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| **Chapter 3 – Goals & Genres: What Are the Possibilities?**  Goals   * Entertainment * Social Interaction * Education * Recruitment & Training * Health & Fitness * Consciousness & Change * Aesthetics & Creativity * Marketing & Advertising   Genres   * Action * Adventure * Action-Adventure * Puzzle * Role-Playing * Simulation * Sandbox * Strategy   Game Elements: The Significance of Goals & Genres | | |
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