

Ch. 4 Theory of Fun Games

Notes

☁ = Games Games = Pattern Fun 😊 Rich interpretations

Narrow Rules Clearly defined ⇒ limited

Fun → Enjoyment
 Finn = det. Fome fool / middle english / Gaelic
 Fann 'pleasure' Learning = 😊

~~Boring~~ = 😊

Ch. 5. What Games Aren't

Understand Patterns True underpinnings

Math → Formal abstract system

Games ~~Stories~~ (They R different)

Marc LeBlanc Fun ① Sense Pleasure ③ drama ⑤ Social framework ⑦ Self discovery

Michele Lazzara ① Fun ↓ act of master Problem ② Visceral reaction Physical in nature / physical master
 ② Aesthetic appreciation not always fun but enjoyable ④ Social Status Signals

Triumph 🎉 Personal record

Emotion

Schadenfreude Gloating feeling / Rival fails / Naches (Your mentor succeeds / You feel 😊 good)

Fiero triumph / You R valuable K'vell, bragging about mentor Social behavior intimacy ~ Relative Social Status

Aesthetics

Recognize Patterns

Sengwunda

Awe Harmony I feed you + thank you for dinner

Delight

Beauty

Fenston Expectation Reality

Good

Fun 😊 Absorbing new Patterns
 L challenge margin of our ability
 Practice Reps Meditation
 Story telling Comfort
 Learning

