

What Types of Games I should like

Introduction

This article presents clarification on the separate ways to accurately measure what types of games people enjoy playing. Games are categorized by genre – an overall keyword or set of keywords which describes a specific type of gameplay, mechanics, or theme of which the game present while playing. Examples of genre could be a Platformer, Roleplay, Fighting and Simulation.

The Big Five Assessment

The Big Five (also called the Five Factor) trait model of personality is the most widely accepted personality theory in the scientific community. This model suggests that personality is made up of five distinct and measurable traits: openness, conscientiousness, extraversion, agreeableness, and neuroticism. These traits are thought to be stable over time and can be used to accurately predict a person's behavior.

“Although it is not as well understood among laypeople as systems like Myers-Briggs personality typing, it is generally believed to be the most scientifically sound way of conceptualizing the differences between people. The Big Five is so named because the model proposes that human personality can be measured along five major dimensions.”

- According to [Course Hero](#)

These five dimensions are made up of several facets, which are more specific elements of personality that are thought to contribute to the overall trait. Each dimension is distinct and independent of the others. The Big Five model is also sometimes called OCEAN or CANOE, both acronyms for the five personality traits. In the Big Five model, people are understood to have varying levels of key personality factors that drive our thoughts and behavior.

“Although personality traits cannot specifically predict behavior, differences in the Big Five factors help us to understand why people may react differently, behave differently, and see things differently from others in the same situation. It is the most widely used model of personality in academic psychology.”

- According to truity.com

So how can these Factors be Applied to The Gaming Industry?

Openness

Openness describes a person's ability to be open-minded; to think abstractly. Open minded people tend to enjoy being imaginative, like exploration, and are intellectual. People with high scores of openness are more likely to enjoy playing videogames with comparable properties as themselves. This could be games with the following themes: Puzzle, Open-world Exploration and Roleplay.

Conscientiousness

People with high Conscientiousness are likely to enjoy well-earned rewards and gratification for their efforts. Although easily distractable, these people tend to put in the effort and are determined to accomplish their goals to achieve completion and satisfaction. This could reflect a player who enjoys story-based games, or games with long adventures and significant rewards for their efforts.

Extraversion

Extraversion describes a person's inclination to seek stimulation from the outside world, especially in the form of attention from other people. This could be linked to Multiplayer games with communication. This is reflected in their social behavior, where they are often seen as talkative and outgoing. Extraverts tend to be more energized and more enthusiastic when they are around other people, and they are more likely to seek out brand-new experiences. Introverts, on the other hand, conserve their energy, and do not work as hard to earn these social rewards.

Agreeableness

People who are highly agreeable are more likely to take others' feelings into consideration, to be understanding, and to act in a kind and generous way. They are also more likely to work together with others to achieve a common goal. Such individuals often display selfless behaviors and prioritize the needs of those around them over their own.

“They are usually trusting and forgiving. People who are low in Agreeableness tend to experience less empathy and put their own concerns ahead of others.”

- According to crystalknows.com and studocu.com

This is because people who are high in Agreeableness are more likely to take the perspective of others and understand their feelings, leading them to be more cooperative and less confrontational.

Additionally, they tend to be more altruistic and compassionate, which encourages them to work together with others to achieve a common goal.

Neuroticism

People with high neuroticism are more likely to experience these intense, negative emotions in response to stressors. This is because they are more sensitive to the feelings of fear, anger, and sadness, which leads them to feel these emotions more intensely and for longer periods of time. They may also have difficulty managing their emotions and can be prone to ruminating on negative thoughts.

This trait can be thought of as an alarm system. People experience negative emotions as a sign that something is wrong in the world. This trait helps individuals understand and recognize their emotions, allowing them to make better decisions and cope with any given situation. Those who score high in Neuroticism tend to be more sensitive to their emotions and may have a harder time responding to stressful or threatening situations.

On the other hand, those who score low may not always be aware of the negative emotions they are feeling and may be more likely to simply ignore and move on from tricky situations.

What do I think about this test?

