

# THE 20

As a counterpart to the online activity *The 100 Games Everyone Should Play*, we chose **20 of the top-ranked games** — with a variety of genres, platforms, and dates of origin — for a fun onsite activity.

Festival participants were given unlimited stars to tag the games in categories related to 21st-century skills, and they could tag any number of games in any number of categories. This chart shows the collective wisdom of the Festival, highlighting the **educational and social value** of each of the games.

## Voting by the Numbers

Number of people who attended the G4C Festival **800**

Number of days voting was open **3**

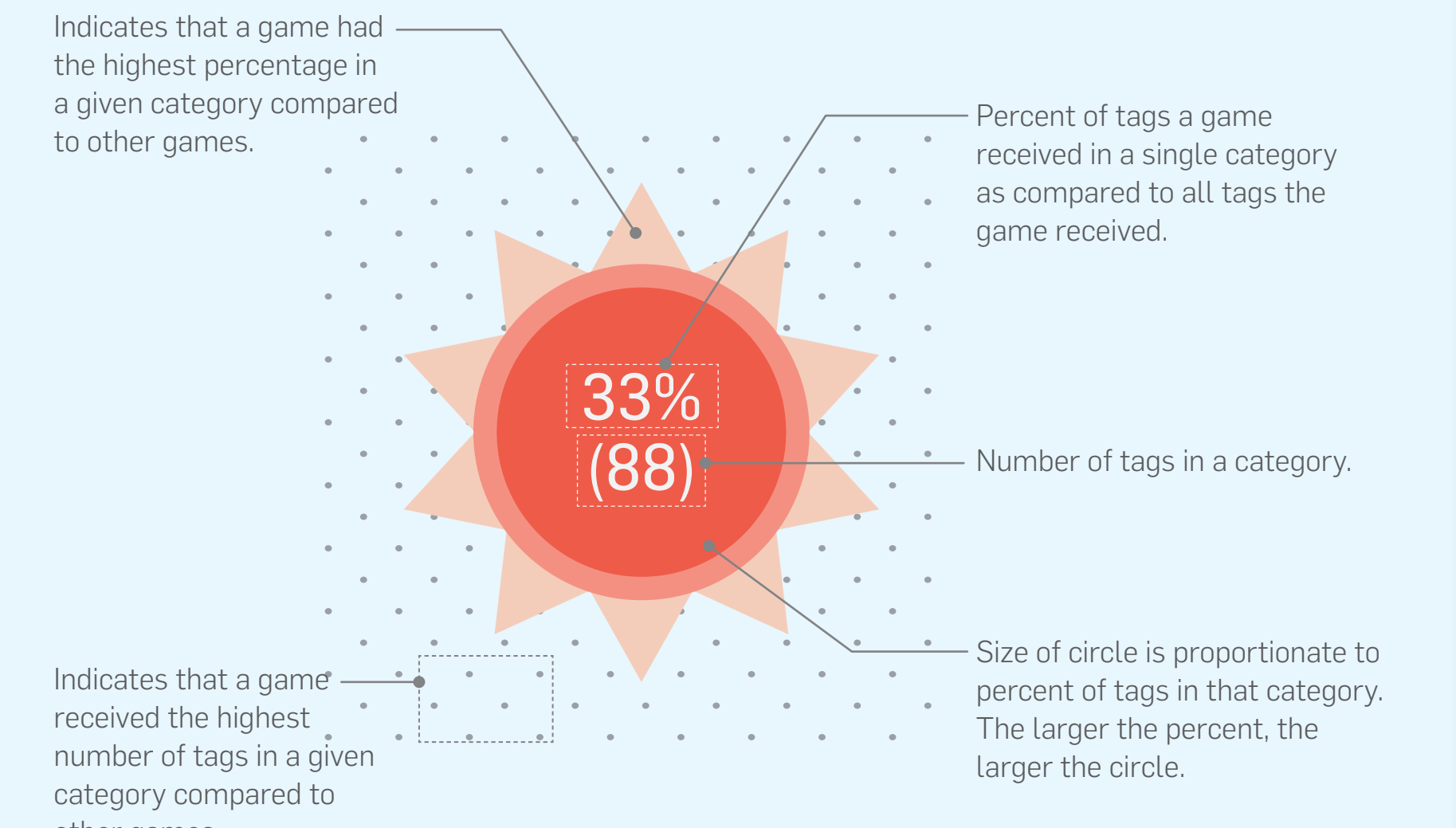
Number of votes cast **2833**



## Key

For each category a game was tagged in, the chart shows both the number of tags it got in that category and the percentage of tags in that category compared to all the tags the game received.

The percentage is a better indicator than the number of tags for showing how valuable a game is in terms of a certain skill. For example, in the Critical Thinking category, Go received 44 tags compared to 46 for Tetris, but those 44 tags equal 56% of all the tags for Go (compared to only 28% of the tags for Tetris). So Go is clearly the standout game for teaching Critical Thinking.



	Most common gameplay elements (all games tagged)					Least common gameplay elements (fewest games tagged)				Write-in Categories
	Problem Solving 588 Tags	Critical Thinking 511 Tags	Creativity 437 Tags	Collaboration 298 Tags	Storytelling 289 Tags	Communication 224 Tags	Social Responsibility 180 Tags	Citizenship 158 Tags	Empathy 138 Tags	
<b>Capture the Flag</b> 263 Tags Two armies face each other, each with a flag to be protected (or stolen). Traditionally played outdoors, this game is a staple of schools, camps, and playgrounds everywhere.	9% (20)	8% (22)	7% (18)	33% (88)	2% (4)	21% (57)	8% (20)	9% (23)	4% (11)	<ul style="list-style-type: none"> <li>Navigational thinking</li> </ul>
<b>SimCity</b> 237 Tags In this open-ended simulation video game, the player designs and grows a city, tries to keep the citizens (Sims) happy, and deals with the occasional earthquake or monster attack.	13% (33)	12% (29)	21% (52)	0% (0)	3% (7)	1% (3)	23% (57)	20% (50)	2% (6)	<ul style="list-style-type: none"> <li>Geographic Literacy</li> <li>Economics</li> <li>Japanese language</li> <li>Systems Thinking</li> <li>Urban Gentrification</li> <li>Exploitive Practices of the Upper Class</li> </ul>
<b>Minecraft</b> 224 Tags Players can build anything imaginable in this open-world video game, opting either for Creative mode (with unlimited resources) or Survival mode (in which they have to fend off Zombies, Creepers, and other threats).	8% (19)	6% (14)	34% (85)	17% (44)	4% (10)	4% (10)	8% (19)	6% (14)	4% (9)	<ul style="list-style-type: none"> <li>Roadhouse</li> <li>Uniquely Suited for Classroom</li> <li>Multi-age Appeal</li> <li>Ownership</li> </ul>
<b>Dungeons &amp; Dragons</b> 221 Tags Considered the first modern role-playing game, D&D gives players specific characters to play — complete with occupation, powers, and moral outlook — and sends them on imaginary adventures together.	5% (11)	4% (8)	19% (43)	18% (41)	29% (65)	15% (33)	3% (7)	2% (4)	4% (9)	<ul style="list-style-type: none"> <li>Geographic Literacy</li> </ul>
<b>Hide-and-Seek</b> 204 Tags In this physical game, one player (the infamous IT) closes his eyes while the other players hide, and then tries to find the hiders. At least 2,000 years old, Hide-and-Seek is played throughout the world.	10% (20)	14% (29)	31% (65)	12% (25)	2% (4)	11% (22)	3% (6)	1% (2)	15% (31)	<ul style="list-style-type: none"> <li>Communication without Language</li> <li>Engaging with Your Environment</li> </ul>
<b>Portal</b> 194 Tags Critically acclaimed for its innovative gameplay and humor, this video game traps the player in the mysterious Aperture Science Laboratories, where the only way to escape is to solve a series of physics-based challenges.	35% (72)	14% (28)	19% (38)	7% (15)	14% (29)	1% (3)	1% (2)	0% (0)	3% (7)	<ul style="list-style-type: none"> <li>Physics</li> </ul>
<b>Super Mario Bros.</b> 183 Tags In this platform video game, the player takes on the role of the spunky plumber Mario, who must travel through the worlds of the Mushroom Kingdom to defeat the evil Bowser and rescue the kidnapped Princess Toadstool.	34% (63)	22% (40)	6% (11)	3% (5)	24% (44)	4% (8)	2% (4)	2% (4)	2% (4)	<ul style="list-style-type: none"> <li>Improvising and Executing Plans</li> <li>Samaritanism</li> </ul>
<b>Chess</b> 157 Tags Thought to have originated in India and now played by millions worldwide, this classic strategy board game pits two armies against each other, each attempting to capture the opponent's king.	27% (44)	45% (73)	6% (11)	1% (2)	1% (1)	2% (4)	1% (1)	2% (4)	4% (7)	<ul style="list-style-type: none"> <li>Strategy</li> </ul>
<b>The Legend of Zelda: Ocarina of Time</b> 157 Tags In this action-adventure video game, the player helps the hero Link travel through time, navigate dungeons, and learn to play the ocarina in order to prevent the thief Ganondorf from obtaining the Triforce, a magical relic of omnipotent power.	32% (51)	7% (11)	9% (14)	0% (0)	37% (58)	1% (2)	4% (6)	3% (5)	6% (9)	<ul style="list-style-type: none"> <li>Views about Fate and Faith</li> </ul>
<b>The Settlers of Catan</b> 136 Tags In the role of settlers, players acquire land, develop resources, and try to become the most prosperous. With a German-style game board made of randomly arranged tiles, every game is different.	16% (22)	15% (21)	1% (2)	19% (26)	1% (2)	28% (39)	1% (1)	8% (11)	9% (12)	<ul style="list-style-type: none"> <li>Bonding over Common Interests</li> <li>Diplomacy</li> <li>Social Economics</li> <li>Geographic Literacy</li> </ul>
<b>Tetris</b> 129 Tags This fast-paced, wildly popular, and highly addictive video game challenges the player to manipulate a series of geometric shapes as quickly as possible.	35% (57)	28% (46)	14% (23)	1% (2)	0% (0)	0% (0)	0% (0)	0% (0)	1% (1)	<ul style="list-style-type: none"> <li>Probability</li> <li>Perseverance</li> <li>Self-Perception</li> <li>Spatial Thinking</li> </ul>
<b>Pac-Man</b> 127 Tags In this classic video game, the player navigates the ever-hungry Pac-Man through a series of mazes, eating pac-dots and fruit while trying to avoid his four enemies — Inky, Blinky, Pinky, and Clyde.	34% (45)	44% (58)	6% (8)	0% (0)	7% (9)	2% (2)	0% (0)	2% (2)	2% (3)	<ul style="list-style-type: none"> <li>Mental Dexterity</li> <li>Pattern Recognition</li> <li>Physical Response Dexterity and Speed</li> </ul>
<b>Sid Meier's Civilization</b> 103 Tags Starting in the Stone Age and continuing through to the near future, the player's goal in this strategy video game is, of course, world domination.	13% (14)	24% (27)	4% (4)	4% (4)	3% (3)	3% (3)	17% (19)	23% (26)	3% (3)	<ul style="list-style-type: none"> <li>How to Rule a Nation</li> <li>Geographic Literacy</li> <li>History of Civilization and Technology</li> <li>Diplomacy</li> <li>Identifying the Cultural Other</li> <li>Monarchy</li> <li>World Domination (Austin Powers)</li> </ul>
<b>Pandemic</b> 95 Tags In this strategy board game, players must work together to research cures for virulent diseases, treat hotspots, and prevent a worldwide pandemic. Gameplay is cooperative rather than competitive, and you win or lose as a team.	15% (15)	10% (10)	0% (0)	26% (26)	0% (0)	19% (19)	17% (17)	2% (2)	6% (6)	<ul style="list-style-type: none"> <li>Public Health</li> </ul>
<b>Magic: The Gathering</b> 88 Tags Players are mighty wizards who use Magic cards to battle each other with spells, items, and fantastic creatures. Building a deck from among thousands of collectible cards can require as much strategy as playing the game.	16% (15)	24% (22)	20% (19)	9% (8)	9% (8)	9% (8)	2% (2)	3% (3)	3% (3)	<ul style="list-style-type: none"> <li>Combinatorial Flexibility</li> <li>Design Literacy</li> </ul>
<b>Katamari Damacy</b> 79 Tags In this sleeper hit video game, the King of All Cosmos accidentally destroys all the stars and the player must put the twinkle back by rolling around a magical, sticky ball (a katamari), and collecting objects until the ball is big enough to become a star.	24% (21)	8% (7)	18% (16)	2% (2)	10% (9)	0% (0)	17% (15)	2% (2)	8% (7)	<ul style="list-style-type: none"> <li>Humor</li> <li>Joy</li> <li>Exploration</li> </ul>
<b>Go</b> 78 Tags Originating in China over 2,000 years ago, this two-player board game combines simple rules with sophisticated strategy, as players attempt to claim the most territory with their black and white stones.	27% (21)	56% (44)	10% (8)	1% (1)	0% (0)	3% (2)	0% (0)	0% (0)	3% (2)	
<b>Grim Fandango</b> 64 Tags In this humorous adventure video game, with a neo-noir storyline, the player takes on the role of undead travel agent Manuel Calavera, who must uncover a conspiracy to keep the newly departed stuck in Purgatory.	27% (18)	9% (6)	6% (4)	0% (0)	45% (30)	0% (0)	0% (0)	3% (2)	6% (4)	<ul style="list-style-type: none"> <li>Humor</li> </ul>
<b>Pong</b> 49 Tags This early video game, which uses simple two-dimensional graphics to simulate a game of table tennis, is seen by many as the game that launched the video game industry.	40% (21)	8% (4)	8% (4)	6% (3)	4% (2)	12% (6)	4% (2)	6% (3)	8% (4)	<ul style="list-style-type: none"> <li>Engagement with Unlikely Partners</li> <li>Hand-Eye Coordination</li> </ul>
<b>Carcassonne</b> 45 Tags In this German-style board game, players build the board with tiles as the game progresses, creating a medieval landscape (towns, cloisters, farmland, roads) and adding inhabitants (knights, monks, farmers, thieves) to gain points.	32% (16)	24% (12)	4% (2)	12% (6)	6% (3)	6% (3)	4% (2)	2% (1)	0% (0)	<ul style="list-style-type: none"> <li>Geographic Literacy</li> <li>Spatial Manipulation</li> <li>Emergent Learning</li> </ul>