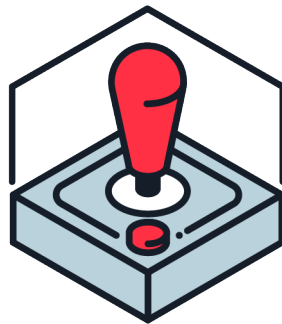




Information School
UNIVERSITY of WASHINGTON

Taxonomy of YouTube Game-Related Content

University of Washington Information School
Game Research (GAMER) Group



GAMER
GAME RESEARCH GROUP

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Version History

1.0: June 2024, Initial release

1.0: December 2024, Formatting update: Updated reference structure with visual adjustments and removal of numerical identifiers from top-level terms, now reserved exclusively for categories. Included relevant term relationships (SN, USE, USE FOR, BT, NT, RT) as appropriate. No changes to core content.

Abbreviation Key

The following abbreviations are used throughout:

SN: Scope note

USE: Preferred term (See)

USE FOR: Equivalent term, lead-in term

BT: Broader term

NT: Narrower term

RT: Related term (See also)

Taxonomy of YouTube Game-Related Content

1. Direct Representation of the Game Object

Videos featuring content centered around the digital interface and gameplay.

Everyday Play

SN: Videos that show typical play experiences of a game. These videos highlight ordinary interactions that player(s) encounter during play sessions and give viewers a realistic portrayal of what to expect when playing the game themselves.

USE FOR: **Typical Gameplay**

NT: **Let's Play, Playthrough, First Impression Play**

RT: **Collaboration**

Let's Play

SN: Videos of gameplay where player(s) share commentary and reactions. These are often first recorded as livestreams, but may also be filmed and edited.

BT: **Everyday Play**

Playthrough

SN: Videos of gameplay where player(s) show the experience of playing a game from start to finish, usually to demonstrate the game's main objectives.

BT: **Everyday Play**

RT: **Walkthrough, Completionist Challenge**

First Impression Play

SN: Videos of gameplay where player(s) provide their immediate reactions and commentary while playing through a video game for the first time.

BT: **Everyday Play**

RT: **Game Review**

Typical Gameplay

USE: **Everyday Play**

Instructional Play

SN: Videos with the goal of teaching others how to play a game. These videos focus on illustrating common approaches to objectives encountered during gameplay sessions.

NT: **Tutorial, Walkthrough**

RT: **Exploits, Strategies**

Gameplay Tutorial

USE: **Tutorial**

How-to Play

USE: **Tutorial**

Tutorial

SN: Videos of gameplay where player(s) teach viewers game mechanics and controls.

USE FOR: **How-to Play, Gameplay Tutorial**

BT: **Instructional Play**

RT: **Speedrun Exploits, Tactics, Tips**

Walkthrough

SN: Videos of gameplay where player(s) teach others how to progress through the entire game, typically to complete the game 100%. Walkthroughs may be broken into multiple videos.

BT: **Instructional Play**

RT: **Completionist Challenge**

2. Indirect Representation of the Game Object

Videos that share and apply player and community knowledge.

Exploits

SN: Videos showcasing gameplay that capitalize on the game's mechanics or systems.

NT: **Cheats, Farming Methods, Glitches, Modding, Speedrun Strategies**

Botting

USE: **Modding**

Cheats

SN: Videos of gameplay and/or discussion where player(s) exploit the game system using cheat codes to manipulate the game's mechanics.

BT: **Exploits**

Farming Methods

SN: Videos of gameplay and/or discussion where player(s) share exploits for efficiently grinding in-game resources, such as experience points, money, or rare items.

BT: **Exploits**

Glitches

SN: Videos of gameplay and/or discussion where player(s) share exploits that take advantage of bugs without altering the game's code to gain an advantage or achieve unintended outcomes.

BT: **Exploits**

Hacking

USE: **Modding**

Hacks

USE: **Modding**

Modding

SN: Videos of gameplay and/or discussion of where player(s) share exploits that utilize unauthorized modifications or alterations made to a game's code, mechanics, or systems.

USE FOR: **Mods, Hacks, Hacking, Botting**

BT: **Exploits**

Mods

USE: **Modding**

Speedrun Strategies

SN: Videos of gameplay and/or discussion of exploits showcasing speedrun techniques, routes, and optimizations for completing games as quickly as possible.

BT: **Exploits**

RT: **Speedrunning, Exploits**

Game News

SN: Videos containing information about games and their developers.

NT: **Game Updates, Patch Notes, Pre-Release Content, Timed Event Notice**

Game Updates

SN: Videos that share information about new game features or Downloadable Content (DLC).

BT: **Game News**

Patch Notes

SN: Videos that share information about patches or patch notes for a game.

USE FOR: **Patch Updates**

BT: **Game News**

Patch Updates

USE: **Patch Notes**

Pre-Release Content

SN: Videos about the development of a game before its release, providing insights, behind-the-scenes glimpses, and updates on the creation process of a video game prior to its official launch.

BT: **Game News**

Timed Event Notice

SN: Videos that act as a notification about an event exclusively accessible within the game for a limited duration. These videos are commonly linked with content focusing on Games-as-a-Service.

BT: **Game News**

Game Review

SN: Videos providing criticism and critique of a game or series.

NT: **Comparison Review, Retrospective Review, Technical Review**

Comparison Review

SN: Videos that compare and contrast different versions of the same game, such as different platform releases (e.g., PC vs. console), or a remastered edition.

BT: **Game Review**

Retrospective Review

SN: Videos aimed at evaluating older or classic games, reflecting on their historical significance and cultural impact.

