

Game Title	Game Genre	Game Platform	Year of Release	Playing Age	Game Modality	What DID you like about this game?	What DID NOT you like about this game?	How did you feel while playing this game?	Which is/are the essential experience/s in this game?	Story	Mechanics	Aesthetics	Technology	What did you learned from this game?	Where did you play this game?
Santa Claus in Trouble	Platform, Casual	Microsoft Windows (XP, 10)	2002	5	Single-player	The scenario and the path to follow that is hanging. The aesthetic and the enemies to defeat. The character of Santa Claus because I was a child and I really loved Christmas.	Not so much smooth.	Fun and I liked the success of reaching some levels and run away from some enemies. I also felt adrenaline while trying not to fall down.	Find the presents and finish the levels without being killed or fall from the hanging platforms. The duty of saving the Christmas.	Santa Claus, the protagonist, is in trouble, he has lost his presents and must recover them one by one. He encounters some obstacles that prevent him from delivering presents to children around the world. The game's objective is to navigate through various levels, overcome challenges, and collect presents or complete tasks to save Christmas and ensure a successful gift-giving season.	As a 3D platformer, "Santa Claus in Trouble" likely incorporates typical platforming mechanics. The player controls Santa Claus, guiding him through different levels filled with platforms, obstacles, and enemies. The game may involve jumping, running, and navigating through a variety of environments, such as snowy landscapes, rooftops, or indoor settings. Additionally, players may encounter puzzles, collectibles, and power-ups that aid in progressing through the game.	Visual Aesthetics: 3D, Colorful and festive environments, cartoonish character design. Audio Aesthetics: Festive background music, sound effects related to Christmas theme (snowy landscapes, colorful decorations, presents, and iconic holiday imagery). Narrative Aesthetics: Santa Claus as the main character, saving Christmas theme.	It has featured 3D graphics, developed for PCs.	Some skills in jumping without falling off and avoid enemies. And also have patience when restarting the levels when I died.	At my elementary school, during the IT lessons.
NintenDogs	Pet-raising simulation	Nintendo DS	2005	5	Single-player	The possibility of raising up animals that I was not able to have in real life, without having negative consequences if I hadn't time for them.	Not so much realistic for all the aspects like the health of the dogs.	I liked to take care about the dogs and to reach progress in making them learn something and win contests like agility dog.	Take care of a dog as it was real, feed them, carry them out, play with, train, pet, walk, brush and wash them. Also, having the response of the dog while playing and training.	A virtual pet simulation game series. The game allows players to adopt and care for virtual puppies, engaging in various activities with them. While "Nintendogs" does not have a linear story, the overall objective is to build a bond with the virtual dogs, train them, participate in competitions, and experience the joys of pet ownership.	The gameplay mechanics revolve around interacting with the virtual puppies through the Nintendo DS or Nintendo 3DS system's touchscreen and microphone. Players can choose a breed and gender for their dog, name them, and then engage in activities such as feeding, grooming, walking, and playing with them. The touchscreen enables players to pet their dogs, teach them tricks using voice commands, and use various items and toys to entertain them. The game also incorporates a realistic day and night cycle, as well as the ability to take the dogs for walks and encounter other virtual dogs in the neighborhood.	Visual Aesthetics: 3D, Cute and realistic dog models, varied dog breeds, detailed environments. Audio Aesthetics: Sound effects of dogs barking, playful background music. Gameplay Aesthetics: Caring for and training virtual dogs, dog competitions and activities.	Initially released for the Nintendo DS handheld console and later expanded to the Nintendo 3DS. The game made innovative use of the console's touchscreen and microphone capabilities. The touchscreen allowed players to directly interact with the virtual puppies through touch-based controls. The microphone feature enabled voice commands for training the dogs and responding to their reactions. Additionally, the game utilized the console's wireless connectivity to enable multiplayer interactions, allowing players to meet and exchange gifts or compete in dog competitions.	To be more reliable and to respect commitments and be responsible. I also learned some aspects I didn't know before about dogs.	At school with my friends or at home, during my free time. Usually on the sofa.
