

Topic 10:

Vocabulary:

Fun and Games

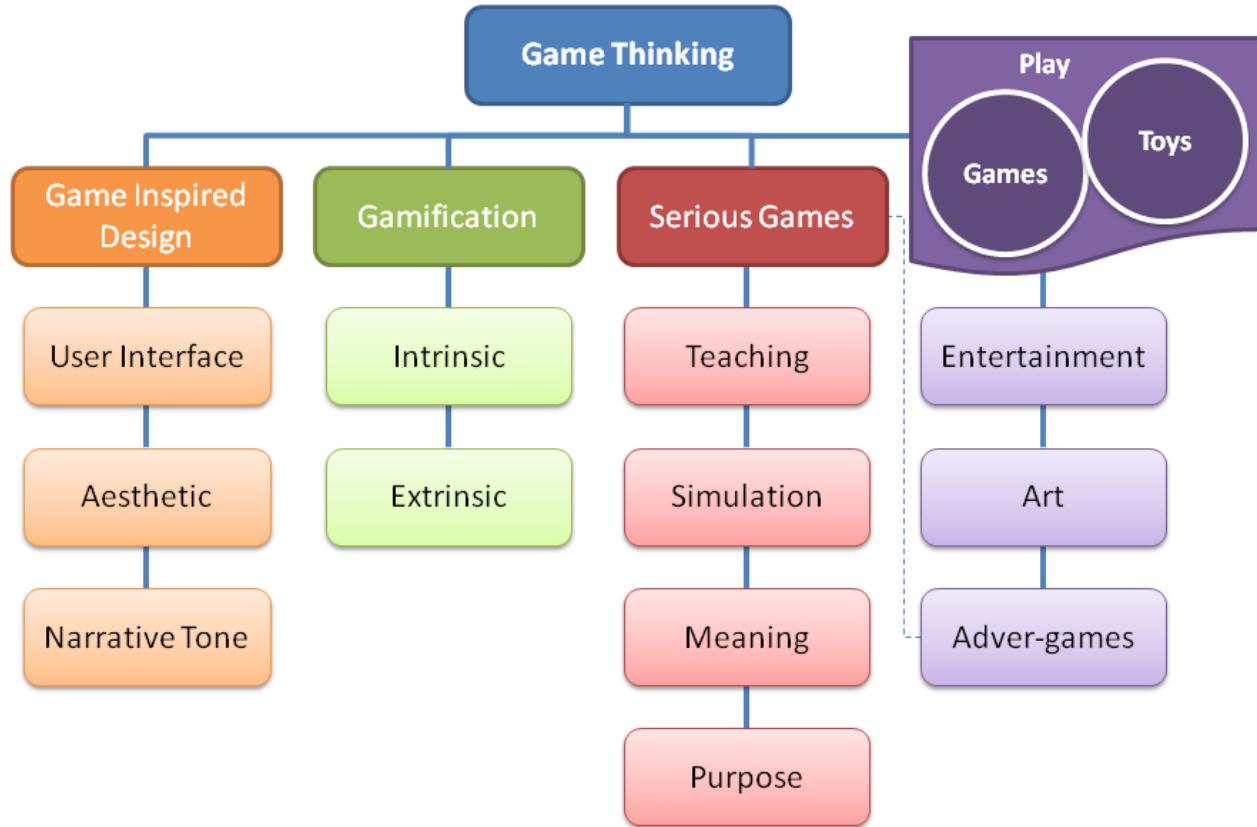


What is missing?

English Vocabulary
Games and Activities

*Help your students learn
with fun activities and games*

Games are a structured form of play. These can include goals, rules, art, environments, stories, challenges, characters, items, powers, rewards, exploration and interaction between players. The following are common types of game.





Alternate Reality Game

Games that take place in both the real world and within digital tools with a narrative that is driven by participant responses.

Video Game

Any game that includes a digital user interface as a primary element including 2D, 3D and virtual reality interfaces.

Augmented Reality

Games that take place in the real world with overlaid sensory information. For example, a game that injects fictional characters into the real world and possibly subtracts things that exist from the player's view.



