

# ARE

(it is a matter of intention & perspective)

## ICONIC

depictions of the real world



Puzzles & Patterns



- ★ Simulation
  - ★ Formal System
  - ★ Magic Circle
- ?  $\begin{array}{|c|c|c|} \hline \circ & \times & \times \\ \hline \times & \times & \circ \\ \hline \circ & \circ & \times \end{array}$  ?  $\begin{array}{|c|c|} \hline \times & \circ \\ \hline \times & \times \end{array}$  ?

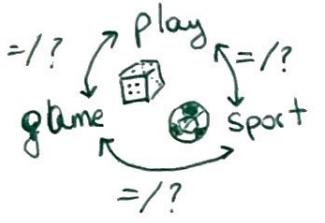
# Games

## LEARNING

is the real drug



Misdirection



## GROK

King

is accelerated by game and play

Abstracted + ICONIC = ABSORBED

(Game characteristics are not enough)

# NOT



"It is only a GAME"

Is it?



Aesthetic appreciation?  $\rightarrow$  not enough

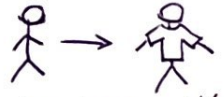
## CONTEXT

is very important when analyzing a game

## BOREDOM

is not accepted. It is the death of games

Dressed up



abstraction with some extra clothes

## Game vs Story

- |                              |                                     |
|------------------------------|-------------------------------------|
| ★ Experiential teaching      | ★ Teach vicariously                 |
| ★ Good at objectification    | ★ Good at empathy                   |
| ★ Quantize, reduce, classify | ★ Blur, deepen, subtle distinctions |
| ★ External                   | ★ Internal                          |
| ★ Plays narrative            | ★ Provides narrative                |