

## PSYCHOGRAPHIC CRITERIA

Accomplishment	
<b>Artistic</b>	Conveys a message, express an author's vision, induce an interpretation.
<b>Challenge (physical)</b>	Test physical skills, high level of difficulty in terms of reflexes, speedrun, highscore...
<b>Challenge (intellectual)</b>	Test mental skills, high level of difficulty in terms of thought process, puzzles, brain-teasers, general knowledge...
<b>Spending</b>	Real money spending, integrated purchases with real money and/or bets with real money.
<b>Committed</b>	Revolves around convictions and/or beliefs.
<b>Enrichment</b>	Teaches things, facilitates learning.
<b>Earnings</b>	Real money gain, presents (real objects).
<b>Progression</b>	Progression markers (game levels, character levels, talent trees, objectives...).
<b>Recognition</b>	Ways to be known by the public, to become famous, to draw attention and to be renown, boost your ego.
<b>Reincarnation</b>	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.
<b>Soul-Searching</b>	Question oneself, put into question achievements, gain a new point of view regarding common things, broaden perception, increase self-confidence.
<b>Health</b>	Good for your health, improves the physical condition.
<b>Find IRL love partner</b>	Meet your soulmate, interact with people who interest you (in a loving way).
<b>Find IRL sex partner</b>	Have sexual relations with other players IRL ("in the real world").
<b>IRL Consequences</b>	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	
<b>Exploits</b>	Epic feats, achieve exploits and great things.
<b>Completion</b>	Many elements to find/complete (levels, achievements, secrets, collection...).
<b>Difference</b>	The originality (in game content), things that differ from what's common.
<b>Exploration</b>	Visit places, see landscapes, such as beautiful or unusual.
<b>Goodies</b>	Goodies around the game, real products (figurines, cards, accessories, decorations...).
<b>Story</b>	Advanced/crafted storyline, quality narrative, vast diegesis (universe, background, fluff...).
<b>History</b>	Relive or anticipate History (with a capital "H").
<b>Immersion</b>	Distinctive atmosphere, polished, coherent, immersive.
<b>Fan Service</b>	Casting with celebrities, strong personalities. Renown labels, Fan service.
<b>Incarnation</b>	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...).
<b>Veracity</b>	Presents transcripts of real/historic facts, nothing is fiction.

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

Rules	
<b>Experimentation</b>	Possibility to experiment/test things thanks to the game mechanics (physical engine, numerous strategies or outcomes...).
<b>Gameplay (Complexity)</b>	Complex mechanics, difficult to apprehend, requires time to learn all the intricate parts.
<b>Gameplay (Accessibility)</b>	Simple mechanics, anybody can play and understand the game after just a few seconds/minutes.
<b>Gameplay (Diversity)</b>	Rich gameplay with numerous mechanics, preventing routine.
<b>Gameplay (Depth)</b>	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.
<b>Gameplay (Simplicity)</b>	Does not require strategies, nor advanced thought process, the learning curve is minimal. This does not prevent it from being complex.
<b>Innovation</b>	Something never seen before, based on novelty in the environment (in gameplay).
<b>Duration (Short)</b>	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.
<b>Duration (Long)</b>	Finishing a game session requires a lot of time, even many hours.
<b>Duration (Endless)</b>	Never stops, you can commit yourself in the game and plan ahead your progression in the long term.
<b>Fairness</b>	Equitable games: Advantages can be given to the most novice player or handicaps can be given tho 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.)
<b>Ease</b>	Easy victory, almost impossible to lose.

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### Routine

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

### Sensory

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

### Social

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