

**TABLE 1.1** Video game challenges.

Challenge Type	Classic Example
<b>Physical Coordination Challenges</b>	
Speed and reaction time	<i>Tetris</i>
Accuracy or precision (steering, shooting)	<i>Need for Speed</i>
Timing and rhythm	<i>Dance Dance Revolution</i>
Learning combination moves	<i>Street Fighter</i>
<b>Formal Logic Challenges</b>	
Deduction and decoding	<i>Mastermind</i>
<b>Pattern Recognition Challenges</b>	
Static patterns	<i>Heaven and Earth</i> , choosing an optimal layout for cards
Patterns of movement and change	<i>Sonic the Hedgehog</i> , behavior patterns of enemies
<b>Time Pressure</b>	
Beating the clock	<i>Frogger</i>
Achieving something before someone else	<i>Indycar Racing</i>
<b>Memory and Knowledge Challenges</b>	
Trivia	<i>You Don't Know Jack</i>
Recollection of objects or patterns	<i>Concentration</i>
<b>Exploration Challenges</b>	
Identifying spatial relationships	<i>Descent</i> , navigating in three dimensions
Finding keys (unlocking any space)	<i>Ultima</i>
Finding hidden passages	<i>Doom</i>
Mazes and illogical spaces	<i>Zork</i>
<b>Conflict</b>	
Strategy, tactics, and logistics	<i>Warcraft</i> , commanding armies
Survival	<i>Pac-Man</i> , avoiding being caught
Reduction of enemy forces	<i>Half-Life</i> , killing aliens
Defending vulnerable items or units	<i>ICO</i> , looking after a little girl who can't fight
Stealth	<i>Thief: The Dark Project</i> , avoiding being seen