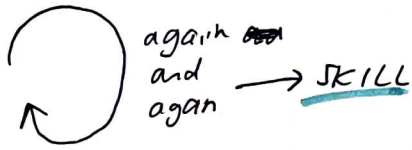


- 1 mental model
- 2 decision
- 3 action
- 4 manipulate rules
- 5 feedback
- 6 update



gain info every time

ex. Mario learning how to jump

frequency differs

INTERACTION Loop

COMPOUND INTERACTIONS

SKILL CHAINS

could be fast + frequent or up to weeks/months

order of learning matters

INTERACTION Loops AND ARCS



distinct interactions

typically executed 1 or 2x

INTERACTION ARC

deliver evocative content

like story or movie

SUCCESS STORY/
GOLDEN PATH

book learning vs. life learning

FUNCTIONALITY

can expand loops into arcs

simple modular action

COMBINING Loops + ARCS

simple systems

evocative feedback



sequence of arcs

↳ context treadmill

parallel arcs

levels

micro parallel arcs