

Sports[edit]

Sports are video games that simulate sports . The opposing team(s) can be controlled by other real life people or artificial intellig

Racing[edit]

There are different types of racing games that the player competes against time or opponents using some means of transportati

Sports game[edit]

Sports games emulate the playing of traditional physical sports . Some emphasize actually playing the sport, while others empha

Competitive[edit]

Competitive games are those that have a high competitive factor but do not represent traditional sports, such as games in which

Sports-based fighting[edit]

Sports-based fighting games are titles that fall firmly within the definitions of both the Fighting game and Sports game genre, suc

Main article: Massively multiplayer online game

A massively multiplayer online game (also called MMO and MMOG) is a multiplayer online video game which is capable of supp

MMO games can enable players to cooperate and compete with each other on a large scale, and sometimes to interact meaning

Other notable genres[edit]

Board game or card game[edit]

Many popular board games and card games have computer versions. AI opponents can help improver one's skill at traditional g

Breakout clone game[edit]

Breakout clone (also known as block-breaking or ball-and-paddle) is a sub-class of the bat-and-ball genre. The genre is named f

Casino game[edit]

There are three general categories of casino games: gaming machines, table games, and random number games. Gaming mac

Casual games[edit]

Casual games are designed to be easily picked up and put down again, allowing for potentially short bursts of play, such as Call

Due to the aforementioned requirements, many of these games are quite simple to pick up and play without lengthy tutorials. Re

Digital collectible card game[edit]

Main article: Digital collectible card game

A digital collectible card game (DCCG) is a computer or video game usually played online that emulates collectible card games

Main article: Gacha game

Gacha games are video games that implement the gacha (toy vending machine) mechanic. Similar to loot boxes , gacha games

Main article: Horror game

Horror games are games that incorporate elements of horror fiction into their narrative, generally irrespective of the type of game

Main article: Incremental game

In an IGN article, Cookie Clicker is credited as one of the few games to have played a major role in the establishment of the gen

This genre involves games that orient the player with a trivial task, such as clicking a cookie; and as the game progresses, the p

In early 2014, Orteil released an early version of Idle Game Maker, a tool allowing customized idle games to be made without co

Logic game[edit]

Logic games require the player to solve logic puzzles or navigate complex locations such as mazes . They are well suited to cas

Party game[edit]

Party games are video games developed specifically for multiplayer games between many players. Normally, party games have

Photography game[edit]

A photography game tasks players with taking photos using the in-game camera system , typically awarding more points for bett

Programming game[edit]

A programming game is a computer game where the player has no direct influence on the course of the game. Instead, a compu

Social deduction game[edit]

A social deduction game is a game in which players attempt to uncover each other's hidden role or team allegiance. During gam

Trivia game[edit]

Trivia games are growing in popularity, especially on mobile phones where people may only have a few minutes to play the gam

Typing game[edit]

A typing game is any game that uses typing as the main method of interaction. While they initially started as a type of education

Video game genres by purpose[edit]

While most video games are designed as entertainment, many video games are designed with additional purposes. These purpo

Main article: Advergame

Advergames, in the context of video game genres, refers to promotional software specifically made to advertise a product, organ

Main article: Art game

Art games are designed so as to emphasize art or whose structures are intended to produce some kind of non-ludological reaction.

Main article: Casual game

Casual games have very simple rules or play techniques and a very low degree of strategy. [67] They also require no long-term commitment.

Main article: Christian video games

Christian games attempt to provide the dual purposes of spreading the Christian religion to non-believers through the medium of video games.

Main article: Educational game

Educational games, as the name implies, attempt to teach the user using the game as a vehicle. Most of these types of games tend to be designed for children.

Main article: Esports

Esports games are multiplayer games that are usually played competitively at the professional level. These games are often targeted at a younger audience.

Main article: Exergaming

An exergame (portmanteau of "exercise" and "game") is a video game that provides exercise. "Exergames" sub-divide into two categories: active and passive.

Main article: Personalized video game

Personalized games are created for one specific player or a group of players usually as a gift. They are hand-made to feature relevant content to the player.

Main article: Serious game

Serious games are intended to educate or train the player. These games tend to promote "education, science, social change, health, and safety."

Sandbox / open world games[edit]

Main articles: Sandbox game and Open world

Sandbox and open-world games are not specifically video game genres, as they generally describe gameplay features, but often overlap.

Sandbox[edit]

A sandbox game is a video game with a gameplay element that gives the player a great degree of creativity to complete tasks to their own design.

Early sandbox games came out of space trading and combat games like Elite (1984) and city-building simulations and tycoon games like SimCity.

Main article: Sandbox mode

Creative games are games that are often grounded into other genres but have certain modes of gameplay that allow for a Sandbox mode.

Open world[edit]

In video games, an open world is a game mechanic of using a virtual world that the player can explore and approach objectives at their own pace.

Games with open or free-roaming worlds typically lack level structures like walls and locked doors, or the invisible walls in more

While the openness of the game world is an important facet to games featuring open worlds, the main draw of open-world game

Scientific studies[edit]□

As video games are increasingly the subject of scientific studies, game genres are themselves becoming a subject of study.□

An early attempt at analysis of the action and adventure genres appeared in a Game Developers Conference 2000 paper 'Mostl

In a University of Queensland study, game enjoyment was correlated with attributes such as immersion, social interaction, and t

Statistical scaling techniques were used in a study presented at the 2007 Siggraph Video Game Symposium to convert subject r