Video Game Metadata Schema: Controlled Vocabulary for MOOD

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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*)

Instruction: Choose up to three moods that describe the game from the terms in the CV.

Term	Information
Adventurous	SN: Games that engage the player through exploration, risk-taking, and overcoming obstacles. Game examples: *The Legend of Zelda*; *Tomb Raider*; *Uncharted*
Aggressive	SN: Games in which the focus is on forceful, combative actions. Game examples: *Mad World*; *Mortal Kombat*; *Manhunt*
Apocalyptic	USE: Dark
Bleak	USE: Dark
Bright	USE: Light-hearted
Calm	USE: Peaceful
Carefree	USE: Light-hearted
Cheerful	USE: Light-hearted
Competitive	SN: Games in which the focus is on competition between other players, either real or artificial. Game examples: *Super Smash Bros. Brawl*; *Unreal Tournament 3*; *Forza Motorsport 4*
Comradery	SN: Games in which positive social bonding occurs, either with other players or in-game characters. Game examples: *Brothers: A Tale of Two Sons*; *Grandia*; *Destiny*
Cozy	SN: Games that foster a sense of warmth, comfort, and relaxation, often through inviting environments, gentle gameplay, and soothing aesthetics. Game examples: *Animal Crossing: New Horizons; Harvest Moon: Light of Hope* RT: Cute, Light-Hearted, Peaceful
Creative	USE: Imaginative

Cute	SN: Games with a charming, childish, and/or delightful quality. Game examples: *Pokemon Red/Blue*; *Kirby's Dreamland*; *Bubble Bobble* USE FOR: Sweet RT: Cozy
Cynical	USE: Dark
Dark	SN: Games with a grim atmosphere that focus on dismal, gloomy, and/or depressing circumstances. Game examples: *Bioshock*; *Dark Souls*; *Batman*: *Arkham Asylum* USE FOR: Apocalyptic, bleak, cynical, gloomy, gritty, somber
Disturbing	USE: Horror
Eerie	SN: Games that create a sense of unease or discomfort, often through unsettling atmospheres, ambiguous threats, and a feeling of something being subtly, but profoundly, wrong. Game examples: *Oxenfree*; *What Remains of Edith Finch* USE FOR: Unsettling RT: Horror
Erotic	USE: Sensual
Funny	USE: Humorous
Gloomy	USE: Dark
Gritty	USE: Dark
Horror	SN: Games that frighten players by playing on primal fears, inducing feelings of horror and terror. Game examples: *Silent Hill*; *Resident Evil*; *Outlast* USE FOR: Disturbing, Macabre, Paranoid, Scary, Unsettling RT: Eerie
Humorous	SN: Games that possess a funny, amusing quality. Game examples: *Strong Bad's Cool Game for Attractive People*; *Sam and Max Hit the Road*; *Monkey Island* USE FOR: Funny, Silly, Witty RT: Light-hearted
Imaginative	SN: Games where the primary focus is creative expression of the player, through world-building, character-building, and/or creative problem-solving. Game examples: *Little Big Planet*; *Scribblenauts*; *Minecraft*; *Spore* USE FOR: Creative
Immersive	SN: Games that mentally transport or transfix the player to the world or realm presented in the game. Game examples: *Dragon Age: Origins*; *Shenmue*; *Heavy Rain*

Intense	SN: Games with an extreme, high-energy tone, meant to inspire strong emotions in the player (stress, determination, a sense of urgency, etc.). Game examples: *Metal Gear Solid: Revengeance*; *Devil May Cry*; *God of War 2*
Light-hearted	SN: Games that possess a cheerful, carefree quality. Game examples: *Harvest Moon*; *Angry Birds*; *Peggle* USE FOR: Bright, Carefree, Cheerful, Optimistic RT: Cozy, Humorous
Liminal	USE: Eerie
Macabre	USE: Horror
Meditative	USE: Peaceful
Mellow	USE: Peaceful
Mysterious	SN: Games that invoke curiosity and/or suspense through the investigation of the unknown (a crime, a secret, a strange occurrence, etc.). Game examples: *Gabriel Knight*; *Myst*; *The Vanishing of Ethan Carter* USE FOR: Suspenseful
Nostalgic	USE: Sentimental
Offbeat	USE: Quirky
Optimistic	USE: Light-hearted
Paranoid	USE: Horror
Peaceful	SN: Games that invoke a sense of calm. Game examples: *Flower*; *Journey*; *Zen Bound* USE FOR: Calm, Meditative, Mellow, Relaxed RT: Cozy
Quirky	SN: Games with an unusual or peculiar quality. Game examples: *Braid*; *Paper Mario*; *Katamari Damacy* USE FOR: Offbeat, Whimsical
Relaxed	USE: Peaceful
Romantic	SN: Games where a substantial focus is on romantic relationships and the pursuit of love. Game examples: *Sentimental Graffiti*; *Shin Megami Tensei*: *Persona 4*; *Hatoful Boyfriend*
Sad	SN: Games that evoke feelings of sorrow, loss, or melancholy Game examples: *The Last of Us*; *Final Fantasy 7*
Sarcastic	SN: Games that have a sharp, satirical, caustic tone. Game examples: *Grand Theft Auto 3*; *Fallout 3*; *Saints Row the Third*

Satirical	USE: Sarcastic
Scary	USE: Horror
Sensual	SN: Games that invoke physical or sexual pleasure. Game examples: *Bayonetta*; *Catherine* USE FOR: Erotic, Sexy
Sentimental	SN: Games with feelings of nostalgia, affection, or tenderness, evoked by a deep connection to the game's themes or memories. Game examples: *Unpacking* USE FOR: Nostalgic
Sexy	USE: Sensual
Silly	USE: Humorous
Solitary	SN: Games in which the player feels isolated or alone. Game examples: *Metroid*; *Shadow of the Colossus*; *P.T.*
Somber	USE: Dark
Suspenseful	USE: Mysterious
Sweet	USE: Cute
Unsettling	USE: Eerie
Whimsical	USE: Quirky