BT: **Game Review**

Technical Review

SN: Videos that review the technical aspects of a game such as framerates, loading times, or server response times.

BT: **Game Review**

Game Theory

SN: Videos engaging in speculation or theorizing about game features or lore that have not been officially confirmed.

NT: **Development Speculation, Lore Exploration, Educational Content**

Development Speculation

SN: Videos that speculate on future developments, sequels, or expansions within video game franchises, based on analysis of past trends, developer interviews, and industry knowledge.

BT: **Game Theory**

Lore Exploration

SN: Videos that use analysis to explore the lore, backstory, and world-building elements of video game universes, uncovering hidden details, connections, and theories about the game's fictional setting. These may include references to multiple games in a franchise.

BT: **Game Theory**

Educational Content:

SN: Videos that provide educational content on topics related to game theory, such as game design principles, player psychology, economics, and decision-making theory, aimed at both gamers and game developers.

BT: **Game Theory**

Strategies

SN: Videos that suggest and optimize plans to achieve a desired goal or outcome within the game's mechanics or systems.

NT: **Builds, Metagame Strategies, Resource Management Strategies, Tactics, Tips**

RT: **Instructional Play**

Builds

SN: Videos focusing on creating optimal character builds or strategies within a game, including recommendations for abilities, equipment, and play styles.

BT: **Strategies**

NT: **Character Builds, Team Builds**

Metagame Strategies

SN: Videos that analyze and suggest metagame strategies (i.e., strategies used by players based on their understanding of the broader context and trends within the game or gaming environment) within competitive gaming communities.

BT: **Strategies**

Resource Management Strategies

SN: Videos providing strategies for efficiently managing in-game resources.

BT: **Strategies**

Tactics

SN: Videos providing strategies, techniques, and approaches for achieving success in specific scenarios or challenges within a game.

BT: **Strategies**

Tips

SN: Videos providing suggestions to help player(s) improve their performance or enjoyment of a game in a micro context beyond overarching strategies.

BT: **Strategies**

RT: **Tutorial, Ranking**

3. Re-Representation of the Game Object

Videos that demonstrate new forms of participation, either in style of play or within the community.

Challenge

SN: Videos that share gameplay that uses constraints to make the game harder.

NT: **Completionist Challenge, Restriction Challenge, Speedrun**

Completionist Challenge

SN: Videos where player(s) aim to achieve 100% completion or collect all in-game achievements, items, or collectibles within a game.

BT: **Challenge**

Restriction Challenge

SN: Player(s) impose specific restrictions or limitations on themselves, such as completing a game using only certain weapons or abilities, to increase the challenge and variety of gameplay.

BT: **Challenge**

NT: **Character Run, Ironman Run, Weapon Run**

Speedrun

SN: Videos where a player attempts to complete a game or specific level as quickly as possible.

BT: **Challenge**

Meme

SN: Videos that use references to game culture to create humor.

Offline Events

SN: Videos sharing experiences about offline events or conventions. These do not include local meet ups to perform everyday play.

Re-Creation

SN: Videos that recreating something inspired by the game or game franchise.

NT: **Animation, Cooking, Cosplay, Fanart**

RT: **Engagement with Viewers, Showing Off**

Animation

SN: Videos that include original animations featuring characters, settings, or stories from a game.

BT: **Re-Creation**

NT: **Machinima**

Cooking

SN: Videos where players or fans cook meals from a game.

BT: **Re-Creation**

Cosplay

SN: Videos where players or fans share costumes created to represent characters or lore from a game.

BT: **Re-Creation**

Fanart

SN: Videos where players or fans share original artwork inspired by a game.

BT: **Re-Creation**

4. Platform Representation

Videos that cater to the platform or content creator over the game object.

Collab

USE: **Collaboration**

Collaboration

SN: Videos that cross-promote two or more different channels/creators.

USE FOR: **Collab**

Engagement with Viewers

SN: Videos that show creators interacting with viewers, community, or their community creations.

RT: **Showing Off**

Listicle

USE: **Ranking**

Livestream

SN: Videos that are real-time broadcast over the internet.

NT: **Video On Demand**

Video On Demand

SN: A video recording of past live streams that is available for viewers to watch at their convenience, rather than being broadcast live at a specific time. These types of videos are often uploaded to a second channel.

USE FOR: **VOD**

BT: **Livestream**

VOD

USE: **Video On Demand**

Personal Update

SN: Videos that share updates about the creator's personal life.

Ranking

SN: Videos that present game elements based on certain criteria such as personal preference, or user opinion.

USE FOR: **Listicle**

RT: **Game Review**

Showing Off

SN: Videos that present a collection, creation, or interesting moments related to game, community, or community culture.

NT: **Collection, Montage, Showcase**

Clip Video

USE: **Montage**

Collection

SN: Videos showcasing impressive collections of items, rare collectibles, or memorabilia related to a particular community.

BT: **Showing Off**

NT: **Memorabilia Collection, Digital Collection**

Gameplay Montage

USE: **Montage**

Montage

SN: Videos compiling highlights or memorable moments, edited together for entertainment purposes.

USE FOR: **Clip Video, Gameplay Montage**

BT: **Showing Off**

RT: **Ranking**

Showcase

SN: Videos where individuals showcase their accomplishments, such as overcoming challenging tasks, attaining rare achievements, or achieving high rankings in competitive endeavors.

BT: **Showing Off**

NT: **Achievement Showcase, Community Showcase, Customization Showcase**

Other

SN: Videos that do not fit into any other category.