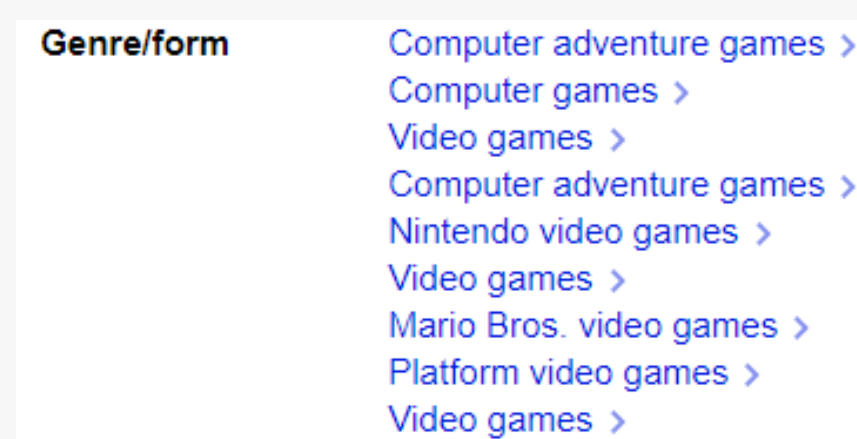


# Creating a Multilingual Video Game Genre Taxonomy

## The Problem

There is no authoritative taxonomy of genres for video games.

Instead, we have this...



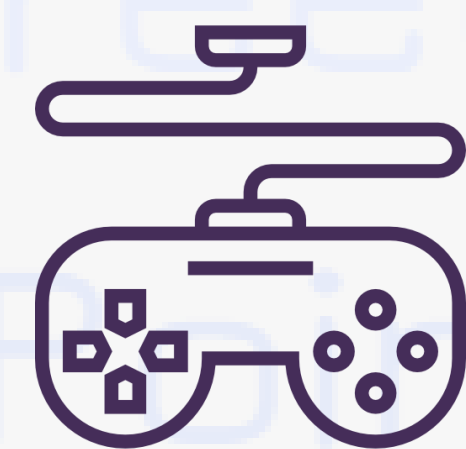
Or this...



Or nothing at all.

But what kind of game is it?

- . Action?
- . Action-adventure?
- . Platformer?
- . Roleplaying?
- . Comedy?
- . Science-Fiction?



## The Solution

UW's Game Research Group is working with the Computerspielemuseum in Germany and the Ritsumeikan University Center for Game Studies in Japan to create an internationally authoritative, multilingual taxonomy of video game genre terms, including:

Multilingual equivalencies

strategy = Strategie = 戦略ゲーム

Hierarchical schedules

- action
- – arcade
- – brawler
- – fighting
- – – mascot fighter
- – hack and slash

Alphabetical schedules with scope notes

massively multiplayer online RPG  
Scope: These are RPGs played with a massive number of players in an online or networked environment.  
Broader Term: roleplaying  
Related Term: massively multiplayer online FPS

## The Future

This taxonomy is infinitely extensible, allowing for...

New genres

Gameplay genres

Narrative genres

New languages

中文

한국어

Français

Español

لَعَرَبِيَّة

And more!

