

**Table 1.1** lists several types of challenges that video games offer, along with classic examples from individual games or game series.

CHALLENGE TYPE	CLASSIC EXAMPLE
<b>Physical Coordination Challenges</b>	
Speed and reaction time	<i>Tetris</i>
Accuracy or precision (steering, shooting)	<i>Need for Speed</i>
Timing and rhythm	<i>Dance Dance Revolution</i>
Learning combination moves	<i>Street Fighter II</i>
<b>Formal Logic Challenges</b>	
Deduction and decoding	<i>Minesweeper</i>
<b>Pattern Recognition Challenges</b>	
Static patterns	<i>Brain Age</i>
Patterns of movement and change	<i>Sonic the Hedgehog</i> , behavior patterns of enemies
<b>Time Pressure</b>	
Beating the clock	<i>Frogger</i>
Achieving something before someone else	<i>IndyCar Racing</i>
<b>Memory and Knowledge Challenges</b>	
Trivia	<i>You Don't Know Jack</i>
Recollection of objects or patterns	<i>Brain Age</i>
<b>Exploration Challenges</b>	
Identifying spatial relationships	<i>Descent</i> , navigating in three dimensions
Finding keys (unlocking any space)	<i>Ultima</i>
Finding hidden passages	<i>Doom</i>
Mazes and illogical spaces	<i>Zork</i>
<b>Conflict</b>	
Strategy, tactics, and logistics	<i>Warcraft</i> , commanding armies
Survival	<i>Pac-Man</i> , avoiding being caught
Reduction of enemy forces	<i>Space Invaders</i> , killing aliens
Defending vulnerable items or units	<i>Ico</i> , looking after a little girl who can't fight
Stealth	<i>Thief: The Dark Project</i> , avoiding being seen
<b>Economic Challenges</b>	
Accumulating resources or points (growth)	<i>Civilization</i>
Establishing efficient production systems	<i>The Settlers</i>
Achieving balance or stability in a system	<i>SimEarth</i>
Caring for living things	<i>The Sims</i>
<b>Conceptual Reasoning Challenges</b>	
Sifting clues from red herrings	<i>Law and Order</i> , solving crimes
Detecting hidden meanings	<i>Planescape: Torment</i> , understanding characters' motivations from vague hints
Understanding social relationships	<i>Façade</i> , reconciling a quarreling couple
Lateral thinking	<i>The Incredible Machine</i> , building a machine from limited parts
<b>Creation/Construction Challenges</b>	
Aesthetic success (beauty or elegance)	<i>The Sims</i> , assembling a photo album
Construction with a functional goal	<i>SimCity</i>