

# Erin Hoffman → Sense of Wonder

↳ thinking about wonder & learning in games

↳ game people think only about GAMES

↳ game people grew up w/ games & outsiders

but GAMES EXIST FOR U

↳ infinitely patient

↳ can keep trying again and again

↳ games are not about USABILITY

↳ anti-mainstream → needs to  
be theirs → own Niche


↳ Trip Hawkins - EA VG are art and GD are  
artists

↳ games like papers please, sweatshop, journey are  
complex contexts

↳ games have to be FUN

↳ Raph Koster → everquest → games are teachers  
and fun is just another word for learning

↳ Glaslab → make school fun w/ VR

↳ used simplicity into the classroom → fun but  
not learning anything → Ralph 

## EMOTION

↳ Ekman → psychologist asked ppl to name emotions  
on faces

↳ sophia → process to convert fear → happiness through  
surprise

↳ Freshadowing → tension → release

↳ measuring emotion is hard → metacognitive

↳ create an arc → core emotion and reveal

↳ all emotion is dynamic → (fish girl)

↳ start from pain point → sit in pain and feel  
friction before pulling you out

↳ Mars Game → argumentation → emotional transition  
over reason

↳ concrete system!!

↳ What are your moments of surprise?

↳ start from driving insight

↳ understand what is unintuitive about it?

↳ Moment of reversal

↳ start out painful but taken away

↳ gets the ramp

↳ environment design does something

↳