Glossary for Videogame Recommendation Domain:

A

**AAA** - A high-budget game with a large development team, or game studios that make them. AAA games are usually multiplatform or are first-party, have multimillion-dollar budgets, and expect to sell millions of copies.

**Action** - A game genre emphasizing physical challenges, hand–eye coordination and reflexes. It includes fighting games, shooters, and platformers.

**Adventure** - A game genre which emphasizes exploration

B

**Battle Royal** - A video game genre that blends elements of survival games with last-man-standing gameplay. Players search for equipment while eliminating competitors in a shrinking safe zone. Usually there are many more players involved than in other kinds of multi-player games.

**Bug** - an error, flaw, failure or fault in a video game that causes it to produce an incorrect or unexpected result, or to behave in unintended ways.

C

**Casual** - The practice of playing video games on an infrequent and spontaneous basis, without a long-term commitment. Casual video games are distinguished by a low learning curve and ease of access, often for mobile phones. Most casual games have simplified controls, with one or two buttons dominating play. Casual games can normally be played in small periods of time and are relatively slow paced.

**Crafting** - A game mechanic that allows the player-character to construct game items, such as armor, weapons or medicine from combinations of other items.

**Cross-Platform** – Multiplayer game where players can play with others on different systems.

**Competitive** – One team tries to defeat the other based on skill

**Console** - Video game hardware unit that typically connects to a video screen and controllers. A console typically has a fixed hardware configuration defined by its manufacturer and cannot be customized. Sometimes includes handheld consoles and arcade machines.

**Controller** - A means of control over the console or computer on which the game is played.

E

**Early Access** – Game is available to play before it is fully completed. This can vary from bugs being in the game to core mechanics still being implemented.

**eSports** - Organized competitions around competitive video games, often played for prize money and recognition.

F

**Fantasy** – A video game that has a setting in a magical world often with multiple magical abilities.

**Fighting** - A fighting game is a video game genre based around close combat between a limited number of characters, in a stage in which the boundaries are fixed.

**First-party** - A developer that is either owned directly by a console maker or has special arrangements with the console maker; such developers have greater access to internal details about a console compared to traditional developers.

**First Person Shooter (FPS)** - A genre of video game where the player experiences the game from the first-person perspective, and where the primary mechanic is the use of guns and other ranged weapons to defeat enemies.

**Free to Play (FTP)** - Games that do not require purchase from a retailer, either physical or digital, to play. Highly prevalent on smartphones, free-to-play games may also provide additional gameplay-enhancing purchases via an in-app purchase.

H

**Hack and Slash** - Having a focus on violent combat rather than strategy.

**Horror** – A game genre with a heavy focus on inciting fear in the player

I

**Immersive** – A video game that creates a spatial presence when the user starts to feel like they are "there" in the world that the game creates.

**Independent Video Game (Indie game)** - A game made by a single person or a small studio without any financial, development, marketing, or distribution support from a large publisher.

L

**Local Co-op** - Multiplayer gameplay where the players work together on the same team against computer-controlled opponents or challenges on the same device.

M

**Massively Multiplayer Online (MMO)** - A game that involves a large community of players co-existing in an online world, in cooperation or competition with one another.

**Multiplatform** - A game which can be played on multiple platforms (ex: PC, Xbox One, PS4, Switch, Mobile)

**Multiplayer** - A game that allows multiple players to play at once.

**Multiplayer Online Battle Arena (MOBA)** - A genre of video game that pits teams of players to destroy the enemy teams base while defending their own.

O

**Online Co-op** - Multiplayer gameplay where the players work together on the same team against computer-controlled opponents or challenges over the internet on separate devices.

**OpenWorld** - A game world where the player has much greater freedom in choosing the order that they visit areas within the world, rather than being restricted to a pre-defined or heavily constricted order of visiting areas.

P

**Pixelated** – A game that features 8-bit textures normally in a 2D perspective

**Platformer** - A video game genre which involves heavy use of jumping, climbing, and other acrobatic maneuvers to guide the player-character between suspended platforms and over obstacles in the game environment.

**Player vs Environment (PvE)** - Refers to fighting computer-controlled, non-player characters/enemies

**Player vs Player (PvP)** - Refers to competing against other players

**Post-Apocalyptic** – A video game that takes place in a setting after a world altering even such as a nuclear bomb or virus outbreak.

R

**Racing** – A genre of video games in which the player partakes in a racing competition with any type of land, water, air or space vehicles.

**Realistic** – A video game that has elements that focus on reality

**Real Time Strategy (RTS)** - A genre of video game where the player controls one or more units in real-time combat with human or computer opponents.

**Role Playing Game (RPG)** - A game genre in which the human player takes on the role of a specific character that they can create and a "class" which advances the skills and abilities of that character within the game environment. RPG characters generally have a wide variety of skills and abilities available to them. The player might also have moral and ethical choices they can make to influence the story or world around them, further defining the character they are playing.

**Rouge-Like** - is a subgenre of role-playing video game characterized by a dungeon crawl through procedurally generated levels or turn-based gameplay or tile-based graphics, and permanent death of the player character.

**Real Time Ray-Tracing (RTX) ­**– A light rendering technique for generating a frame by tracing the path of light as pixels in an image plane and simulating the effects of its encounters with virtual objects.

S

**Sandbox** - A game where the player has the ability to create, modify, or destroy their environment, i.e. a game that includes some form of a game creation system. The term alludes to a child's sandbox where the child can create and destroy with no given objective.

**Shoot’em Up** – A game genre where a single mobile character must defeat enemies attacking or moving toward it. The player-character will typically have no allies, is extremely fragile, has little non-hazardous terrain to deal with and will gain power-ups to improve their abilities.

**Simulation** - A game genre that simulates some aspect of reality and is usually open-ended with no intrinsic goal. Any video game that models reality, such as sports games, and city-building games.

**Single-player** - A game that can only have one player at a time.

**Strategy** - A game genre which emphasizes consideration and planning to achieve victory.

**Story Rich** – A game with a focus on story telling or impactful characters and events.

**Survival** - A game set in a hostile open-world environment where characters are challenged to collect resources, craft items, and thrive as long as possible.

T

**Third Person** - A view where the player character is seen on screen.

**Turn Based** - When a game consists of multiple turns. When one player's turn is complete, they must wait until everyone else has finished their turn.

V

**Virtual Reality (VR)** - Virtual reality is an interactive computer-generated experience taking place within a simulated environment. This immersive environment can simulate the real world, or it can be fantastical, creating an experience that is not possible in reality. Current VR technology commonly uses headsets or multi-projected environments. A person using virtual reality equipment can look around the artificial world, move around in it, and interact with virtual features or items.

#

**2D** - Graphic rendering technique in a two-dimensional perspective, often using sprites

**3D** - Graphic rendering technique featuring three-dimensional objects.

**8-Bit** - color graphics is a method of storing image information in a computer's memory or in an image file, such that each pixel is represented by one 8-bit byte. The maximum number of colors that can be displayed at any one time is 256.