Super Mario 64 DS	Platform	Nintendo DS	2005	5	Single-player	I really liked this game. It was my favourite of all the time. Thanks to it I was immersed in a different life, I liked every scenario, the details about everything in the environment, the characters and the way to reach some powers or enter in the levels (through paintings). The aesthetics and music really pleased me and gave me more emotions. There are included also mini games to unlock during the play.	Nothing, I really enjoyed everything, even if many levels are really difficult and made me stressed.	Very excited, and powerful when I managed to defeat the enemies and reach the most difficult levels. But also stressed and frustrated in some cases.	The power to use superpowers, to defeat enemies in original ways and to find things and rooms in the castle. The duty to find the princess Peach to save her.	Mario, the iconic plumber, receives a letter from Princess Peach inviting him to her castle. When Mario arrives, he finds out that Bowser, the primary antagonist, has kidnapped the princess and hidden the Power Stars that protect the castle's walls. Mario must explore the castle's various rooms and jump into magical paintings to access different worlds known as "courses" and collect Power Stars to confront Bowser and rescue Princess Peach.	A 3D platforming experience. The game offers open-ended exploration within the castle, allowing players to navigate various rooms, interact with objects, and discover secrets. Jumping into paintings acts as a portal to the different courses, each with multiple objectives and challenges. The gameplay revolves around the characters' abilities, such as running, jumping, punching, and diving. The characters have to find stars to unlock rooms in which defeat enemies, find other stars until the last level in which Bowser has to be defeated to save Peach.	Visual Aesthetics: 3D, Colorful and vibrant worlds, iconic character design, cartoon. Audio Aesthetics: Catchy background music, sound effects related to platforming actions. Gameplay Aesthetics: Platforming mechanics, collecting stars, exploring 3D environments.	One of the first 3D platformers. It introduced a dynamic camera system that allowed players to control their perspective, enhancing the sense of immersion. The game utilized the console's analog stick for precise control over Mario's movements and introduced innovative mechanics like long jumps, triple jumps, and wall jumps.	To have patience to replay a lot of levels I couldn't finish and to be curious and find hidden things and rooms. Also, it stimulate some creativity to solve some levels.	At school, or at home, I spent entire afternoons and evenings playing with it.
Crash Boom Bang!	Party	Nintendo DS	2006	6	Single-player	I liked the mini-games to do during the race and the characters. The board-game-alike mechanics.	I didn't like so much the game itself, I would have preferred if the game was a little bit different without all the mini games for each part of the race. The aesthetics seemed to me very minimal.	I enjoyed playing with a particular character and I impersonated her. I also had negative and positive feelings for other characters who played against me depending on their relationship to the character I chose.	The feeling of hoping in the fortune while playing dice to reach good positions in the map, to be advantaged and good chances to win.	The game starts on the viscount's ship, the viscount tells the group a story of an explorer who found the final key, but failed to find the power crystal. That explorer was the viscount's grandfather. As the explorer returned to his homeland to recall his thoughts, his ship crashed into an iceberg and sank, carrying the viscount's grandfather to a watery grave. The viscount tells them to dive to the sunken ship and retrieve the final key, much to their shock, considering the near-freezing temperatures. Despite this, the group manages to find the final key before freezing to death. With all the puzzle pieces at hand, the viscount enters the Tower victorious, where the Super Big Power Crystal awaits its owner. Just as the Viscount is about to make his wish, Crash steps forward and makes his wish for a large pile of Wumpa Fruit, much to the Viscount's grief.	Board game alike, with levels in which the characters must play mini-games to progress in the map. The gameplay mechanics center around the mini-games, which cover a wide range of challenges and activities. The game utilizes the Nintendo DS's touchscreen and buttons to control the characters and interact with the mini-games. Players may participate in races, puzzles, battles, and other fun activities that test their skills and reflexes. The multiplayer aspect allows multiple DS consoles to connect wirelessly, enabling players to compete or cooperate with each other in the mini-games.	Visual Aesthetics: 3D, Cartoonish and whimsical art style, colorful characters and environments. Audio Aesthetics: Fun and energetic background music, comical sound effects. Gameplay Aesthetics: Party game mechanics, mini-games, multiplayer competition.	As it was released for the Nintendo DS, it leveraged the unique capabilities of the handheld console. The game took advantage of the DS's touchscreen and stylus for intuitive controls during the mini-games. Additionally, the multiplayer functionality of the DS allowed players to connect with each other locally to enjoy the party game experience together.	I learned to be flexible between various mini games and I learned new skills.	At home, during my free time in the afternoons, on the sofa.
