UW/SIMM

Video Game Metadata Schema: Controlled Vocabulary for Mechanics

University of Washington Information School Game Metadata Research (GAMER) Group and Seattle Interactive Media Museum

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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*)

Term	Information
Activation	SN: User has no agency outside of activating either the game or their turn. USE FOR: None, Random chance Examples: Slot machines, *Candy Land*
Avoiding	SN: Taking action to preclude encountering unwanted objects or circumstances. RT: Jumping Examples: *Asteroids*, *Super Mario Bros.*, *Pac-Man*
Building	SN: Creating objects in the environment. Examples: *Minecraft*, *The Sims*, *SimCity*
Card Playing	SN: Selecting for use an object from a set of similar objects (cards, tiles, etc.). Examples: *Hearthstone*, *Magic: The Gathering Arena*
Choosing	SN: Selecting an option from a set of choices. Examples: *Mass Effect*, *You Don't Know Jack*
Climbing	SN: Navigating along a vertically-inclined, non-ground surface. Examples: *Shadow of the Colossus*, *Assassin's Creed*
Collecting	SN: Acquiring a set of objects. Examples: *Pac-Man*, *Katamari Damacy*, *Goat Simulator*
Crafting	SN: Combining objects to create a new object. Examples: *Minecraft*, *Doodle God*, *Skyrim*
Deck Building	SN: Selecting a subset of objects for later use. Examples: *Hearthstone*, *Magic: The Gathering Arena*
Destroying	SN: Destroying objects in the environment. Examples: *Minecraft*, *Red Faction*, *Monster Truck Destruction*
Drawing	SN: Using freeform input to create a design as either a creation tool or command input. Examples: *Line Rider*, *Ōkami*
Driving	SN: navigating a vehicle through the environment. 'Vehicle' is defined as any object conforming to movement rules (e.g. car, skateboard, horse, etc.). USE FOR: Flying, Piloting, Sailing, Riding Examples: *Grand Theft Auto*, *Forza*, *Mech Warrior*, *Star Fox*

Fighting	SN: Characters attempting to exert their power over others through force. Examples: *Super Smash Bros.*, *League of Legends*, *Hyrule Warriors*
Flying	USE: Driving
Grab & Release	SN: Picking up and setting down objects. Examples: *Octodad: Dadliest Catch*
Hitting	SN: Exerting force on an object already in motion. RT: Shooting Examples: *Pinball*, *Baseball*, *Piano Tiles*
Input Combinations	SN: A specific sequence of inputs which result in a single event. Examples: *Tony Hawk's Pro Skater*, *Marvel vs. Capcom*
Jumping	SN: Causing a character to jump in the environment. RT: Avoiding Examples: *Super Mario Bros.*, *Sonic the Hedgehog*
Matching	SN: Connecting similar objects through positioning or identification. Examples: *Bejeweled*, *Puzzle & Dragon*, *Memory*
None	USE: Activation
Pattern Matching	SN: Player repeats or simultaneously responds to game patterns. Examples: *Guitar Hero*, *Dance Dance Revolution*, *Simon Says*
Piloting	USE: Driving
Positioning	SN: Placing or moving objects or events within the game world as a necessary gameplay element to advance to the next level/zone (Block placement in puzzle games, unit placement in tactics games with stat impact, etc.). Examples: *Sudoku*, *Plants vs. Zombies*, *Tetris*, *Dear Esther*
Programming	SN: Utilizing programming logic to create game behaviors. Examples: *Omega*, *Codecombat*, *Gidget*
Resource Management	SN: Selecting how and when to gather or use resources. Examples: *League of Legends*, *Plants vs. Zombies*, *The Sims*
Sailing	USE: Driving
Sharing	SN: Transferal of a game object from one player to another. Examples: *Minecraft*, *Farmville*
Shooting	SN: Applying directional force to a stationary object. Examples: *Call of Duty*, *Bubble Bobble*, *Pool*
Sneaking	SN: Movement with the intent of evading detection of other game entities. Examples: *Metal Gear Solid*, *Assassin's Creed*, *Stealth Bastard*
Swiping	SN: Using a sustained pointer motion to create an event. Examples: *Fruit Ninja*, *Cooking Mama*
Text Input	SN: Entering text to produce commands or provide data. Examples: *Zork, The Typing of The Dead: Overkill*