

# **A personal taxonomy of video games**

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## 1. Video games I used to play

- a. Those I bought because the box had cool art but were terrible
- b. Those I got a pirated copy of and could not understand anything because I didn't have the manual and I didn't have internet at the time<sup>1</sup>
- c. Those whose history was undecipherable because my English skills were not good enough<sup>2</sup>
- d. Those that frustrated me before I understood that some video games were more difficult than others<sup>3</sup>
- e. Those that frustrated me before I understood that some video games have bad controls<sup>4</sup>
- f. Those I played with friends by sharing the controls, even if they were supposed to be single-player<sup>5</sup>
- g. The first of a series of games I'm proud to have played on their original platforms just because I was born at the right time<sup>6</sup>
- h. Those I watch speedruns of from time to time for nostalgia, because I feel that if I tried to play them I would lack the reflexes and patience and it would be horrible<sup>7</sup>
- i. Those I still listen the soundtrack of<sup>8</sup>

## 2. Video games I don't play

- a. Those on platforms I don't own because I'm afraid buying one would lead me to spend too much time playing<sup>9</sup>
- b. Those I bought to support the developers knowing I probably wouldn't play them<sup>10</sup>
- c. Those I bought thinking I would like them even if I knew I wouldn't<sup>11</sup>
- d. Those I wanted to play but I feared I wouldn't really like them, so I watched a full walkthrough video of them instead to avoid any risk of frustration<sup>12</sup>

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<sup>1</sup> Captain Blood

<sup>2</sup> Ishar

<sup>3</sup> The Simpsons: Bart vs. the Space Mutants

<sup>4</sup> Altered Beast

<sup>5</sup> Doom II

<sup>6</sup> Street Fighter

<sup>7</sup> U.N. Squadron

<sup>8</sup> Streets of Rage 2

<sup>9</sup> NieR: Automata

<sup>10</sup> Heaven Will Be Mine

<sup>11</sup> The Legend of Zelda: Breath of the Wild

<sup>12</sup> Minecraft

- e. Those I read about extensively because I have more fun reading about them that I would probably have playing them<sup>13</sup>
- f. Those I started creating myself and didn't finish because I'm a software developer and it's a tempting thing to do
- g. The rhythm video games, I have no sense of rhythm

### 3. Video games I would like to play

- a. Those I'd like to play because it seems like I should enjoy them, but I don't<sup>14</sup>
- b. Those that don't exist because some particular game mechanic or design style I love is not compatible with current trends<sup>15</sup>
- c. The long games that required a level of mental stamina I don't have anymore<sup>16</sup>
- d. The online multiplayer games because planning to play with people seem exhausting

### 4. Video games I play

- a. The gacha games I play non-stop for a few days until I can get a hold on myself and delete it<sup>17</sup>
- b. Those I play for one or two hours before I feel like I understand what the game is about and all the fun disappears instantly, even if I still want to play them<sup>18</sup>
- c. Those which are not supposed to be fun with cheats, but who are you to tell me how I should have fun?<sup>19</sup>
- d. The small "indy" games that explore an idea and don't try to do too much with it<sup>20</sup>

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<sup>13</sup> Dwarf Fortress

<sup>14</sup> Factorio

<sup>15</sup> Cute shoot'em up

<sup>16</sup> Any Final Fantasy game after the VII

<sup>17</sup> Guardian Tales

<sup>18</sup> Subnautica

<sup>19</sup> Doom II

<sup>20</sup> Minit