Pianeta Da Salutare: I Difensori Del Mare	Simulation, Educational	Nintendo DS	2008	8	Single-player	I liked the story and the aim of the game: to save animals and cure them. Also the aesthetics are pretty realistic.	The story sometimes is boring and you have to do always the same tasks so it is repetitive.	I had pleasure in helping animals and I was calm while playing with them, it was quite relaxing.	The objective to find ill animals in open sea and give them the right cures to make them healthy again.	The player take on the role of a marine biologist tasked with saving and preserving the ocean's ecosystems. The game presents a variety of missions and challenges related to marine conservation, such as cleaning up pollution, rescuing endangered species, and promoting sustainable practices. The overarching goal is to raise awareness about environmental issues and inspire players to take real-life actions to protect the ocean.	The gameplay mechanics involve completing various activities and mini-games centered around ocean conservation. Player may engage in tasks like cleaning up trash, researching marine species, restoring coral reefs, and solving puzzles related to environmental issues. The game utilizes the Nintendo DS's touchscreen and stylus for interactive gameplay, allowing players to perform actions such as cleaning up pollution or guiding marine animals through obstacles.	Visual Aesthetics: 3D, Colorful and underwater-themed environments, Sea/Marine theme (vibrant underwater environments, diverse marine life, and animated characters, evoke a sense of wonder and immersion in the oceanic setting), charming character design. Audio Aesthetics: Relaxing and immersive background music, aquatic sound effects. Gameplay Aesthetics: Tower defense mechanics, defending the ocean from threats, strategy elements.	As it was developed for the Nintendo DS, it utilizes the console's touchscreen and stylus for gameplay interactions. The game made use of the DS's hardware capabilities to provide interactive and engaging experiences related to marine conservation.	I learned a lot of things about marine life and animal species, their risks and to be responsible about nature and leave the nature clean.	At home, during my free time in the afternoons, on the sofa.

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Mario Kart Wii	Kart racing	Nintendo Wii	2008	8	Single-player, multiplayer	I liked the characters because I was affectionated with them since playing at Super Mario. I also liked the mechanics and the superpowers a character can gain.	There was anything I didn't like, as for "Super Mario".	I was always very involved in the game. I loved finding shortcuts and hidden ways, discovering new things and doing everything to get there first.	The effort in trying to get to the end first. Also, the use of all elements that benefit oneself or disadvantage others. Also the movement of the car steering wheel that is pretty realistic.	It does not have a deep story-driven campaign. Instead, the game focuses on kart racing and multiplayer competition. Players take control of various characters from the Mario franchise and race against each other in a variety of colorful and creative tracks. The main objective is to reach the finish line first while using power-ups, avoiding obstacles, and utilizing racing skills to gain an advantage over opponents.	The gameplay mechanics revolve around kart racing and incorporate a mix of skill-based driving and item-based combat elements. Players navigate their karts through tracks filled with twists, turns, jumps, and hazards. The game features a combination of strategic driving to maintain speed and perform drifts for boosts, as well as using items obtained from item boxes to hinder opponents or gain an advantage. It also includes multiplayer modes that allow players to compete against friends locally or online.	Visual Aesthetics: 3D, Bright and lively environments, iconic Mario character design, cartoon, Kart theme, diverse range of tracks set in various themed environments (tropical beaches, snowy mountains, bustling cities, and fantastical landscapes). Audio Aesthetics: Upbeat and exciting background music, sound effects related to racing. Gameplay Aesthetics: Kart racing mechanics, power-ups, multiplayer competition.	It was developed for the Nintendo Wii console, which introduced motion controls as a primary input method. The game utilized the Wii Remote's motion-sensing capabilities to steer the karts by tilting the controller. It also supported other control options, such as the Wii Wheel attachment or the traditional Wii Classic Controller. The game took advantage of the Wii's graphical capabilities to deliver smooth and visually appealing racing experiences, with vibrant track designs, detailed environments, and smooth animations.	I learned to think fast while trying to damage my rivals and to find the shortest path in the run.	At home, during my free time in the afternoons, on the sofa, right in front of my console. Often alone but also a lot with other people.
