

Genre / Typology of the video game

Previous compulsory steps / Prior students' knowledge	None
Learning objectives	Learn about video games, their different types, and genres
Subjects	Literature / reading, arts
Recommended Age (10 – 14) or (15 - 18)	10-14
Sequence duration	45 – 60 minutes
Individual or group activity	Individual
Expected production	Choosing genre of the video game
Skills developed (after learning objectives)	Critical thinking, creativity, planning, problem-solving
Price range of the game (<20€, 20-40€, >40€)	Free
Extension / differentiation activities (at the end of the sequence)	Once they have chosen the genre of the game, students can read and develop the atmosphere of the game (complete all the theoretical aspects before beginning this creation)

Tips to make the sequences more accessible or inclusive

This sequence does not require any specific digital skills, or technological equipment and it is therefore easily accessible for educators and students with basic digital skills.

Step by step: how to implement the sequence

This is the first step of developing a video game. You should explain to your students the importance of choosing the genre of their video game, since all the next steps will be based on the genre. No software is needed for this step.

- **Step 1: Showing different types / genres of video games (20 minutes)**

You should show your students a list of the main video game genres and explain their differences. The students should understand what each genre can offer and its limitations. Only then the students will be able to decide the genre of their video game. You should also explain to your student that some genres might overlap in video games (Pavlovic, 2020). The students should choose the genre that fits more with their video game. There are ten main categories of video game genres. You can find many guides online.

Example of the online guide: <https://www.hp.com/us-en/shop/tech-takes/video-game-genres>

Examples of video game genres:

1. **Sandbox:** the goals of the video game are not defined from the start. Players can choose different paths. E.g., The Sims, Grand Theft Auto, Minecraft.
2. **Real-Time Strategy (RTS):** Players can control the factions of the characters and interact live with other players. E.g., Warcraft.
3. **Role-Playing Games:** Players take control of a character and their main goal is to level-up. E.g., The Witcher 3, Skyrim.
4. **Simulation and Sports:** These types of games try to be as realistic as possible. Often simulating professional sports players or car-races. E.g., NBA 2K, Forza Motorsport, The Sims, Minecraft.
5. The easiest type of game to create are probably 2D platform games. You can see several examples created during the project at:

<https://www.gaming4skills.eu/workshopgames>

Examples of games with overlapping genres:

1. **The Sims:** The player is able to decide the actions of its Sim character. There is no clear end goal in the game and this makes the game fit into the Sandbox genre. At the same time, the player is simulating a city builder. The Simulation genre overlaps with Sandbox (Pavlovic, 2020).



https://www.thesimswiki.com/wiki/User:RdHeaven/Sandbox_1

2. **Minecraft:** The player enters an unpredictable world and tries to make friends, build structures and discover new things. As the end goal is not clear, Minecraft belongs to the Sandbox genre. At the same time, it is a simulation game because

the player builds new structures. Minecraft is also a game about survival and it belongs to the Survival genre as well (Pavlovic, 2020).

- **Step 2: Brainstorming and choosing the genre of video game (15 minutes)**

When choosing the genre of a video game there are two main questions (Stefyn, 2019): What is the game about? Who is the audience? To decide what genre they want for their video game, students should firstly choose the main topic of the video game. For example, is the game about a kid that tries to survive in the jungle? Or is the game about a Formula driver? Then, the students must decide the audience of their video game. For instance, is it targeted to young children or teenagers? Is the video game for people who enjoy sports or for people who like history? These questions will help students decide what video game genre is suitable for their game. For example, a teenager who enjoys sports might like a Simulation and Sports genre game. A teenager or young adult who likes history might enjoy more an RTS genre video game.

- **Step 3: Defining the genre of the video game (15 minutes)**

To finalise and define the genre of their video game, students should decide the role of the player and the interactions between the player and the main characters of the video game (Pavlovic, 2020). For example, will the player be able to choose the factions of a character? Will the player interact live with other players? In these scenarios, an RTS, Role-Playing, or Sandbox genre might be more suitable than others. If the player won't be able to choose the decisions of the character and affect the plot of the game, then the Platformer genre might be a better option.

References

Minecraft. (2011). <https://www.minecraft.net/en-us/updates/caves-and-cliffs>

Pavlovic Dwight. (2020). 'Video Game Genres: Everything You Need to Know', (2020), <https://www.hp.com/us-en/shop/tech-takes/video-game-genres>

Stefyn Nadia. (2019). 'How video games are made: the game development process'.
Chspectrum.com. <https://www.cgspectrum.com/blog/game-development-process>

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