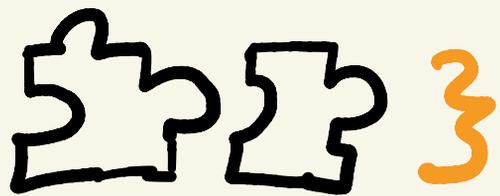



What Games Are

Reality vs. Games

Stakes are lower with games



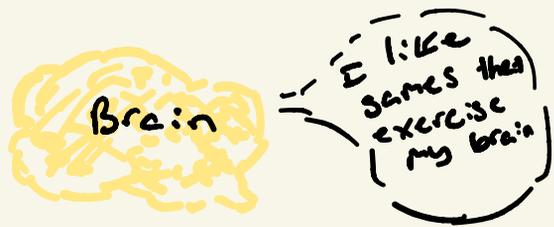
Special + unique

Concentrated chunks

Why are games different?

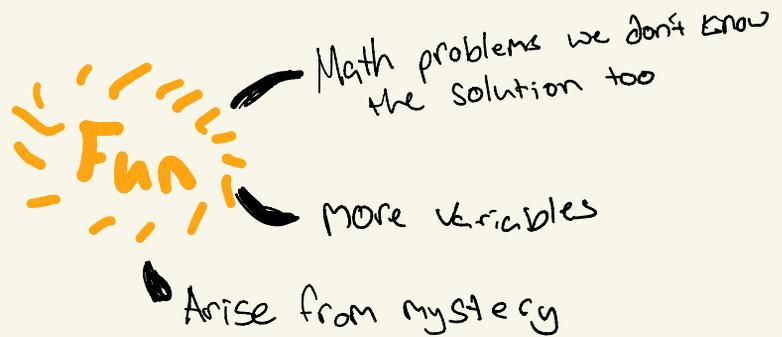
↳ Practice permutations

↳ Get feedback



→ I challenge you not to bore me.

Learning is the drug.



Killers for FUN games

↳ Players don't know how the game works within the first 5 Minutes

↳ too hard

↳ difficulty ramp == too slow

↳ unveil variations too quickly

↳ master the pattern

What Games Aren't?

Games \neq Reality

↳ Story is often irrelevant

↳ Doesn't change the core

Story deserves better treatment than the story

Games are largely abt. getting ppl. to see past the variations & look at the underlying patterns

Can stories be fun the same way games can?

Practice

Meditation

Storytelling

Comfort

Fun

Learning in a context where there is no pressure from Consequence.



Why games matter?