

WHAT GAMES ARE



Games are PUZZLES with LOWER STAKES

Should "play" have a goal?
 What's the point of toys?
 What's the difference between a book & a game?



Big idea questions

PLAY reduces **BOREDOM** via **LEARNING EXPERIENCES**

HOW **BOREDOM STRIKES!**



5 ways



"The more rigidly constructed your game is, the more limited it will be"

Games are **FUN** because they keep you **LEARNING** for as long as you play!

WHAT GAMES AREN'T

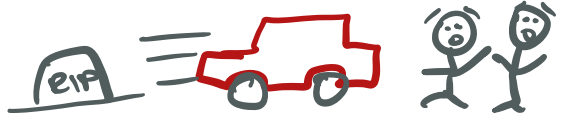


GAMES are NOT **STORIES!**
 why?



Story is just **DRESSING** on a Salad!

We see... ... And NOT*



* While our brains focus on patterns, violent imagery is shown to affect behavior! *

GAMES are also NOT...

aesthetic appreciation



pattern recognition, not learning!



mastery, not learning!

physical sports

social status & intimacy



feel good but not always fun!

"FUN is feedback our gives us when we learn new **PATTERNS!**"