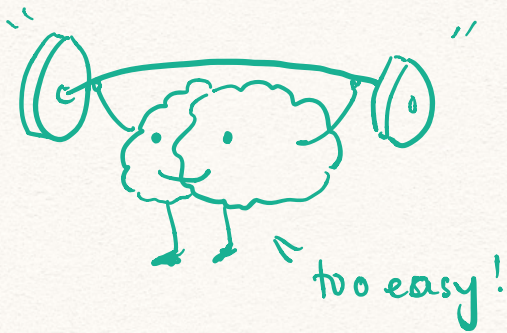
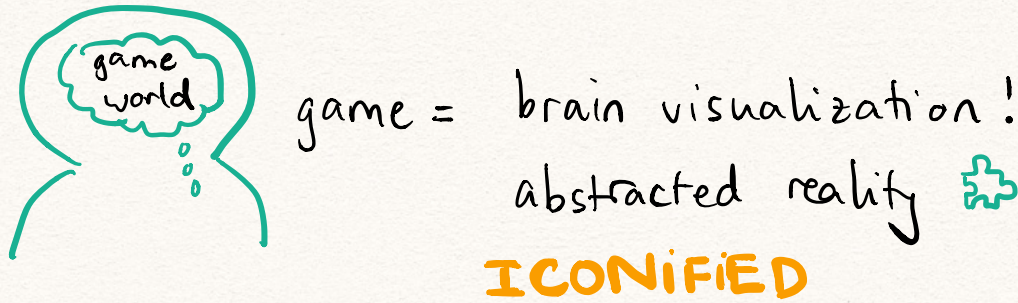
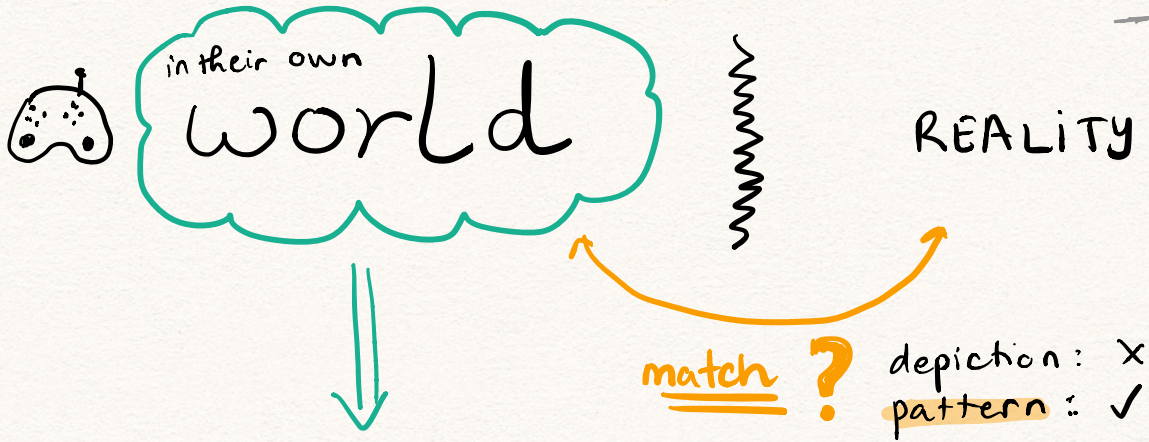


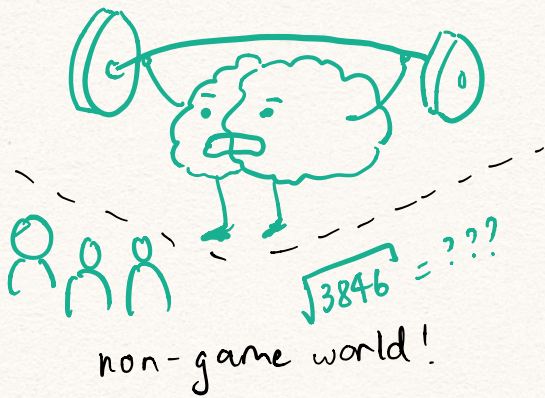
# WHAT GAMES ARE

- Khuyen Le -



game = brain exercise  
repetition = boredom (bored face icon)

(rules)  
(rigid situations) } ANY intentionally designed games!



= **LONG-LASTING**  
**FUN!!**  
||  
-endorphins  
||  
learning  
(mastery)

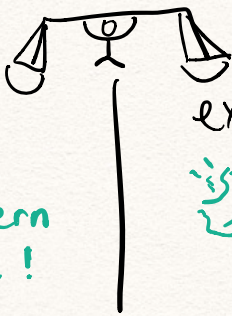
FUN???

