SHARP - G

	Item	Score		
PERSONAL INVESTMENT	**(Time) Repeated Login** Bonuses are given to players for logging on every day.	**None** *Players can play whenever, logging on is not required or incentivized through additional in-game mechanics.* (1)	**Moderate** *Players are incentivized by a built-in time limit for levels, quests, or rewards* (2)	**Regular** *Players are incentived with reminders and/or push notifications.* (3)
	(Time) Event Duration The length of time required for each game activity (e.g., quests, levels, battles).	**Short or N/A** *<10 minutes.* (1)	**Medium** *10 - 30 minutes.* (2)	**Long** *>30 minutes.* (3)
	(Time) No Endpoint The degree to which games are designed with a defined conclusive ending. Endings can be narrative or defined in terms of progression. Games that are designed without a clearly specified conclusion (i.e., with 'no endpoint') create the illusion of endless progression by offering new goals and rewards, which can contribute to greater personal investment from players. Perpetual gameplay can also make it harder for players to disengage by contributing to the sunk-cost fallacy.	**Clear Endpoint** *There is a clear narrative and/or non-narrative conclusion to the game. After achieving the 'ending' of the game, there is no possibility of obtaining additional content by playing the game further.* (1)	**Hybrid Design** *There is a clear narrative and/or non-narrative conclusion to the game. However, even after achieving the 'ending' of the game, players can experience additional in-game content by continuing playing the game.* (2)	**No Endpoint** *The game has no definitive conclusion that marks the ending of a game, narratively or otherwise. Each gameplay experience may be unique and there is no clear linearity of play.* (3)
	(Time) Game Extenders Ability to play content beyond what the original game release offered/amount of time that the feature(s) extends gamepla	**None** (1)	**Moderate** *Content that does not add to the story or main gameplay but adds things that amplify the gameplay experience. Can include map packs, weapon packs, or similar.* (2)	**High** *Downloadable content (DLC) that includes additional levels, story, or other features that add to the gameplay experience.* (3)
	(Financial) In-Game Purchases and/or Micro Purchases The player can buy in-game items, resources, skins, etc. using real-world money. Games that require players to buy in-game currency using realworld money, then use the in-game money to complete these microtransactions still qualify.	**Cosmetic or N/A** *Microtransactions, if they exist, do not affect gameplay at all. This option includes Skins, as well as premium subscriptions that eliminate ads).* (1)	**Gameplay** *Can enhance, alter, or otherwise modify the gameplay. This can include purchasable levels/maps, characters.* (2)	**Pay to Progress** *Players must pay either to advance in the game or to be competitive in the game. Progression and/or being competitive in the game is not possible unless players spend real-world money.* (3)

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ACCESSIBILITY	**Physical Game Accessibility** Players can engage in playing the game in different locations/settings and more frequently. This also includes the availability of cross-play (the ability to play on multiple gaming platforms) and cross-save (the ability to save a game and access it across multiple gaming platforms).	**Low** *The game may be available on multiple platforms (e.g., PC and Playstation) but is not available on mobile. Game does not have cross-save or cross-play.* (1)	**Moderate** *The game may have cross-save or cross play, but cannot be played on mobile (or another platform that can be taken while on the go). Alternatively, game may be available on mobile but lacks cross-play or cross-save.* (2)	**High** *Game can be played on multiple platforms (including mobile) and has cross-play ability. If a game is available only on mobile it is rated as high.* (3)
	Financial Game Accessibility The degree to which money is required to initially access (purchase) the game. The higher the cost of the game, the less financially accessible the game will be.	**Low** The game costs more than 40$ and is purchasable in a single transaction. Alternatively, if it is a subscription based game (e.g., World of Warcraft) it is also rated as low, due to the recurring cost. (1)	**Moderate** The game costs less than 40$ but greater than 0$. (2)	**High** Game is free to play. The game may contain loot boxes, microtransactions that cost real-world money, but the game itself can be played without an initial cost. (3)

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GAMBLING-LIKE FEATURES	**Near Win** Near wins are in-game events strategically designed to create an intense anticipation of winning among players by closely resembling winning outcomes, ultimately leading to a loss. Players feel they are on the verge of success, only to fall short, arousing a heightened sense of expectation and engagement	**Low** *The game appears to display negligible or no discernible near win elements.* (1)	**Moderate** *The game appears to have infrequent near win events that are not a central aspect of gameplay.* (2)	**High** *The game appears to have a high frequency of near win features present within the game.* (3)
	Immediacy of Rewards How frequently and at what time intervals the player is rewarded for achievements. In particular, how much time must pass "AFTER" an event for the reward to be given ded for achievements.	**Extended Time or N/A** *> 24 hours.* (1)	**Moderate Time** *1–24 hours.* (2)	**Instant** *< 1 hour* (3)
	In-Game Gambling Players can gamble virtually in the game. Does not include loot boxes.	**None** (1)	**In Game Currency** *Definition includes cosmetic upgrades.* (2)	**Real World Money** (3)
	Loot Boxes A virtual item that randomly gives players a reward. The player has no background knowledge of the reward they will receive.	**None** (1)	**Cosmetic Only** *Reward does not provide players with any in-game advantage.* (2)	**Enhances Gameplay** *Reward must provide players with an in-game advantage, such as improving a character's stats or abilities, or providing players with better characters or items to use.* (3)

