



### **Key Terminology**

- **Genre:** A category of games, such as RPG, FPS, or strategy.
- **Gameplay:** The way a game is played, including the rules, mechanics, and challenges.
- **Narrative:** The story or plot of a game.
- **Level Design:** The creation of the game world and its challenges.
- **Character Design:** The creation of the game's characters, including their appearance and personality.
- **Sound Design:** The creation of sound effects, music, and voice acting.
- **Game Engine:** Software used to create and develop video games.
- **Indie Game:** A game developed by an independent studio or individual.
- **AAA Game:** A large-budget game developed by a major publisher.
- **E-sports:** Competitive video gaming.

### **Key Concepts**

- **Game Mechanics:** The rules and systems that govern how a game works.
- **Game Design:** The process of creating a game, from concept to completion.
- **Game Development:** The technical process of building a game, including programming, art, and sound design.
- **Game Culture:** The social and cultural aspects of gaming, including online communities and fan culture.
- **Game Industry:** The economic and business aspects of the video game industry.
- **Game Regulation:** The laws and regulations that govern the video game industry, such as age ratings and content restrictions.

### **Analysis Techniques**

- **Gameplay Analysis:** Analysing the mechanics, challenges, and rewards of a game.
- **Narrative Analysis:** Analysing the story and characters of a game.
- **Aesthetic Analysis:** Analysing the visual and auditory elements of a game.
- **Cultural Analysis:** Analysing the cultural significance of a game and its impact on society.