Firstly, I believe the five factors of personality are a reliable and accurate way to measure the characteristics of a person; especially when linked to the types of games someone should like. The five factors of personality measure Extraversion, Agreeableness, Conscientiousness, Neuroticism and Openness; which are all known

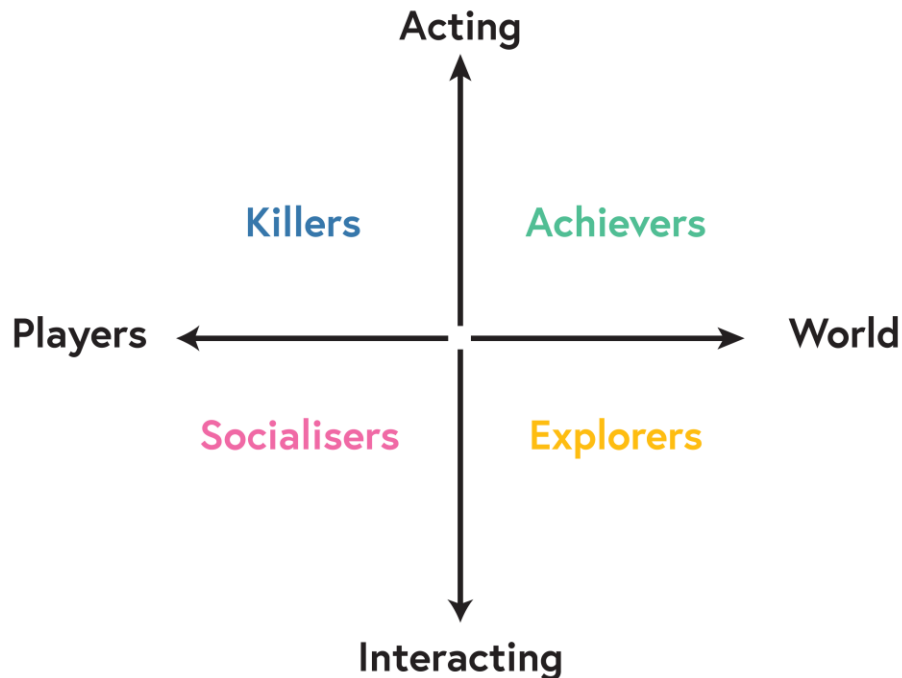
to affect how someone behaves in different situations. By acknowledging these traits, I can better gauge what type of games someone should enjoy, as they can indicate a person's interests, preferences and even their tolerance for certain elements in a game.

Secondly, knowing someone's personality traits can help to determine what type of videogames they would enjoy the most. For example, if someone is outgoing and extraverted, they might prefer more social and interactive games, while someone who is more introverted may prefer solo or puzzle-based games. This is an accurate way of determining the overall enjoyment a person will have while playing a specific type of game.

In conclusion, this test most accurately matches me as a player. It measures both quality and quantity in a sense.

The Bartle Test

In 1996, Dr Richard Bartle, a British professor and game researcher, published a paper titled 'Hearts, Clubs, Diamonds, Spades: Players Who Suit MUDS'. A report on Dr Bartle's findings while researching distinct types of video game players, especially players of multiplayer online games. What was developed from his study was a widely used classification system. It helps game developers build and fix their game structure around the specific player types the developers hope to attract, for games both big and small. Dr Bartle's research revealed that there are four primary archetypes of players: the achiever, the explorer, the socializer, and the killer. These archetypes help game developers understand the motivations and behaviors of each type of player and can be used to develop content and features that appeal to each type of player.



What is now referred to as The Bartle player-type model, is made up of 4 player-types which sit across an X & Y-axis. These axes are as follows:

1. Does the player focus on the game world or on other players?
2. Does the player care most about acting or about interacting?

Dr Bartle created a series of A/B answer questions, to determine which type a player tended to lean toward. When answering these questions, players will discover which type of game they are most suited to and enjoy the most.

"Although all personality tests require a degree of skepticism (due to what someone says they would do in a particular scenario compared to what they would actually do, not quite lining up), Bartle's system is a useful shorthand way of describing players."

- According to gamify.com

What do I think about this test?

The Bartle test presents a unique data structure which displays the different archetypes of players on a cartesian plain. Each axis, labeled with opposite traits, graphs the percentage of each archetype; showing what type of player the person taking the test is.

In my opinion, this test is a some-what reliable way of finding out what type of player someone is. This test takes answers from a questionnaire and presents it in an understandable graph which is unique to each person.

However, my results of the test were not exactly accurate, this could be because this test only measures 2 dimensions of a player and not the endless number of dimensions. In other words, the Bartle test only measures a person's desire to either act or react to events in a game and their preference between players or the world, and from this data, categorizes the person into 1 of four dimensions being the achiever, the explorer, the socializer, or the killer.