

# What Games Are



how our brain visualizes reality



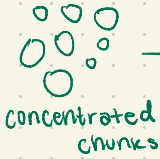
learn the underlying pattern



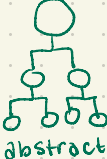
File away patterns for later use



Practice & run permutations on a pattern



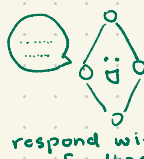
concentrated chunks



abstracted



formal systems



respond with feedback



limitations of games

I've already done this... can you challenge me?

less predictable  
more variables

richly interpretable

S P L G  
O R T A  
M E



All involve recognizing a pattern to practice with

Boredom synonyms

- no new patterns
- sensory overload
- trivial
- no stimuli
- no interest
- fail to see pattern
- ramps too slowly
- ramps too quickly
- exhausted

\* Our brain rewards us when we learn or master a task \*

FUN? right?



physical stimuli



aesthetic appreciation



endorphins brain feeling good

Good games are Teachers

"they teach EVERYTHING they have to offer before the player finishes"



STORIES

- THEM third-person
- ♥ empathy
- blurr
- internal thoughts
- provided narrative

GAMES

- first-person YOU
- objectification
- quantize
- external action
- player narrative

PRACTICING & LEARNING

X NOT MASTERY X

X NOT JUST AUTONOMIC RESPONSE X



fleeting delight = ideal + surprise

AESTHETIC: recognizing patterns



FUN: the act of mastering a problem mentally



VISCERAL REACTION: Physical

SOCIAL:



STATUS

What Games Aren't



people find premises controversial

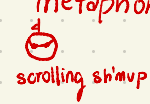
it's only a game!

media affects how we act!

media doesn't control our minds!

\* games train us to see \* underlying mathematical patterns

stage settings = convenient metaphors



MY OPINION: game designers are not exceptional to the metaphors they use. Although players "ignore" them anyways, I believe, for some games, people should be conscious of what they're ignoring