



Video Game Metadata Schema: Controlled Vocabulary for NARRATIVE GENRE

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SN: Scope note

USE: Preferred term (*See*)

USE FOR: Equivalent term, lead-in term

BT: Broader term

NT: Narrower term [in italics]

RT: Related term (*See also*)

Term	Information
Action	SN: The narrative is focused on characters fighting, racing, and engaging in intense physical activities. Often minimizes plot and character development in favor of faster paced activities on screen. (e.g., <i>Mortal Kombat X</i>)
Comedy	SN: The narrative expresses humor or wit to generate amusement for players NT: Humor, Satire
Fantasy	SN: The story of these games is set in a world that contains magical elements such as sorcery, and mythological creatures, such as dragons. There are several sub-genres of Fantasy. NT: Folklore, Dark Fantasy, Epic Fantasy, Fairy Tale, High Fantasy, Low Fantasy
<i>Folklore</i>	SN: These stories are based on traditional cultural stories, indigenous tales, and local legends. RT: Fairy Tale
<i>Dark Fantasy</i>	SN: These stories are set in a Fantasy world, but also prominently feature elements of the Horror genre, dark, gritty, and gothic themes and elements. (e.g., <i>Dragon Age: Origins</i>) BT: Fantasy
<i>Epic Fantasy</i>	USE: High Fantasy
<i>Fairy Tale</i>	SN: The narrative has a basis in traditional folklore and folkloric elements. Generally contains mythological beings such as fairies and other mythical creatures, talking animals, invented creatures, and magic. Often intended for children. (e.g., <i>Spyro's Adventure</i>) BT: Fantasy RT: Folklore
<i>High Fantasy</i>	SN: The plot of these games features larger than life struggles against colossal foes, set within a fantasy world. There is little to no moral ambiguity in the actions of the characters and plot, good and evil characters and actions are clear, and the story centers on virtuous heroes that set out to deal with the major antagonist. (e.g., <i>Final Fantasy IV</i>) USE FOR: Epic Fantasy BT: Fantasy
<i>Low Fantasy</i>	SN: The fantasy world in which the story takes place features little to no magic use, and relies on other fantastical elements to drive the narrative forward. Fantastical elements in these stories tend to be few and far between. BT: Fantasy

Historical	SN: The story of the game takes place in the past, and the narrative emphasizes representing concepts present in specific historical times and places.
Documentary	SN: A retelling of events from historical or factual perspectives.
Horror	SN: Horror games present a story that makes use of frightening, spooky, and supernatural phenomena as elements central to the plot. (e.g., <i>Silent Hill</i>)
Military	SN: The narrative takes place within the context of armed conflict, and emphasizes plot elements that occur within the context of operations by armed forces. (e.g., <i>Call of Duty</i>)
Mystery	SN: The plot and narrative primarily center on solving a mystery or puzzle based on exploration, clue seeking, interrogation, and other investigation techniques. (e.g., <i>Professor Layton and the Curious Village</i>) NT: Crime
Crime	SN: A subgenre of mystery where the story centers on solving crimes. BT: Mystery
Romance	SN: The game story primarily unfolds romantic and intimate relationships, dating, partner seeking, and related interactions. The narrative is preoccupied with devices that develop romantic relationships and themes.
Science Fiction	SN: The story takes place in a world of science and conjecture, typically featuring advanced technology and futuristic elements. The story uses these plot elements to drive the plot forward and develop the speculative world, using devices such as advanced biotechnology and physics, space travel, and aliens. (e.g., <i>Mass Effect</i>) NT: Cyberpunk, Military Science Fiction, Steampunk, Time Travel
Cyberpunk	SN: The major themes and plot devices of these stories utilize futuristic developments in computers, internet, data transfer, robotics, and human-computer interaction. (e.g., <i>Shadowrun</i>) BT: Science Fiction
Military Science Fiction	SN: The world and major plot elements of these games fall within a science fiction setting, while the major emphasis and narrative centers on armed conflict in this world. (e.g., <i>Starcraft II</i>) BT: Science Fiction
Steampunk	SN: The major themes and plot devices of these stories utilize engineering concepts and aesthetics present in the Victorian and Edwardian historical periods. The technology in Steampunk worlds is an advanced form of technology extant during these time periods, sometimes featuring complex mechanical objects, steam powered robots, and inventive contraptions. (e.g., <i>Machinarium</i>) BT: Science Fiction
Time Travel	SN: The story takes place within multiple time periods, and time travel or time manipulation is a major plot device. (e.g., <i>Braid</i>) BT: Science Fiction
Western	SN: Games set in the Western United States in the post-Civil War era with cowboys, horses, and law enforcement. (e.g., <i>Red Dead Redemption</i>)