

History[ edit ]

Early attempts at creating taxological categories for video games were primarily for organizing catalogs and books. A 1981 catalog by Chris Crawford attempted to classify video games in his 1984 book *The Art of Computer Game Design* . Crawford primarily focused on Nintendo , in bringing its Famicom system into the North American market as the Nintendo Entertainment System in 1985, looking at consoles manufacturers that followed the NES followed similar behavior in requiring licenses to develop games for their system. With the industry expanding in the 1990s and budgets for video games began growing, large publishers like Electronic Arts began to emerge. As hardware capabilities have increased, new genres have become possible, with examples being increased memory , the move to 3D.

Definition[ edit ]

The use of "Doom clone" (red) versus "first-person shooter" (blue) over time

Due to "direct and active participation" of the player, video game genres differ from literary and film genres . [7] Though one could argue that genres are subjective, like film genres, the names of video game genres have come about generally as a common understanding between the audience and the producer. Genre names are not fixed and may change over time because of the nature of audience-producer agreement on genre naming. New genres emerge continuously throughout the history of video games, often due to the cross-pollination of ideas borrowed from other genres. The target audience, underlying theme or purpose of a game are sometimes used as a genre identifier, such as with " Christian

Main article: List of video game genres

Video game genres vary in specificity, with popular video game reviews using genre names varying from " action " to "baseball". A game may combine aspects of multiple genres in such a way that it becomes hard to classify under existing genres. For example, Elements of the role-playing genre, which focuses on storytelling and character growth, have been implemented in many different genres. In addition to gameplay elements, some games may be categorized by other schemes, such are typically not used as genres: [1] By platform: generally to the nature of the computer hardware that the game is played on and not the specific branding. This works well for console games. By mode: referring to whether a game is single player , multiplayer , or variations on that, including massively multiplayer online . By narrative: Classifying video games by their narrative style, such as science fiction or fantasy, is typically not used within the field.

Popularity[ edit ]

According to some analysts, the percentage of each broad genre in the best-selling physical games worldwide is broken down as follows:

Genre