



Video Game Metadata Schema: Controlled Vocabulary for MOOD

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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*)

Instruction: Choose up to three moods that describe the game from the terms in the CV.

Term	Information
Adventurous	SN: Games that engage the player through exploration, risk-taking, and overcoming obstacles. Game examples: The Legend of Zelda; Tomb Raider; Uncharted
Aggressive	SN: Games in which the focus is on forceful, combative actions. Game examples: Mad World; Mortal Kombat; Manhunt
Apocalyptic	USE: Dark
Bleak	USE: Dark
Bright	USE: Light-hearted
Calm	USE: Peaceful
Carefree	USE: Light-hearted
Cheerful	USE: Light-hearted
Competitive	SN: Games in which the focus is on competition between other players, either real or artificial. Game examples: Super Smash Bros. Brawl; Unreal Tournament 3; Forza Motorsport 4
Comradery	SN: Games in which positive social bonding occurs, either with other players or in-game characters. Game examples: Brothers: A Tale of Two Sons; Grandia; Destiny
Creative	USE: Imaginative
Cute	SN: Games with a charming, childish, and/or delightful quality. Game examples: Pokemon Red/Blue; Kirby's Dreamland; Bubble Bobble USE FOR: Sweet
Cynical	USE: Dark

Dark	SN: Games with a grim atmosphere that focus on dismal, gloomy, and/or depressing circumstances. Game examples: Bioshock; Dark Souls; Batman: Arkham Asylum USE FOR: Apocalyptic, bleak, cynical, gloomy, gritty, somber
Disturbing	USE: Horror
Eerie	USE: Horror
Erotic	USE: Sensual
Funny	USE: Humorous
Gloomy	USE: Dark
Gritty	USE: Dark
Horror	SN: Games that frighten players by playing on primal fears, inducing feelings of horror and terror. Game examples: Silent Hill; Resident Evil; Outlast USE FOR: Disturbing, Eerie, Macabre, Paranoid, Scary, Unsettling
Humorous	SN: Games that possess a funny, amusing quality. Game examples: Strong Bad's Cool Game for Attractive People; Sam and Max Hit the Road; Monkey Island USE FOR: Funny, Silly, Witty
Imaginative	SN: Games where the primary focus is creative expression of the player, through world-building, character-building, and/or creative problem-solving. Game examples: Little Big Planet; Scribblenauts; Minecraft; Spore USE FOR: Creative
Immersive	SN: Games that mentally transport or transfix the player to the world or realm presented in the game. Game examples: Dragon Age: Origins; Shenmue; Heavy Rain
Intense	SN: Games with an extreme, high-energy tone, meant to inspire strong emotions in the player (stress, determination, a sense of urgency, etc.). Game examples: Metal Gear Solid: Revengeance; Devil May Cry; God of War 2
Light-hearted	SN: Games that possess a cheerful, carefree quality. Game examples: Harvest Moon; Angry Birds; Peggle USE FOR: Bright, Carefree, Cheerful, Optimistic
Macabre	USE: Horror
Meditative	USE: Peaceful
Mellow	USE: Peaceful
Mysterious	SN: Games that invoke curiosity and/or suspense through the investigation of the unknown (a crime, a secret, a strange occurrence, etc.). Game examples: Gabriel Knight; Myst; The Vanishing of Ethan Carter

	USE FOR: Suspenseful
Offbeat	USE: Quirky
Optimistic	USE: Light-hearted
Paranoid	USE: Horror
Peaceful	SN: Games that invoke a sense of calm. Game examples: Flower; Journey; Zen Bound USE FOR: Calm, Meditative, Mellow, Relaxed
Quirky	SN: Games with an unusual or peculiar quality. Game examples: Braid; Paper Mario; Katamari Damacy USE FOR: Offbeat, Whimsical
Relaxed	USE: Peaceful
Romantic	SN: Games where a substantial focus is on romantic relationships and the pursuit of love. Game examples: Sentimental Graffiti; Shin Megami Tensei: Persona 4; Hatoful Boyfriend
Sad	SN: Games that have a melancholy tone. Game examples: The Last of Us; Final Fantasy 7
Sarcastic	SN: Games that have a sharp, satirical, caustic tone. Game examples: Grand Theft Auto 3; Fallout 3; Saints Row the Third
Satirical	USE: Sarcastic
Scary	USE: Horror
Sensual	SN: Games that invoke physical or sexual pleasure. Game examples: Bayonetta; Catherine USE FOR: Erotic, Sexy
Sexy	USE: Sensual
Silly	USE: Humorous
Solitary	SN: Games in which the player feels isolated or alone. Game examples: Metroid; Shadow of the Colossus; P.T.
Somber	USE: Dark
Suspenseful	USE: Mysterious
Sweet	USE: Cute
Unsettling	USE: Horror
Whimsical	USE: Quirky