

**TABLE 1.1** Video game challenges.

| Challenge Type                             | Classic Example  |
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| <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           |