	Meta-Game Rewards Supplementary reward mechanisms designed to extend gameplay beyond the immediate, traditional gameplay experience. These exist outside the boundaries of the game itself and are contrasted with in-game reward systems for specific in-game actions.	**Low** *No meta game rewards are present.* (1)	**Moderate** *Includes progress bars, percentage completed bars.* (2)	**High** *Includes Steam Achievements, Xbox Achievements, Playstation Trophies.* (3)
	Real Life Rewards Player receives rewards in real life outside of the game.	**None** (1)	**Minor** (2)	**Significant** (3)
	Collectibles Players can obtain unique items or characters as they progress in game, without requiring a transaction involving real-world money.	**Minimal** *No collectibles.* (1)	**Moderate** *Cosmetic items that do not help with game progression.* (2)	**Extensive** *: The game is based on collecting items (e.g., a "Collectathon") or the items obtained are the primary method of progression and/or are required to be competitive/to progress.* (3)

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SOCIAL	**Multiplayer** Players can play together in a collaborative or competitive format, online or offline.	**No Multiplayer** *The game can only be played solo or has an extremely small but optional multiplayer component that is not central to gameplay.* (1)	**Optional** *The game has both single player and multiplayer options, and the game does not have a clear intentionality as to how it is "meant to be played"* (2)	**Required** *The game must be played with other players online or offline or is otherwise designed and intended to be played with other players.* (3)
	Tournaments / Competitions Players can compete against one another through a tournament ranking system.	**No Option** (1)	**Optional** (2)	**Online or In-Game Required** (3)
	Guilds Players can play together in an organized group who frequently play together. They may or may not be labeled as guilds within the game.	**No Option** (1)	**Optional Online** (2)	**Required** (3)
	User-to-User Interactivity Players can interact in the game, whether by audio or in-game chat (i.e., typed communication).	**No Option** (1)	**Optional Online** (2)	**Required** (3)
	Leaderboard A ranking system showing players' performance relative to one another. Note, only leaderboards against other players count; leaderboards showcasing NPCs do not count. Furthermore, the leaderboard functionality must be built in within the game.	**No Option** (1)	**Optional Online** (2)	**Required** (3)

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WORLD DESIGN	**Goal-Oriented World** The game's virtual world encourages players to advance in the game via objective-driven progress. Directionality in the game is determined by providing objectives to players, as opposed to players progressing through the world without/with less input from the game.	**Low** *Open world games. Goals/objectives may be given but are extremely infrequent. The majority of gameplay is dependent on player exploration.* (1)	**Moderate** *The game features a mixture of goals/objectives and player-driven exploration. Game may include optional quests in addition to game-provided quests/objectives. Moderate games may include a "Hub" world/location where players receive quests/objectives and are then directed into the larger world – players then explore the larger world partially of their own volition and partially at the direction of these hub world quests.* (2)	**High** *The game is highly goal-oriented/goal-driven. Players have a single (or small set of) objectives in the game and are made aware of them throughout the game. The goal of the game is to complete the objective(s)* (3)
	Experience-Oriented World The game has a virtual world that encourages players to explore and discover their own accord.	**Low** *The game either does not have a world to explore, or it is extremely limited in scope.* (1)	**Moderate** *The game features an environment to explore, but it is not a focal point of the game. The game can be played without expending much time exploring the world beyond what the game's objectives require. Alternatively, the degree of exploration may be relatively small (i.e., there is little additional content to be discovered in these worlds)* (2)	**High** *The game features a large environment to explore and/or a significant portion of the game's content can only be found through exploration* (3)
	Grinding The extent to which the gameplay is designed to demand player engagement in repetitive tasks to achieve a desired outcome with a pre-defined level of difficulty. The experience of engaging in repetitive tasks will give the player unique stat advantages that will make it easier for them to overcome the level difficulty..	**No Grinding** *There appears to be no grinding element within the game.* (1)	**Pseudo-Grinding** *There is a grinding element, however it does not provide stat advantages that contribute to progression within the game.* (2)	**High** *The game is designed with an in-built grinding element that is necessary for the player to advance further in the game. The grind mechanic provides unique stat advantages that allow the player to make overcome the pre-set difficulty of a level, that would otherwise not be possible* (3)
	Realism / Virtual Reality The degree to which a computer-generated world allows players to engage in a simulated experience, specifically using augmented or virtual reality.	**Low** *No augmented or virtual reality, or rating a game that is only VR compatible.* (1)	**Moderate** *Includes augmented reality.* (2)	**High** *Includes virtual reality.* (3)