= new?

data



!!!  
new pattern  
detected!



experience



?? too much data!



"too easy"

"I don't care about more difficult stuff"

"too hard!"

"too slow"

"too fast"

(what is the pattern?)

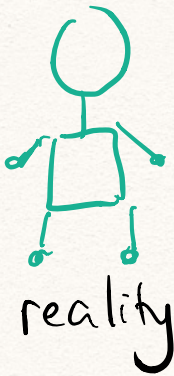
"I beat it"

(do all games end w/ boredom?)

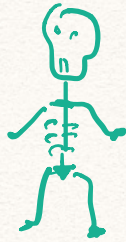


# WHAT GAMES AREN'T

ICONIFIED? but DRESSED UP



reality



game (abstraction)



game (dressed)



why people play!  
what games are about!  
(target to improve!)

## importance?

- violence?
- it's just a game!



experiential  
objectification  
reduce  
actions  
narrative generator

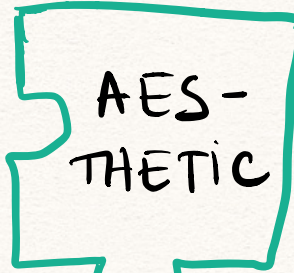
vicarious  
empathy  
deeper  
emotions / thoughts  
narrative provider  
X mastery

# GAMES ≠ STORIES!

DON'T COMPARE THEM "game makes me cry" =

what is (game) enjoyment?

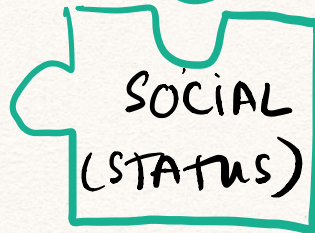
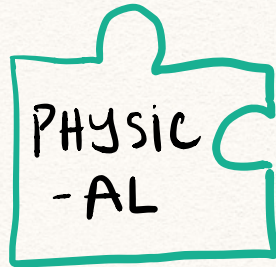
FUN



recognizing patterns & surprises

DELIGHT (not extended ☹)

