**MATCH GENRE TO DESCRIPTION WORKSHEET**

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| **Genre** | **Description** |
| Strategy Games: | Games that originally existed on freestanding, coinoperated machines. E.g. Pong and Space Invaders |
| MMORPG: or 'Massively Multiplayer Online Role Playing Games' | Games in which the player's character has skills and abilities represented by statistics. Gameplay involves the characters exploring and completing quests that build up their statistics and possessions. Can be single or multiplayer. E.g. Everquest and The Witcher |
| Platform: or side scrollers | Games that require the player to take on a leadership role and oversee every detail of the provided scenario(s). Gameplay focuses on strategies and careful planning and resource management in order to win. E.g. Age of Mythology |
| RPG: or 'Role Playing Games' | Games in which the player has a first-person perspective of their character. E.g. Doom and Call of Duty |
| Simulations: | Games aimed at teaching, discussing or debating realworld concepts via gameplay. E.g . Virtual U and September 12 |
| FPS or First Person Shooters: | Games attempting to realistically mimic conditions of a particular environment or activity. E.g. SimCity and flight Simulator |
| Serious Games | Multi-player role-playing games that enable thousands of players to play in an evolving virtual online world at the same time. E.g. Guild Wars and WarCraft |
| Classic Arcade Games | Games in which the background scrolls and the player jumps from platform to platform. Game-play generally includes running and jumping. E.g. Donkey King and Super Mario Bros |