

WHAT GAMES

ARE



Puzzle/PATTERNS



LOW STAKES



LEARNING TOOLS

Definitions

- ★ simulation
- ★ formal system
- ★ "magic circle" disconnected from reality

Game / sport



goal-oriented

Toys / play



non-goal-oriented

GAMES = TEACHERS

LIMITATIONS

1. limited formal system
↳ Eventually grok the game pattern
2. Rigid rules + situations
⇒ Need Novelty + Variables



What is fun?

"Source of enjoyment"

release of endorphins



1. physical stimuli
2. Aesthetic Appreciation
3. Direct chemical manipulation

FUN = LEARNING like "drug" to the brain

Why Boredom?

Frustration? triumph? uninteresting?

- too easy
- too slow
- too hard
- too fast

AREN'T

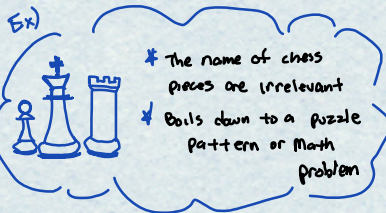
People **DRESS UP** game systems with

Trains us to examine the true underpinning of the game

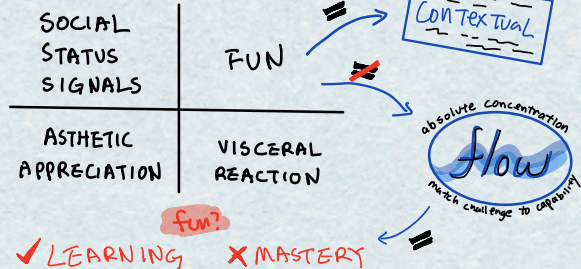
↑ FICTION ↑

STAGE SETTING

VIOLENCE (NOT the point of the game!)



EMOTIONS



GAME

vs



STORY

- * Experiential teaching
- * Good at objectification
- * Tend to quantize, reduce and classify
- * External - about action
- * Generators of player narratives
- * Teach vicariously
- * Good at empathy
- * Tend to blur, deepen, make subtle distinctions
- * Internal - about emotions and thoughts
- * Provide a narrative

WE PLAY FOR



meditation



comfort



practice



storytelling