in context:  
- challenge  
- triumph



against others  
# on social ladder

fun

✓ practicing

✓ learning

CONTEXTUAL

X exercising mastery



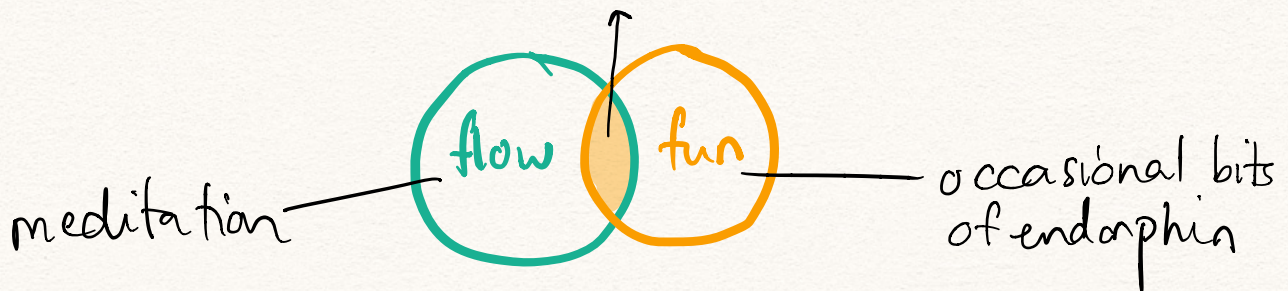
FLOW

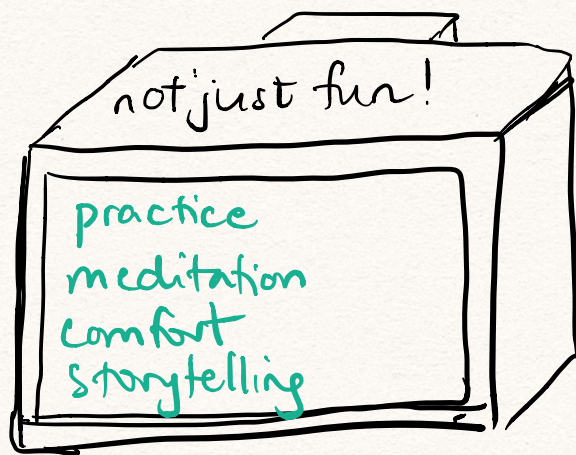
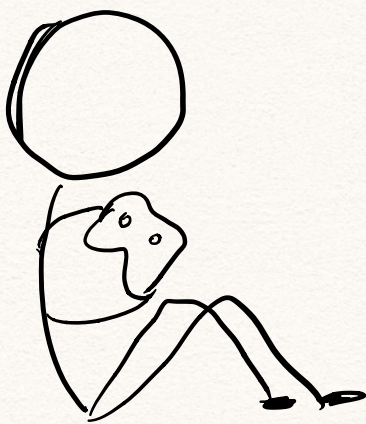
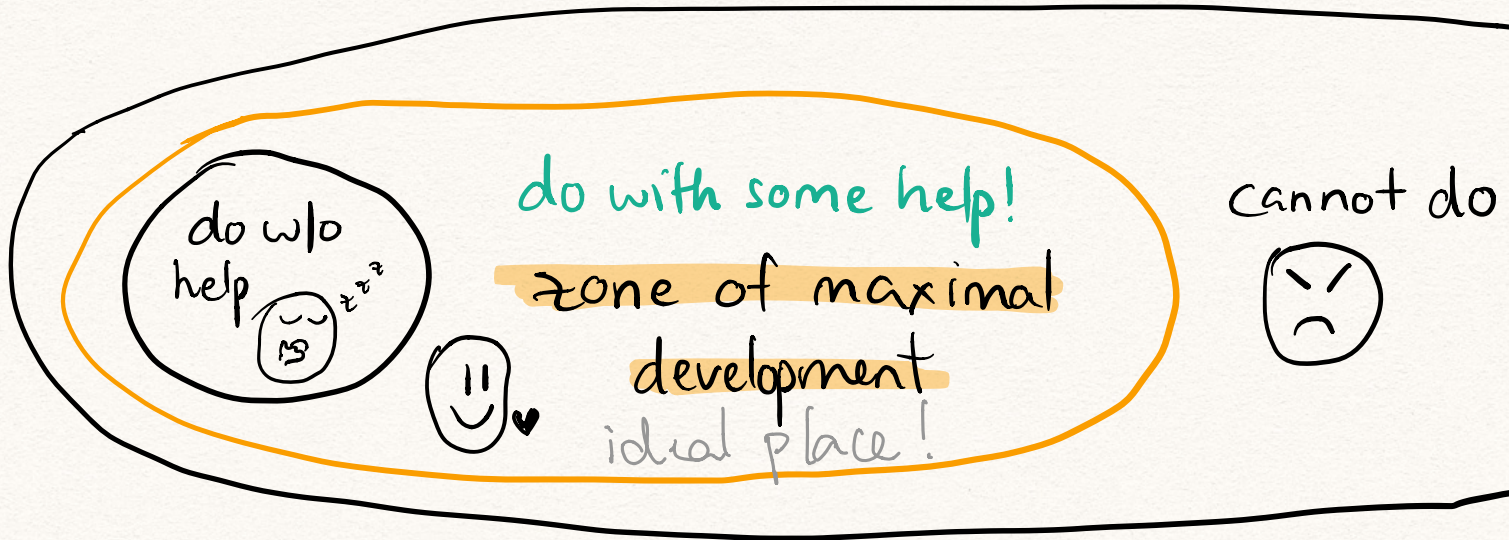
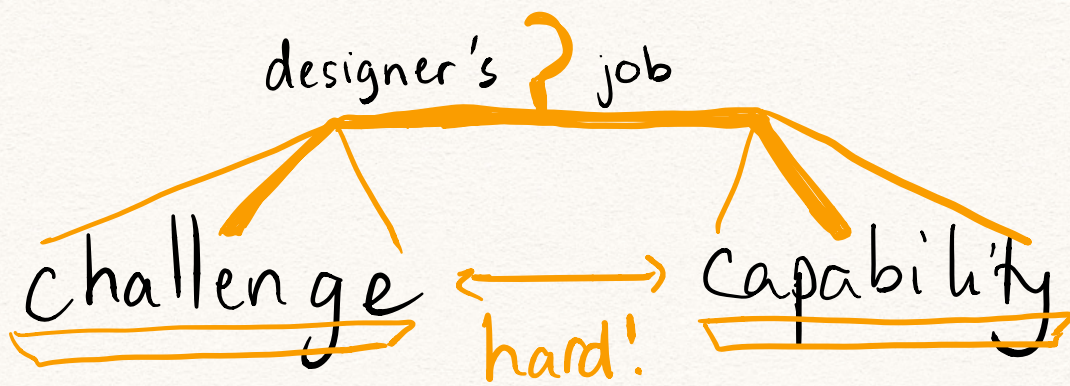


margin of ability

absolute control

absolute concentration





(not unique to games)

# fun in learning

MAKE GAMES SPECIAL