

PSYCHOGRAPHIC CRITERIA

Accomplishment	
Artistic	Conveys a message, express an author's vision, induce an interpretation.
Challenge (physical)	Test physical skills, high level of difficulty in terms of reflexes, speedrun, highscore...
Challenge (intellectual)	Test mental skills, high level of difficulty in terms of thought process, puzzles, brain-teasers, general knowledge...
Spending	Real money spending, integrated purchases with real money and/or bets with real money.
Committed	Revolves around convictions and/or beliefs.
Enrichment	Teaches things, facilitates learning.
Earnings	Real money gain, presents (real objects).
Progression	Progression markers (game levels, character levels, talent trees, objectives...).
Recognition	Ways to be known by the public, to become famous, to draw attention and to be reknown, boost your ego.
Reincarnation	Possibility to live someone else's life and work. The focus is on the immersive part of the role (like jobs simulators). Similar to catharsis.
Soul-Searching	Question oneself, put into question achievements, gain a new point of view regarding common things, broaden perception, increase self-confidence.
Health	Good for your health, improves the physical condition.
Find IRL love partner	Meet your soulmate, interact with people who interest you (in a loving way).
Find IRL sex partner	Have sexual relations with other players IRL ("in the real world").
IRL Consequences	The game has consequences in the real life: Will to leave a durable trace of your acts outside the game, to participate in something bigger than the game, to have an impact on society and its future. (Like to help science for example.)

Content	
Exploits	Epic feats, achieve exploits and great things.
Completion	Many elements to find/complete (levels, achievements, secrets, collection...).
Difference	The originality (in game content), things that differ from what's common.
Exploration	Visit places, see landscapes, such as beautiful or unusual.
Goodies	Goodies around the game, real products (figurines, cards, accessories, decorations...).
Story	Advanced/crafted storyline, quality narrative, vast diegesis (universe, background, fluff...).
History	Relive or anticipate History (with a capital "H").
Immersion	Distinctive atmosphere, polished, coherent, immersive.
Fan Service	Casting with celebrities, strong personalities. Reknown labels, Fan service.
Incarnation	Possibility to embody someone or something else. The focus is on the pragmatic part of the role, its possibility of action (like tanking, healing, damage dealing, casting magic spells...).
Veracity	Presents transcripts of real/historic facts, nothing is fiction.

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Emotional	
Adrenaline	Fast rhythm, explosions, abundance of elements, escape valve.
Relax	Helps to unwind, to evacuate stress.
Arousal (sexual)	For adults, erotic and/or pornographic.
Joy	Lifts the spirit, leads to positive thoughts.
Freedom	Freedom of movement and action, lenient environment, none or very few restrictions.
Nostalgia	Memories and events of the past, encourages nostalgia. (For example retrogaming or games that refer to old things and games.)
Oblivion	Helps to forget the hustle and bustle of daily life, to empty your mind, to think about something else.
Fear	Horrific content, terrifying, strikes fear and stress.
Laugh	Aimed at making you laugh, making you smile or a funny atmosphere.
Ravaging	Trolling: Possibility to bore others, to stand in their way, to provoke them.
Control	Bend the environment to your will, convey your skills (artistic or not), customize things.
Submission	Very controlled environment, rules well laid-out, "corridor game", scripts, few secrets/added elements.
Astonishment	Astonishment, the surprise, but not in the sense of novelty (innovation), but to propose things you are not expecting.
Tranquility	Instill zen, relaxation and/or meditation.
Solitude	Play solo, unsolicited by outside events, seclude oneself from others.

Rules	
Experimentation	Possibility to experiment/test things thanks to the game mechanics (physical engine, numerous strategies or outcomes...).
Gameplay (Complexity)	Complex mechanics, difficult to apprehend, requires time to learn all the intricate parts.
Gameplay (Accessibility)	Simple mechanics, anybody can play and understand the game after just a few seconds/minutes.
Gameplay (Diversity)	Rich gameplay with numerous mechanics, preventing routine.
Gameplay (Depth)	The gameplay has depth, it requires a lot of time to master all the subtleties, strong learning curve. This does not prevent it to be accessible.
Gameplay (Simplicity)	Does not require strategies, nor advanced thought process, the learning curve is minimal. This does not prevent it from being complex.
Innovation	Something never seen before, based on novelty in the environment (in gameplay).
Duration (Short)	It is possible to finish a game session in only a few seconds or a few minutes, not preventing to play many game sessions in a row.
Duration (Long)	Finishing a game session requires a lot of time, even many hours.
Duration (Endless)	Never stops, you can commit yourself in the game and plan ahead your progression in the long term.
Fairness	Equitable games: Advantages can be given to the most novice player or handicaps can be given to the best one. The game can also re-balance itself depending on actions of players. (For example, the game helps players that are losing or punish players that are winning.)
Ease	Easy victory, almost impossible to lose.

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Routine

Time spending	Fill generally short timeslots (transportation, toilet, breaks, waiting...).
Stability	Similar to many other games in its mechanics or codes in order to not unsettle you.
Repetition	Redo the same thing over, over, over and over.

Sensory

Graphics	Beautiful graphics, special effects, photorealism.
Sound	Crafted music, sound experience, perform music.
Touch	Touch is an integral part of the game (figurines or physical cards for example).
Movement	Move your body, spend energy, exercise.
Technology	Technological fonctions (VR, AR, vibrations, accelerometer, gyroscope...).
Inactivity	Not moving, physically calm, not requiring any physical capacity (like reflexes or dexterity for example).
Outside	Forces you to go outside of your house, to interact with the outside world.

Social

Competition	Being able to come first, better than others, overall winner.
Cooperation	Cooperative game against a common enemy, solve puzzles together, all together towards the objective.
Family	Thought out for the family, parents with their children, brothers/sisters together; can be in coop, competitive or both.
The Others	Share an experience with other people, meet/interact with new people; can be in coop, competitive or both.
Equality	Equality between all participants, disappearance of social classes and discrimination of all sorts, everybody is on the same page.
Couple	Play with your partner.
Friends	Play with your circle of friends.