

3D games□

Let's introduce the different ways to play video games. In addition to the different genres of video game, each game also adopts

For more input on the best gaming experiences, you can join us as we highlight the games we enjoy. The Console section then

Let's summarise the different types of games here:□

Assistance Multi-player : These types of game provide a cooperative experience where players of different abilities can collabora

Augmented Reality : These types of game overlay the play space on a real time view of the world. A camera usually feeds in the

Competitive Multi-player : These types of game provide experiences where players compete against each other and the comput

Cooperative Multi-player : These types of game provide an experience that is played symaltaneously by multiple players. Unlike

Dating : These types of games are essentially puzzles based around relationships, identity, love and sex. They cast the player a

First Person : These types of game view the world from the eyes of the in-game character. You don't see the character themselv

Meta-game : These types of game provide another way to measure success. A meta-game creates additional challenges that o

Physical : These types of game use real world cards, props and boards. Sometimes this complements a video game experience

Real Time : These types of game are played without opportunity to stop and consider the next move. This creates an experience

Shared Screen Multiplayer : These types of game create a multiplayer experience where players all share the same screen spa

Single-player Campaign : These types of game focus on one player's experience. Rather than collaborate with other players eith

Split-screen Multi-player : These types of game involve multiple players by providing a portion of the screen for each person. Th

Third Person : These types of game view the world from over the right shoulder of the character being controlled. This enables y

Turn Based : These types of game are played in turns, so that players can stop and consider their next move. This is common in