Wii Sports	Sports	Nintendo Wii	2006	8	Single-player, multiplayer	I liked the simplicity of the rules and the possibility to exercise with the sports and then play in more "serious" matches. I liked the possibility to play with my "Mi" character.	I didn't like the fact that some game mechanics weren't so much realistic.	I always had fun while playing with the games present but sometimes the movements weren't accurate from the controller so it was a bit frustrating.	The swinging of a tennis racket, swinging for boxing with both hands, or making a throwing motion for bowling.	It does not have a narrative-driven story. It is a collection of sports and mini-games designed to showcase the motion-sensing capabilities of the Nintendo Wii console. The game focuses on providing enjoyable and accessible gameplay experiences across different sports disciplines such as tennis, baseball, golf, bowling, and boxing, with the objective of winning matches or achieving high scores.	The gameplay mechanics center around motion controls and physical gestures. Players use the Wii Remote and Nunchuk (if required for certain sports) to mimic real-life motions associated with each sport. For example, swinging the Wii Remote like a tennis racket, swinging the Wii Remote and Nunchuk for boxing, or making a throwing motion for bowling. The game tracks the player's movements and translates them into in-game actions. The simplicity and intuitive nature of the mechanics make it easy for both casual and experienced gamers to enjoy the sports mini-games.	Visual Aesthetics: 3D, Clean and simplistic visuals, realistic sports environments. Audio Aesthetics: Energetic background music, sound effects related to sports activities. Gameplay Aesthetics: Motion-controlled sports simulations, multiplayer engagement.	It was specifically developed to showcase the unique motion-sensing capabilities of the Nintendo Wii console. The game was bundled with the Wii console itself, acting as a demonstration of the new control system. The Wii Remote's motion controls allowed players to engage physically in the sports activities, enhancing the immersion and enjoyment of the games. The game utilized the Wii's processing power to track the player's movements accurately and respond in real-time to their actions.	I learned some aspects of the various sports present even if some rules do not represent the real games.	At home, during my free time in the afternoons, on the sofa, right in front of my console. Often alone but also a lot with other people.
Zumba Fitness	Fitness	Nintendo Wii	2010	10	Single-player, multiplayer	I like the characters in their real lives, there were some interviews with them. I like almost all the musics and dances.	I didn't like that the belt wasn't so much stable.	I enjoyed the musics, the movements to do and the endorphins they gave me. Also, I was pretty proud of the training I was doing.	The realistic movements of the Zumba dances, as if it was in a real gym, following a real life coach.	It does not have a traditional narrative or story. Instead, it is an exercise and fitness game centered around the popular dance-based fitness program known as Zumba. Players engage in various Zumba dance routines and workouts to improve their fitness levels and have fun dancing to energetic music. The game's objective is to provide an interactive and enjoyable fitness experience that encourages players to stay active and engaged.	The gameplay mechanics involve following dance routines and workouts led by on-screen instructors. Players use the Wii Remote (attached to a belt) to mimic dance movements as shown on the screen. The game tracks the player's movements and provides feedback on their performance, including accuracy and timing. It offers different difficulty levels to cater to players of varying fitness levels and dancing abilities. The primary focus is on providing an engaging and effective workout through dance-based exercises.	Visual Aesthetics: 3D, realistic, Fitness-themed environments, energetic and diverse character design. Audio Aesthetics: Upbeat and lively music, motivating instructor voiceover. Gameplay Aesthetics: Dance and fitness routines, synchronized movements, exercise engagement.	It utilizes the motion-sensing capabilities of the Wii Remote, attached to a belt, to track players' movements during the dance routines. The game's technology allows to assess players' performance in real-time and provide feedback on their accuracy and timing. The game takes advantage of the Wii's graphical capabilities to display visually appealing dance routines and environments.	I learned to dance (well, not so much), while practicing. The movements are similar to fitness, replicable with other music, so I could do them in different situations and not only while playing at this game.	At home, in front of my console.
