, often based on obscure knowledge. Representative games are <i>The Guy Game</i> and <i>Scene It? Box Office Smash</i> . USE FOR: Quiz Game BT: Traditional RT: Game show
Quiz Game	USE: Trivia Game