Exploring Different Kinds of Fun

**Instructions**: Cut out the examples of different kinds of fun in games below. Sort them into the correct categories (sensation, fantasy, narrative, challenge, fellowship, discovery, expression, submission) by gluing them in the appropriate boxes.

Example: Sensation - Rollercoaster rides, virtual reality games

* **Board Game Example:** "Jenga"
  + **Explanation:** The physical act of pulling blocks from the tower, the tactile feedback, and the tension as the tower wobbles create a sensation-focused experience.
* **Video Game Example:** "Beat Saber"
  + **Explanation:** Players use virtual reality (VR) controllers to slash through blocks to the beat of the music, providing a highly immersive and rhythmic sensory experience.
* **Board Game Example:** "Betrayal at Baldur's Gate"
  + **Explanation:** Players embark on a fantasy adventure, exploring a haunted city filled with monsters and magical events, creating a rich fantasy narrative.
* **Video Game Example:** "The Legend of Zelda: Breath of the Wild"
  + **Explanation:** The vast, open-world exploration, the presence of mythical creatures, and the overall fantasy setting contribute to an immersive fantasy experience.
* **Board Game Example:** "Gloomhaven"
  + **Explanation:** This cooperative board game offers an intricate narrative with branching storylines, character arcs, and evolving scenarios based on player choices.
* **Video Game Example:** "The Last of Us"
  + **Explanation:** Known for its compelling narrative and emotional storytelling, this game immerses players in a post-apocalyptic world, focusing on the relationship between characters.
* **Board Game Example:** "Pandemic"
  + **Explanation:** Players face the challenge of containing and curing global outbreaks, requiring strategic planning, coordination, and problem-solving.
* **Video Game Example:** "Dark Souls"
  + **Explanation:** Renowned for its high difficulty level, "Dark Souls" challenges players to master combat, learn enemy patterns, and persevere through tough encounters.
* **Board Game Example:** "Codenames"
  + **Explanation:** A social deduction game where players work together in teams, fostering communication, collaboration, and a sense of camaraderie.
* **Video Game Example:** "Overwatch"
  + **Explanation:** A team-based shooter that emphasizes teamwork, players collaborate to achieve objectives and rely on each other's unique abilities.
* **Board Game Example:** "Ticket to Ride"
  + **Explanation:** Players discover new routes and strategies as they build train routes across the map, leading to ongoing exploration and learning.
* **Video Game Example:** "No Man's Sky"
  + **Explanation:** This game offers an expansive, procedurally generated universe for players to explore, encouraging continuous discovery of new planets, species, and resources.
* **Board Game Example:** "Dixit"
  + **Explanation:** A storytelling and deduction game where players use abstract artwork to express their creativity and imagination.
* **Video Game Example:** "Minecraft"
  + **Explanation:** Known for its open-ended creativity, players can express themselves by building structures, landscapes, and even entire worlds
* **Board Game Example:** "Tsuro"
  + **Explanation:** A tile-laying game where players submit to the flow of the game, as their choices impact the paths of all players and can lead to unexpected outcomes.
* **Video Game Example:** "Flower"
  + **Explanation:** A serene and meditative game, players guide flower petals through the wind, submitting to the calming and immersive experience.

# Game Analysis

**Instructions**: Choose one game that you are familiar with. Analyze the game and identify which kinds of fun it embodies. Write your answers in the space provided.

Game:

Kinds of Fun: