Term	Definition
AI (Artificial Intelligence)	This term is descriptive of how smart CPU-controlled characters behave in a game. For example, if an enemy soldier runs for cover when he sees a grenade, it's an indication of AI. It's generally harder to defeat foes that display good AI.
Anti-Aliasing	A programming technique (or hardware capability) that automatically smooths jagged edges, and is often used for making low-resolution images look more attractive.
CPU	Technically it stands for Central Processing Unit, but in the context of video games it's a general term used to describe the elements of the game controlled by the computer program and not by the player. For example, when playing a basketball game you might control one player and the CPU will control all of the others.
Cut-Scenes	Short intermissions typically presented between stages to convey elements of a storyline. These can be live or computer-generated video clips, and are usually non-interactive.
Fatality	In certain fighting games this is a gruesome act inflicted on your opponent after defeating him. It was popularized by the Mortal Kombat franchise.
First-Person	A point of view which lets you view the action through your character's eyes. You never see you own body, except maybe your arms. It was made popular by flight simulators and shooters like Doom.

Frame-Rate	A term that describes the smoothness of motion in a game. The image on a television screen is really a series of still images shown in rapid succession. A normal television show is broadcast at 33 fps (frames per second). Certain games cannot display the action at this rate due to various reasons, and as a result the animation can appear choppy. Higher frame-rates (like 66 fps) result in more attractive, fluid animation.
Isometric View	Instead of viewing the action directly from above or directly from the side, an isometric view allows you to look at the action from a diagonal, tilted overhead angle.
Platform Game	A game that requires you to jump on platforms of various sizes. These games also typically involve collecting items and jumping on enemies. Examples include Super Mario Bros (NES), Sonic the Hedgehog (Genesis), and Jak and Daxter (PS2).

Polygons	Small individual shapes that fit together to form complex 3-D models. Detailed 3D objects are composed of thousands of polygons.
Sandbox	Describes an open-ended, go-anywhere style of play employed in games like Grand Theft Auto 3.
Role-Playing Game (RPG)	Lengthy, slow-moving games with elaborate storylines that typically involve going on a quest. Although traditionally turn-based, modern RPGs tend to incorporate real-time elements.

Term	Definition
Resolution	A term that describes the level of detail in a game's graphics. An image on a television screen is actually a series of pixels strung together. High-resolution images look more detailed and lifelike, while low-resolution images tend to look blocky or jagged.
Respawn	A term often associated with first-person shooters, describes the act of returning to the field of play after being killed.
Shmups	Short for "shoot 'em ups". Often used to describe 2D shooting games.
Shovelware	Cheap, poorly programmed games that often flood the market to take advantage of a new trend or system.
Sprite	Animated images that form objects or characters in 2D games. These dominated video games until the Playstation popularized 3-D, polygon graphics in the mid-90's.
Survival Horror	A genre popularized by Resident Evil (Playstation, 1996). A survival horror game is an intense 3-D adventure involving encounters with zombies and other monsters.

Texture Mapping	The programming technique that draws graphical patterns on polygons. This allows smooth surfaces to appear bumpy or shaded.
Third-Person	Unlike first-person, this point of view lets you see the character you are controlling