

Thesis statement Rover Vos 28/06/2023

Puzzles in an adventure game aren't the same as puzzles in puzzle games. Puzzles in adventure games aren't puzzles. (Despain 2009, 25) (Schell 2020, 252) (Kim 2005, 1) (Combined aspects of those 3 texts and diary entry 11)

The definition of the simulation genre is "A game that lets the player do an activity that some person in human history is/was capable of." (Diary entry 18)(Aspect from (Wolf 2001, 126))

Genre games(genre films(Altman 1999, 24)) are not decided by their genre, but by their franchise. Every FPS, adventure or other genre game is different, but the player will always receive the same(ish) experience by games that come from the same franchise.

Not all genres, come from other genres. Counter argument to what Todorov said (Todorov, 1976). (Diary entry 20)

"Genre's provide an affective expectation off the experience of watching something unfold". (Berlant 2011, 6)

The MMORPG genre, can no be combined with all other genres(To become a functional/fun game), even do it's a genre of infinite possibilities. (Bartle 2003, 54-58)

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