A **game** is structured [playing](http://en.wikipedia.org/wiki/Play_%28activity%29), usually undertaken for [enjoyment](http://en.wikipedia.org/wiki/Enjoyment) and sometimes used as an [educational](http://en.wikipedia.org/wiki/Education) tool. Games are distinct from [work](http://en.wikipedia.org/wiki/Manual_labour), which is usually carried out for [remuneration](http://en.wiktionary.org/wiki/remuneration), and from [art](http://en.wikipedia.org/wiki/Art), which is more often an expression of aesthetic or ideological elements. However, the distinction is not clear-cut, and many games are also considered to be work (such as professional players of spectator sports/games) or art (such as [jigsaw puzzles](http://en.wikipedia.org/wiki/Jigsaw_puzzle) or games involving an artistic layout such as[Mahjong](http://en.wikipedia.org/wiki/Mahjong), [solitaire](http://en.wikipedia.org/wiki/Solitaire), or some [video games](http://en.wikipedia.org/wiki/Video_games)).

Key components of games are goals, [rules](http://en.wiktionary.org/wiki/rule), [challenge](http://en.wiktionary.org/wiki/challenge), and [interaction](http://en.wikipedia.org/wiki/Interaction). Games generally involve mental or physical stimulation, and often both. Many games help develop practical [skills](http://en.wikipedia.org/wiki/Skills), serve as a form of [exercise](http://en.wikipedia.org/wiki/Exercise), or otherwise perform an[educational](http://en.wikipedia.org/wiki/Education), [simulational](http://en.wikipedia.org/wiki/Simulation%22%20%5Co%20%22Simulation), or [psychological](http://en.wikipedia.org/wiki/Psychology) role.