

What Games ARE

The RULES we perceive = the PATTERN

 LOWER STAKES
in games than in reality

processed like real things, even though, e.g.

X	X	O
O		
O	X	

 ≠ warfare tactics

limited formal systems ⇒ boredom.
inevitable???

richly interpretable situations ⇒ fun???

⇓
[the more RIGIDLY CONSTRUCTED a game is, the more LIMITED it'll be.]

what's FUN?

learning



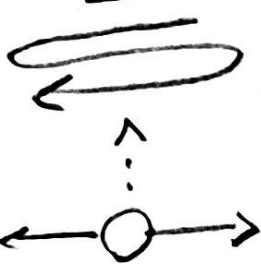
patterns.
can't be too easy or too overwhelming.

so
good ⇒ teaches everything it has to offer before the player stops playing.

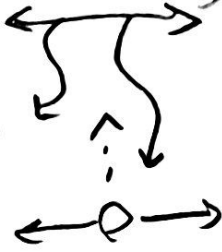
What games **AREN'T**

patterns, not the wrapping friction

space invaders

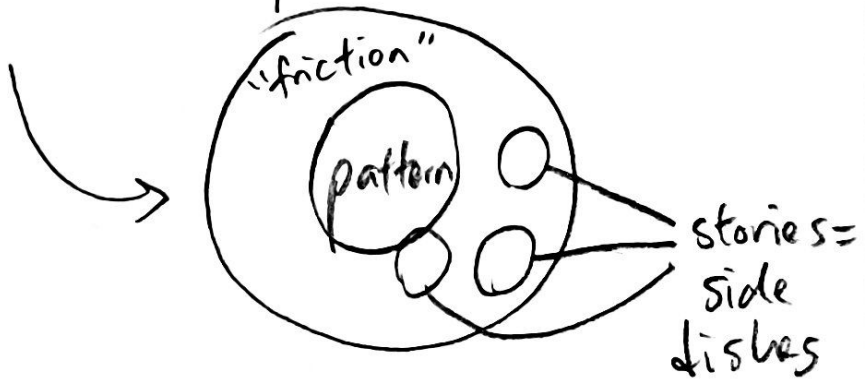


vs.



galaxian

the stories that wrap it are not the CORE



- Games
- experiential
 - objectification
 - quantify, reduce, classify
 - external
 - generate narratives

- Stories
- vicarious
 - empathy
 - blur, deepen, subtle
 - internal
 - provide narratives

- Feeling good ≠ fun!
- Schadenfreude
 - Fiero
 - Naches
 - Kvell
- aren't "fun"

aesthetic appreciation ≠ fun

it's recognizing, not learning, patterns.

FUN is CONTEXTUAL

FUN \neq FLOW

Games: **NOT**

- stories
- about beauty / delight
- social status climbing

FUN = Learning without pressure