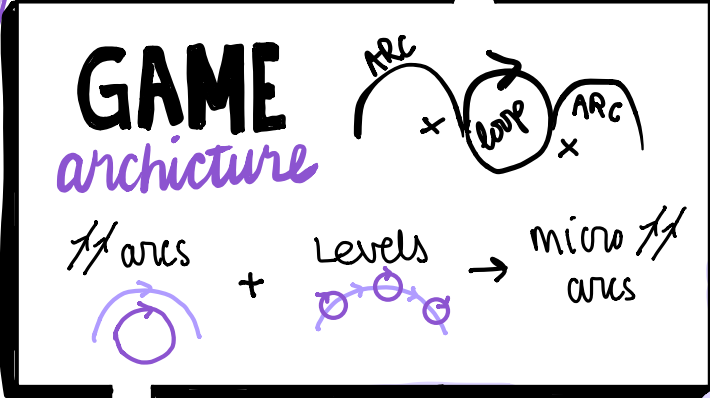
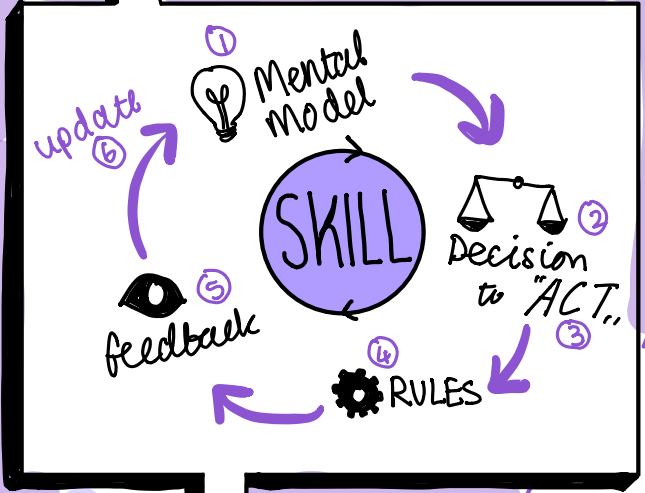
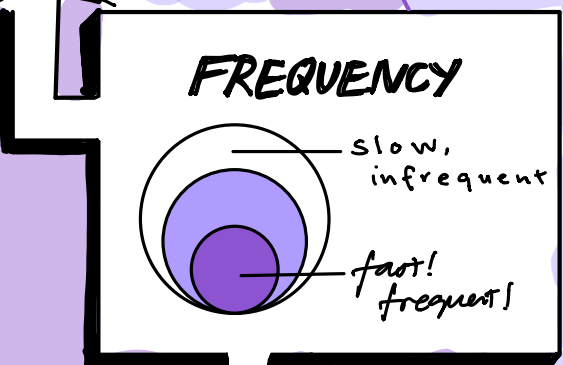


- unfolding*
 existing games
1. remove content payload
 → things that don't TEACH
 2. remove game architecture
 → bind loops and arcs



INTERACTION
Loops & ARCS

COMMUNICATE
"success stories"
 ↳ **LESSON**
 ! in context



FUNCTIONALITY

simple modular actions | simple systems | evocative feedback

when?
 to use

WISDOM

"non unexpected"

EMPOWER

RISK:
BURN OUT

→ Sequence of Arcs

CONTENT