Virtual Reality

A fully digital game that offers an immersive sensory experience that feels close to real.

Pervasive Game

Any video game that includes real world elements such as augmented reality or alternative reality games.

Massively Multiplayer Online

An online game that allows a large number of players to interact, cooperate and compete in a persistent virtual world.



Role Playing Game

A game where you play the role of characters to develop a narrative. These include both tabletop and video games. Role playing games have a rich history and culture. For example, the culture of choosing a gamemaster who acts as a game organizer, arbitrator and moderator for a game.

Simulation

Games that simulate real world activities such as life, sports, piloting vehicles, activities or development of things ranging from civilizations to farms.

Strategy

Games that require strategic thinking and execution to win.

Real Time Strategy

Strategy based video games that allow players to move at any time such that speedy thinking is rewarded.



Turn Based Strategy

Strategy games that are based on turns such that the quality of your strategy is a more essential element than time.

Tactics

Games that are focused on the immediate situation in a game as opposed to strategy that requires long-term thinking. As with strategy, tactical video games can be either real time or turn-based.

Adventure

A game of exploration whereby players assume the role of a protagonist in a narrative. Adventure games often have challenges based on puzzles, strategy or action sequences.

Action

Video games that constantly challenge a player's hand-eye coordination, reaction-time and spatial reasoning at speed. For example, games that feature combat, obstacle courses or sports simulations.

Puzzles

Puzzles that challenge mental abilities in areas such as spatial reasoning, logic and knowledge.

Mystery

The solving of mysteries given clues.



Interactive Fiction

Storytelling that allows participants to change the course of the narrative. This can include books, media and films that allow the audience to participate. Interactive fiction can also occur in the context of a game world such as an adventure game with a player influenced narrative.

Game of Chance

Games where the outcome is mostly or completely the result of random chance such as the throw of dice.

Game of Skill

Any game where a player's performance improves with time due to the cultivation of skills, knowledge and talents.

Physical Game

Games that include a physical activity such as dancing that is scored.

Casual Game

A video game that is easy to learn and play such that it has mass appeal. These are able to attract people who don't normally play video games.

Incremental Game

A game that features repetitive tasks known as grinding that gives players frequent rewards that may stimulate positive feelings.

Mod

A mod is a game that has been altered by players or other third parties. These vary from cosmetic changes to complete overhauls of a game. Mods may be encouraged by game developers as they can improve a game and create a culture of participation in the game's design.

Board Games

Games based on a 2D physical playing surface.

Card Games

Any game based on playing cards such as poker.



3 reasons why you should play games

1. **Games help us tap into positive emotions like curiosity, optimism, creativity, and even love.** These emotions stay with us up to 24 hours after we play.
2. **We're more likely to cooperate with someone in our real lives after we've played a social game with them involving a cooperative mission.**
3. **We're more likely to set an ambitious goal for ourselves after we've succeeded in a game.** We'll speak up more for ourselves. We'll even flirt with more attractive stranger.

Find out words in this table

F	M	I	R	E	T	A	W	N	S	I	O	J	N	M
H	O	M	N	O	I	T	N	E	V	E	R	P	O	A
F	O	M	N	P	R	A	H	S	E	S	K	Z	I	S
P	Z	U	Z	O	E	E	P	S	M	N	C	L	T	K
P	X	N	U	L	I	R	V	O	O	O	Y	W	A	O
C	H	E	C	F	E	T	T	E	R	A	A	W	L	F
D	G	S	K	A	Q	P	C	O	F	S	P	E	O	R
R	U	Y	D	H	M	D	N	E	H	E	A	U	S	Y
U	O	S	I	Y	T	A	T	H	F	P	P	C	I	O
B	C	T	S	T	V	E	A	U	Y	N	K	D	N	T
I	C	E	O	I	C	O	V	I	D	G	I	G	N	I
O	C	M	R	H	E	A	L	T	H	Y	I	X	Y	S
N	U	U	I	M	M	E	Q	N	X	Z	K	E	U	S
M	S	Z	F	G	B	A	I	J	D	H	Y	M	N	U
L	B	E	P	X	I	S	F	O	A	Q	T	L	H	E