# Interactive entertainment

## Definition

**# Source**: **Chatgpt (GPT-5-Standard) at [8/25/2025]**

**Interactive entertainment** refers to activities where the audience or participant actively engages, influencing the experience rather than just observing. Unlike passive entertainment (like watching TV), it requires **active participation**.

## Forms of Interactive Entertainment (Refined)

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1. **Video Games**
   * Includes:
     + **Single-player & Multiplayer** (e.g., *Minecraft*, *Fortnite*, *Among Us*)
     + **Genres like RPG, FPS, MOBA, etc.** (e.g., *World of Warcraft*, *The Witcher 3*)
     + **Platforms**: Consoles, PC, Mobile
2. **Board Games**
   * Examples: *Monopoly*, *Chess*, *Scrabble*
3. **Card Games**
   * Examples: *Poker*, *Uno*, *Magic: The Gathering*
4. **Sports & Physical Games**
   * Examples: Football, Basketball, Tennis
5. **Virtual Reality (VR) Experiences**
   * Examples: VR escape rooms, VR fitness apps
6. **Augmented Reality (AR) Games**
   * Examples: *Pokémon GO*, AR treasure hunts
7. **Interactive Shows & Quizzes**
   * Examples: *Kahoot!*, *Black Mirror: Bandersnatch* (Netflix)
8. **Theme Parks with Interactive Attractions**
   * Examples: Disneyland interactive rides, Laser tag