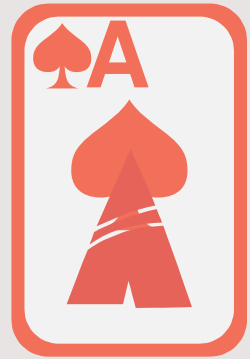


Game Player Types

The Ace
[Dominator]



Maverick
Top Gun

The Astronaut
[Achiever]



Mark Watney
The Martian

The Adventurer
[Explorer]



Indiana Jones
Raiders of the Lost Ark

The Ally
[Connector]



Samwise Gamgee
Lord of the Rings

About

The Ace is known as a dominator and is highly competitive. This intrinsically motivates them to give it all they got! Dominators may read the directions to a new game just so they understand the boundaries to strategically work around them and bend them when needed. Dominators are clever, they find the fastest, most efficient way to win, even if it means crushing or even annihilating (in video games) other players.

Strength

Loves dominating the competition, problem-solving, and strategizing. Aims to be on the top of the leaderboard. They discover the 'gray' areas and workarounds. The joy is in beating the competition any way they can.

Quote

"There are no friends in card games."

Weakness

Can become a bulldozer if too focused on the win. May not be viewed as a team player.

Tactics

Clear directions on how to win, leaderboards, head-to-head challenges, strategy, personal challenges, solo goals, tracking progress, beating the boss, outperforming others.



The Ace Dominator



About

The Astronaut is an achiever, known for reaching goals and hitting milestones. Motivated by the thrill of progress and the satisfaction of completing challenges. Achievers dive into the game with a focus on mastering every detail and pushing themselves to the next level. They play to excel, always aiming to outdo their previous performance, collect every reward, and hit every target. For them, it's all about measurable success and the drive to keep achieving more.

The Astronaut Achiever



Strength

Achievers want to collect all the badges, climb the highest, and achieve all the titles. Aims to be on the top of the leaderboard. The joy is in all the accomplishments.

Weakness

Gets caught up in collecting 'all the things' and may lose focus on the most efficient way to win.

Quote

"Success isn't a one-time event; it's a lifestyle."

Tactics

Collecting badges, breaking down big goals, checklists, sharing achievements with others or in trophy case, beating personal bests, receiving recognition from experts.

The Adventurer

Explorer



About

The Adventurer is an explorer who thrives on discovery and adventure. They're driven by curiosity and the desire to uncover hidden secrets and new experiences. Explorers dive into the game with a focus on charting unknown territories, testing boundaries, and finding what others might overlook. They play to experience the journey, seeking out the unique and unexpected. For them, it's all about the thrill of exploration, learning, and the satisfaction of venturing into the unknown.

Strength

Adventurers prefer to unearth new findings, explore hidden trails, and go after anything shiny. The joy is in the curiousness and discovery.

Quote

"Discovery is the name of the game."

Weakness

Easily distracted, may ask a lot of curious questions, isn't too concerned about winning. May complete tasks to 90% and then move on.

Tactics

A place to discover something new, find hidden rewards, solve problems creatively, try new experiences, always learning, likes to go off the beaten path, researches the backstories.

About

Connectors prefer to play with other people. They play to interact, collaborate, and socialize. Socializers are not necessarily motivated by winning. They prefer to either win together as a team or may even prefer to contribute to helping others win. Connectors are relationship builders. They seek to understand the strengths of those around them and how they can help make others succeed. The joy of playing for a Socializer is all about camaraderie, cooperation, and collaboration.

Strength

Connectors prefer to socialize, build relationships, and collaborate with other teammates. The joy is in winning together with others.

Quote

"Winning isn't about points, it's about people."

Weakness

Gets caught up in the water cooler chat as they build relationships. May lose sense of time and objective.

Tactics

Teamwork and collaboration, to mentor and help others, celebrate together, team challenges, chat features and social outlets, meeting new people, forging partnership and connecting people together.

The Ally Connector



Thank you!



Be the first to know!
Join the list to be informed of the launch of:
The Gamer's Mindset
podcast and book coming soon

Game on!