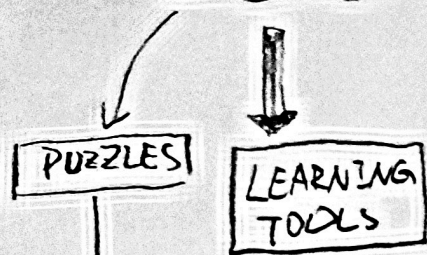


WHAT GAMES ARE



Difference between play, sport, game

example: book - logical concision.
game - grabbing pattern

(mastery)

"richly interpretable"
moment of triumph

BOREDOM

Too easy to master

fail to see pattern

"I hate it"

CRAVING FOR NEW DATA

WHAT GAMES AREN'T

players can create stories from games

STORIES

IN ADDITION TO FUN

GAME	STORIES
experiential	vicarious
objectification	empty
quantize	blur
reduce	deepen
classify	subtle distinctions
external	internal
generator	provider

PRACTICE

MEDITATION

STORY TELLING

COMFORT