Family Trainer	Sports	Nintendo Wii	2008	10	Single-player, multiplayer	I liked the variety of activities to do and the engagement it gave me. A very funny way to exercise.	I didn't like the repetitions in the various levels, after a while it's very repetitive.	I felt excited but also tired from the fatigue.	The movements to do to stay in balance and the rhythmicity of others to achieve better goals.	It does not have a specific narrative or story. The game focuses on providing a collection of physical activities and challenges for players to enjoy as a family or group. The objective is to engage in fun and active gameplay that encourages physical movement and coordination.	The gameplay mechanics involve players using the Wii Mat and the Wii Remote to interact with the game. The Wii Mat is used as the primary input device, detecting players' movements, weight shifts, and balance. Players engage in a variety of physical activities, such as running, jumping, and balancing, to complete challenges and courses within the game. The game provides on-screen prompts for players to follow, requiring them to perform specific actions in sync with the game's instructions.	Visual Aesthetics: 3D, cartoon, Colorful and family-friendly environments, friendly character design. Audio Aesthetics: Cheerful and encouraging background music, sound effects related to activities. Gameplay Aesthetics: Physical activity-based mini-games, family-oriented multiplayer.	It utilize the motion-sensing capabilities of the Wii Remote and the Wii Mat. The Wii Remote is typically used to navigate menus and interact with the game, while the Wii Mat is the primary input device for the physical challenges. The technology in these games allows for the detection and tracking of players' movements, ensuring accurate gameplay and performance evaluation.	I learned to jump and do other task while maintaining more stability and to have more endurance due to the cardio activities.	At home, in front of my console, on the mat. Alone but also with other people.
Just Dance	Music, Rhythm	Nintendo Wii	2009	13	Multiplayer	I liked the songs, they were all popular and they reflect my tastes in music. I also liked the choreography, it was a really fun way to stay with my friend.	I didn't like the fact that the Wii Remote controls only the movement from one hand, it wasn't accurate and the score not fair.	I always felt very happy because I always laughed a lot with my friend.	The movements to do to replicate the choreography.	It does not have a specific story or narrative. The game is primarily focused on providing a collection of popular songs and choreographed dance routines for players to enjoy and mimic. The objective is to follow the on-screen prompts and dance moves to earn points and have fun dancing with friends or family.	The gameplay mechanics are centered around motion controls and rhythm-based gameplay. Players hold the Wii Remote in their hand and follow the dance moves performed by on-screen dancers. The game tracks the player's movements and awards points based on accuracy and timing. The goal is to mimic the dance routines as closely as possible to earn high scores. The game provides real-time feedback to help players improve their performance and encourage them to keep dancing.	Visual Aesthetics: Colorful and dynamic visuals, stylish and diverse character design. Audio Aesthetics: Popular music tracks, immersive sound effects, crowd cheering. Gameplay Aesthetics: Dance choreography, motion-controlled gameplay, multiplayer dance-offs.	It utilizes the motion-sensing capabilities of the Wii Remote to track players' movements during the dance routines. The game's technology detects the player's motion and provides real-time feedback on their performance. The Wii console's graphical capabilities are utilized to display visually appealing backgrounds, on-screen dancers, and visual effects that sync with the music.	I learned to be more coordinated and to follow the rhythm of the music. Also, I learned new songs.	At a friend of mine's house.

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Crash Team Racing Nitro-Fueled	Kart racing	PlayStation 4	2019	19	Multiplayer	I really liked the fantasy scenarios and the variety of environments. I enjoyed a lot the similarity with "Mario Kart Wii", a game that I really love.	Nothing.	I felt a lot of emotions while playing this game. I felt frustrated and sad when I couldn't defeat my boyfriend, but after some practice I managed to keep up with him and every time I win I am very satisfied and I enjoy too much seeing him angry, as he is very competitive and this is "his" game.	The controls of the kart during the racing and the possibility to customize it, but also the use of the power-ups, and the discover of shortcuts.	It is a kart racing game that features characters from the Crash Bandicoot series. The game follows the rivalry between Crash Bandicoot and his friends against the villainous Nitros Oxide, who challenges them to a series of races in a bid to take over their home planet. The story unfolds through cutscenes and character interactions, with the ultimate goal of defeating Nitros Oxide and saving their world.	The gameplay mechanics are centered around kart racing with an emphasis on speed, strategy, and power-ups. Players can choose from a variety of characters, each with their own unique abilities and attributes. The game offers different game modes, including single-player campaign, local multiplayer, and online multiplayer. In races, players navigate through diverse tracks filled with obstacles, jumps, and shortcuts while using power-ups to hinder opponents or gain an advantage. The mechanics also involve drifting, boosting, and performing tricks to maintain speed and outmaneuver opponents.	Visual Aesthetics: 3D, cartoon, Kart theme, Different Environments (jungles, beaches, and futuristic cities), Vibrant and detailed race tracks, varied character design. Audio Aesthetics: Energetic and fast-paced background music, sound effects related to racing. Gameplay Aesthetics: Kart racing mechanics, power-ups, competitive multiplayer.	It was developed for modern consoles like PlayStation 4, Xbox One, and Nintendo Switch. The game takes advantage of the graphical capabilities of these consoles to deliver high-quality visuals and detailed environments. It features smooth and responsive controls, utilizing the analog sticks or D-pad for precise steering and maneuvering.	I learned more skills than those I had already developed with "Mario Kart Wii", but with different commands, in fact, with "Mario Kart Wii" I used the steering wheel of the car, with the rotation movement, while with this game on PS4 I used the joystick, moving only my fingers and not all hands, wrists and arms.	At my boyfriend's house.
