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The multi-billion dollar video game industry is booming: it is growing at several times the rate of the overall economy. The industry is projected to reach \$150 billion by 2020.

Games can be organized by gameplay characteristics, objective type, and subject type (for example, sports, action, or racing).

This post seeks to provide non-gamers with an overview of the industry's most commonly used abbreviations: FPS, RTS, MOBA, and MMORPG.

**FPS: First Person Shooter**

Action games are currently the most popular genre of games, and FPS games form the most popular sub-genre within action games.

A first person shooter game.

TPS or Third Person Shooters are similar to FPS games, except that the player views the character they are controlling from behind.

**RTS: Real Time Strategy**

In RTS games, players maneuver units under their control to defeat their opponents' assets and secure key areas on a map. In RTS games, players must manage their resources and build up their army.

0 AD is a real time strategy game.

**MOBA: Multiplayer Online Battle Arena**

In MOBA games, the player controls a single character in a team, which competes with other teams in an environment. The objective is to destroy the enemy's base.

Vain Glory is a multiplayer online battle arena game.

MOBA games are a fusion of action games, role playing games and real time strategy games. MOBA is often referred to as 'A-RPG'.

**RPG: Role Playing Game**

In RPGs, a player controls the actions of a character in a well-defined fantasy or science fiction universe. Players can often do things that the character cannot do in real life.

Final Fantasy is a role playing game.

**MMO: Massively Multiplayer Online**

MMO games usually feature enormous persistent open worlds and have thousands of users playing on the same server. These games are often played online.

In MMOs, players can cooperate and interact with one another on a large scale. There are MMOs across a range of different genres.

DC Universe Online is an example of an MMO.

**MMORPG: Massively Multiplayer Online Role Playing Games**

MMORPGs are a combination of MMOs and RPGs. They feature very large numbers of players interacting with one another in a persistent world.

The player assumes the role of a character and can collaborate or compete with other players in the game's persistent world. The game world is often a fantasy or science fiction setting.

World of Warcraft is a popular MMORPG with over 10 million subscribers.

Conclusion□

As the video game industry continues to grow rapidly and globally, these game genres will continue to evolve. As computing pow