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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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