



UW/SIMM Video Game Metadata Schema: Controlled Vocabulary for Mechanics

University of Washington Information School
Game Metadata Research (GAMER) Group
and Seattle Interactive Media Museum

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SN: Scope note

USE: Preferred term (*See*)

USE FOR: Equivalent term, lead-in term

BT: Broader term

NT: Narrower term

RT: Related term (*See also*)

Term	Information
Activation	SN: User has no agency outside of activating either the game or their turn. USE FOR: None, Random chance Examples: Slot machines, <i>Candy Land</i>
Avoiding	SN: Taking action to preclude encountering unwanted objects or circumstances. RT: Jumping Examples: <i>Asteroids</i> , <i>Super Mario Bros.</i> , <i>Pac Man</i>
Building	SN: Creating objects in the environment. Examples: <i>Minecraft</i> , <i>The Sims</i> , <i>Sim City</i>
Card playing	SN: Selecting for use an object from a set of similar objects (cards, tiles, etc.). Examples: <i>Hearthstone</i> , <i>Magic: The Gathering</i>
Choosing	SN: Selecting an option from a set of choices. Examples: <i>Mass Effect</i> , <i>You Don't Know Jack</i>
Climbing	SN: Navigating along a vertically-inclined, non-ground surface. Examples: <i>Shadow of the Colossus</i> , <i>Assassin's Creed</i>
Collecting	SN: Acquiring a set of objects. Examples: <i>Pac Man</i> , <i>Katamari Damacy</i> , <i>Goat Simulator</i>
Crafting	SN: Combining objects to create a new object. Examples: <i>Minecraft</i> , <i>Doodlegod</i> , <i>Skyrim</i>
Deck building	SN: Selecting a subset of objects for later use. Examples: <i>Hearthstone</i> , <i>Magic: The Gathering</i>
Destroying	SN: Destroying objects in the environment. Examples: <i>Minecraft</i> , <i>Red Faction</i> , <i>Monster Truck Destruction</i>
Drawing	SN: Using freeform input to create a design as either a creation tool or command input. Examples: <i>Line Rider</i> , <i>Okami</i>
Driving	SN: navigating a vehicle through the environment. 'Vehicle' is defined as any object conforming to movement rules (e.g. car, skateboard, horse, etc.) USE FOR: Flying, Piloting, Sailing, Riding Examples: <i>Grand Theft Auto</i> , <i>Forza</i> , <i>Mech Warrior</i> , <i>Star Fox</i>
Exploring	USE: Positioning

Fighting	SN: Characters attempting to exert their power over others through force. Examples: <i>Super Smash Bros.</i> , <i>League of Legends</i> , <i>Hyrule Warriors</i>
Flying	USE: Driving
Grab & release	SN: Picking up and setting down objects. Examples: <i>Octodad</i>
Hitting	SN: Exerting force on an object already in motion. RT: Shooting Examples: Pinball, Baseball, <i>Piano Tiles</i>
Input combinations	SN: A specific sequence of inputs which result in a single event. Examples: <i>Tony Hawk's Pro Skater</i> , <i>Marvel vs. Capcom</i>
Jumping	SN: Causing a character to jump in the environment. RT: Avoiding Examples: <i>Super Mario Bros.</i> , <i>Sonic the Hedgehog</i>
Matching	SN: Connecting similar objects through positioning or identification. Examples: <i>Bejeweled</i> , <i>Puzzle & Dragon</i> , <i>Memory</i>
None	USE: Activation
Pattern matching	SN: Player repeats or simultaneously responds to game patterns. Examples: <i>Guitar Hero</i> , <i>Dance Dance Revolution</i> , <i>Simon Says</i>
Piloting	USE: Driving
Positioning	SN: Placing or moving objects or events within the game world. USE FOR: Exploring Examples: Sudoku, <i>Plants vs. Zombies</i> , <i>Tetris</i> , <i>Dear Esther</i>
Programming	SN: Utilizing programming logic to create game behaviors. Examples: <i>Omega</i> , <i>Code Combat</i> , <i>Gidget</i>
Resource management	SN: Selecting how and when to gather or use resources. Examples: <i>League of Legends</i> , <i>Plants vs. Zombies</i> , <i>The Sims</i>
Sailing	USE: Driving
Sharing	SN: Transferral of a game object from one player to another. Examples: <i>Minecraft</i> , <i>Farmville</i>
Shooting	SN: Applying directional force to a stationary object. Examples: <i>Call of Duty</i> , <i>Bubble Bobble</i> , <i>Pool</i>
Sneaking	SN: Movement with the intent of evading detection of other game entities. Examples: <i>Metal Gear Solid</i> , <i>Assassin's Creed</i> , <i>Stealth Bastard</i>
Swiping	SN: Using a sustained pointer motion to create an event. Examples: <i>Fruit Ninja</i>
Text input	SN: Entering text to produce commands or provide data. Examples: <i>Zork</i>