

Rhythm

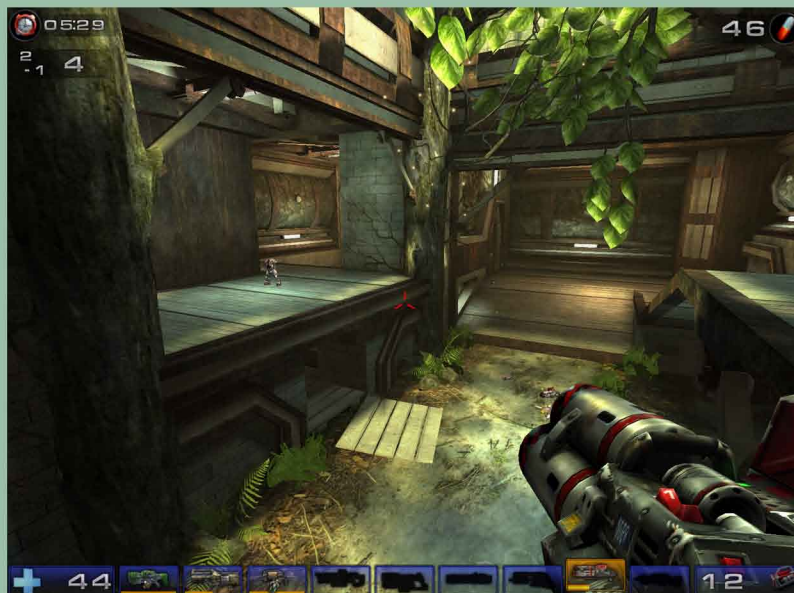


Guitar Hero.
(c) 2005 Activision.

Genre explanation: rhythm games are about following certain patterns. They can be about music, like guitar playing as in *Guitar Hero*, muscle exercises, or anything else. Timing and precision are at the core of the gameplay.

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Shooter



Unreal Tournament.
(c) 2004 Atari.

Genre explanation: shooters or “shoot ‘em ups” are literally about finger on the trigger action. They do not need to involve guns or violence but they mostly do. *Unreal Tournament* is one of the better known shooters.

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Survival horror



Resident Evil.
(c) 1996 Capcom.

Genre explanation: the survival horror draws heavily from the conventions of horror fiction. The player character is vulnerable and under-armed, which puts emphasis on puzzle-solving and evasion rather than violence. *Resident Evil* is one of the first games in this genre.

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Strategy



Europa Universalis III.
(c) 2007 Paradox Interactive.

Genre explanation: strategy games almost always involve a bird's eye view on what happens and have clear and visible rules. They have some economy and many resources that players must manage to achieve their goals. *Europa Universalis* is a historical strategy game.

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Adventure

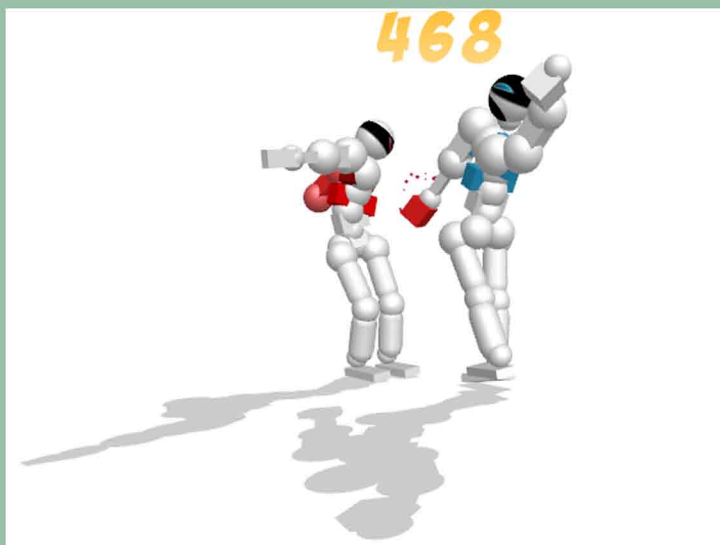


Monkey Island.
(c) 2009 Telltale.

Genre explanation: adventure games are story driven. They take place in a certain setting. Players almost never die but can have a hard time to get to the next part of the story. *Monkey Island* is a well-known adventure game.

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Fighting



Toribash.
(c) 2006 Nabi Studios.

Genre explanation: fighting games or “beat ‘em ups” are fast paced action oriented games that require players to beat one or more (real or computerized) players. *Toribash* is an experimental example of this genre. Players need to click on body parts to create moves to defeat their opponent.

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Pet-raising sim



Dogz.

(c) 1995 Ubi Soft
Entertainment

Genre explanation: characteristic of pet-raising sims (or life simulations) is to take care of an animal, whether a horse or a dog like in the game *Dogz*. These games are essentially about sustainability and maintenance of simulated objects.

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Role-play



Eve Online.

(c) 2003 CCP
Games.

Genre explanation: role-playing games like *Eve Online* involve configurable characters that can be upgraded during the game. These games are a combination of action and story and mostly take place in a fantasy setting. In case of *Eve Online* configuration relates to spaceships and it is set in a science fiction setting.

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Puzzle



Tetris.

(c) 1986 Soviet Academy of Sciences.

Genre explanation: puzzle games are of course about puzzles! They have simple rules like “get to the exit,” no story, and are mostly played on a single screen. *Tetris* is one of the better known puzzle games.

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Action



Grand Theft Auto: San Andreas. (c) 2004 Rockstar Games.

Genre explanation: action games are diverse but they commonly involve fast paced activities which require good skills in timing and executing movements. Score, lives or energy, and time elements are also exemplary. *Grand Theft Auto* is an example of this genre.

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Platform



Super Mario Bros.
(c) 1985 Nintendo.

Genre explanation: *Super Mario* and other platform games involve players running around from “platform” to “platform” to get to the next level. Players can pick up bonus items and earn points and have to avoid or get rid of enemies.

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Simulation



Ship Simulator.
(c) 2010 Paradox
Interactive.

Genre explanation: simulation games are frequently close to reality, have no real story, and offer many degrees of freedom and no explicit goals. It is up to the player to decide how to play the game. *Ship Simulator* is an example of this genre.

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