Abstract

The game genre is an important feature for organizing, accessing and developing video games; however the choice of the genre during the process of video games making requires expertise and thorough study which can sometimes lead to unexpected issues due to the bad choice that can affect the final result. In this paper, we will present the application of analytic hierarchical process method "AHP" to resolve the problem of game genre selection, then, we will discuss the results to see if the chosen method gives the right decision that will help game developers to choose easily the correct game genre.

References


**Index Terms**

Computer Science

Information Sciences

**Keywords**

AHP  Multi-criteria Decision Making  Game genre