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