Plants vs. Zombies	Tower defense game	MSN add-on (Windows XP), Android	2009	9	Single player	I liked the variety of scenarios and plants.	I didn't like the repetitions in the various levels, after a while it's very repetitive.	I felt relaxed but also a bit frustrated when there were too many zombies.	To place in a smart way the plants and obstructate the zombies and also to manage well the resources.	The story revolves around a comedic and light-hearted battle between plants and zombies. The player takes on the role of a homeowner who must defend their home from an incoming zombie horde. As the game progresses, the player unlocks new plants with different abilities to strategically fend off the zombies and protect their garden. The humorous narrative unfolds through humorous dialogue, quirky characters, and playful animations.	The gameplay mechanics combine elements of tower defense and resource management. The player must strategically place different types of plants in their garden to attack and defend against waves of zombies. Each plant has unique abilities, such as shooting projectiles, exploding, or providing defensive barriers. The player must manage resources, such as sunlight or sunflowers, to plant and upgrade their defenses, as well as deploy various defensive measures to stop the advancing zombies. The game introduces new plants, zombies, and obstacles as the player progresses, adding depth and complexity to the gameplay.	Visual Aesthetics: Cartoonish and playful art style, distinct plant and zombie designs. Audio Aesthetics: Quirky and catchy background music, humorous sound effects. Gameplay Aesthetics: Tower defense mechanics, strategic planting of plants to fend off zombies.	It was originally released as a casual game for various platforms, including PC, mobile devices, and consoles. The technology used in the game depends on the specific platform. The game typically utilizes 2D graphics and animations, allowing for smooth and responsive gameplay. The user interface is intuitive and easy to navigate, making it accessible to players of all ages and skill levels. The game may also incorporate touch controls or motion controls, depending on the platform.	I learned to manage the resources in a more efficient and smart way.	At home, on my pc when I was a child, but also at the beach under the umbrella with my smartphone.
Jetpack Joyride	Side-scrolling endless run	Android	2011	13	Single player	I liked the simplicity of controls even if the game itself is not so easy.	It creates addiction as it was a drug.	I felt addicted to this game, also a lot frustrated to die and restart every time.	To dodge obstacles and collect useful items.	The story centers around the main character, Barry Steakfries, as he embarks on a high-flying adventure. Barry breaks into a secret laboratory and steals a powerful jetpack. As he makes his escape, he encounters a variety of obstacles, enemies, and challenges. The objective is to navigate through an endless side-scrolling level, collecting coins, power-ups, and completing missions while avoiding obstacles and enemies. The story is light-hearted and focuses more on the addictive gameplay and progression rather than a deep narrative.	The gameplay mechanics are simple yet addictive. The player controls Barry's movement by tapping or holding down on the screen, causing him to ascend or descend. The objective is to navigate through a never-ending level filled with obstacles, such as lasers, missiles, and electrified barriers. Along the way, the player collects coins that can be used to purchase upgrades and power-ups that enhance Barry's abilities. The game features various missions and objectives to complete, adding to the replayability and progression.	Visual Aesthetics: Cartoon, Colorful and futuristic environments, unique and quirky character design. Audio Aesthetics: Upbeat and energetic background music, arcade-style sound effects. Gameplay Aesthetics: Endless runner mechanics, using a jetpack to navigate obstacles, collecting power-ups.	It is available on various platforms, including mobile devices and gaming consoles. The game utilizes the touch screen capabilities of mobile devices, allowing for intuitive and responsive controls. The technology behind "Jetpack Joyride" ensures smooth performance, responsive controls, and seamless gameplay, which are essential for an enjoyable and satisfying experience.	I learned to be very quick and have quick reflexes.	Everywhere with my smartphone. I remember that I played it also on the bus on the way of a school trip.
