

Video Game Terminology

Video games have their own terminology, and below are some words you may need to know when addressing video gaming and the relationship to gambling. It is important that we understand the cross over between video gaming and gambling and have the tools to integrate into messaging to address topics of concern within the community.

1 – up

An object that gives the player an extra life (or try) in games where the player has a limited number of chances to complete a game, a task, or level 1-ups can be achieved by completing levels or found in purchased in loot boxes.

100%

A game is 100% completed once a player unlocks all available content and completes the game. The player must collect every in-game item, upgrade, and complete every mission to get 100%. Many players are so determined to get 100%, that they will make multiple in-game purchases for upgrades to achieve this goal.

Downloadable Content (DLC)

Additional content for a video game that is acquired through a digital delivery system. DLC's can be purchased in video game console stores. Content could be packs for skins, weapons, characters, alternate worlds, and new levels.

Free-to-Play (F2P or FtP)

Games that don't require a purchase to download and play. But, once downloaded, players are pressured to spend money on upgrade item like loot boxes, skins, and weapons.

Upgrade

A way to make an item or character more powerful.

Loot Box or Mystery Box

Opportunity for in game purchasing that players can open for a random chance of winning a prize, gain an experience level or other in-game achievement.

Microtransaction

A business model used in games where players can purchase virtual goods via micropayments in the gaming console store.

Power-Up

Objects that instantly benefit or add extra abilities to the game character, usually as a temporary effect. Persistent power-ups are called perks. Power-Ups can be achieved by completing levels or found in purchased loot boxes.

Season

1. The full set of downloadable content that is planned to be added to a video game, which can be entirely purchased with a season pass.
2. A finite period of time in massive multiplayer online games in which new content, such as themes, rules, and modes, becomes available sometimes replacing prior time-limited content. Notable games that use this "season" system include Star Wars: Battlefront II (2017) and Fortnite Battle Royale.

Season Pass

A purchase made in addition to the cost of the base game that generally enables the purchase access to all downloadable content that is planned for that title without further cost, like gaming subscriptions.

Login Rewards

Upon logging into a game or app for the first time of the day, players will be granted a reward. These login rewards create daily gaming habits by giving players bigger rewards for coming back to play for consecutive days.

Unlock

Gaining access to previously unavailable content in a video game by fulfilling certain conditions like completing levels or making purchases.

Source: ChangeTheGameOhio.org

Skin

An aesthetic change to an item or player. Generally, this doesn't serve any other function than to make your character look better (or worse). Rare skins can be obtained by loot boxes, completing certain objectives, or getting high scores in competitive games. Players often use skins to display their rare achievements or high skill level like trophies.

Mod

Derived from the act of modifying a game. Mods may take the form of new character skins, altered game mechanics or the creation of new game stories.

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