Despicable Me: Minion Rush	Action, Endless Run	Android	2013	14	Single player	The aesthetics and the sound effects that are the same as the movies. The Minions are funny characters to play.	Nothing.	Relaxed and calm.	The endless run and the obstacles along the way.	It is a mobile endless runner game based on the popular "Despicable Me" animated film franchise. The game follows the mischievous yellow Minions as they compete in a series of challenges and missions under the supervision of Gru, their supervillain boss. The Minions embark on various adventures across different locations, encountering iconic characters from the films and encountering humorous situations along the way.	The gameplay mechanics are centered around endless running and obstacle avoidance. Players control a Minion as they run through colorful and dynamic environments, such as Gru's Lab, residential neighborhoods, and exotic locations. The Minion automatically runs forward, and the player's objective is to swipe, tilt, or tap on the screen to control their movements, avoid obstacles, collect bananas, and perform special actions. The game features power-ups and special abilities that can be activated to help the Minion overcome challenges and achieve high scores.	Visual Aesthetics: Vibrant and cartoonish visuals, adorable and expressive Minion design. Audio Aesthetics: Playful and catchy background music, comical sound effects. Gameplay Aesthetics: Endless runner mechanics, collecting bananas, special abilities, and power-ups.	It is primarily designed for mobile platforms, such as iOS and Android devices. The game takes advantage of the technology found in these devices, including touch screens and accelerometers. The touch screen controls allow players to interact with the game by swiping, tapping, or tilting the device, providing intuitive and responsive gameplay. The game utilizes the device's graphics capabilities to deliver smooth animations and vibrant visuals, enhancing the overall aesthetic experience.	Actually, nothing, it was a game a lot similar to others already played, but I loved the aesthetics.	At home, at school, everywhere.
Subway Surfers	Endless run	Android	2012	15	Single player	I liked the challenging path to run, with many obstacles and a high velocity of run.	I didn't like so much the aesthetic.	Excited and engaged.	The endless run and the obstacles along the way, the quick reflexes needed.	It follows the story of a group of mischievous teenagers named Jake, Tricky, and Fresh, as they embark on a thrilling adventure of evading a grumpy inspector and his dog while graffiti tagging the subway trains. The game takes place in various vibrant and bustling cities around the world, each with its own unique atmosphere and challenges. The main objective is for the characters to run as far as possible, collecting coins, power-ups, and avoiding obstacles along the way.	The gameplay mechanics revolve around endless running and quick reflexes. Players control one of the characters who continuously runs forward on the subway tracks. The player must swipe left, right, up, or down to switch lanes, jump over or slide under obstacles, and perform various acrobatic maneuvers. The characters can also utilize power-ups, such as hoverboards and jetpacks, to overcome obstacles or boost their speed. The game also includes missions and challenges that provide additional objectives and rewards, adding depth to the gameplay.	Visual Aesthetics: Colorful and graffiti-inspired visuals, dynamic and detailed city environments (subway tracks, trains). Audio Aesthetics: Energetic and upbeat background music, sound effects related to running and jumping. Gameplay Aesthetics: Endless runner mechanics, quick reflexes, collecting coins, and power-ups.	It is primarily developed for mobile platforms, including iOS and Android devices. The game utilizes touch screen controls, allowing players to swipe and tap on the screen to perform actions with ease and precision. The technology behind the game ensures responsive and smooth gameplay, keeping up with the fast-paced nature of the running mechanics. The game also leverages the graphics capabilities of mobile devices to deliver visually appealing and detailed environments, along with smooth character animations.	To have more and more quick reflexes.	At home, at school, everywhere.