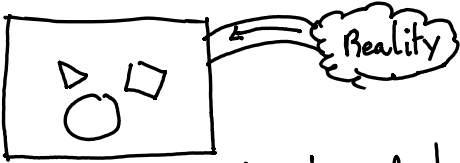
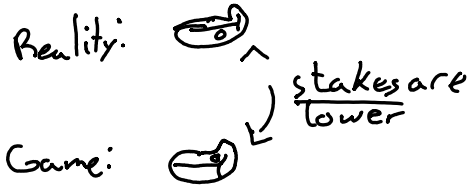


What Games Are



• Games can be described as 'systems' but they are representative distillations of REALITY



• Well processed and ready for ingestion

• "Iconified representations of human experience that we can learn from"



CHALLENGE is FUN
so a game needs novelty

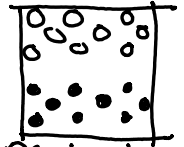
Limited Formal System

X	
	X
	O

- RIGID DESIGN
- Mathematically correct moves

CS 277B: General Game Playing

- Extrapolate winning strategy from ruleset



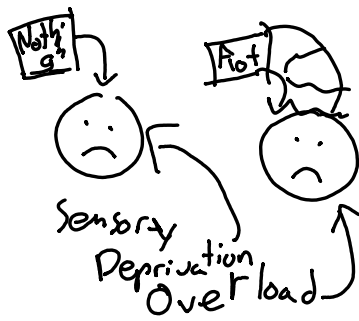
• PC beats human

Integrate { Psychology
Physics
many variables
randomness



Learning = Drugs

1 1 2 3 5 8 13...
Boredom is lack of an
apparent, interesting pattern



Order vs. Chaos
Noise vs. Silence

To kill a game:

- Too EZ
- Not 'Cool'
- Too hard
- Too slow
- Too fast
- Beat it



What Games Aren't

- Games are often dressed up in fiction



• Metaphor

- Players see past fiction:



- The FORMAL part makes a GOOD game



• story is mistreated

- FUN in games is mastering a problem

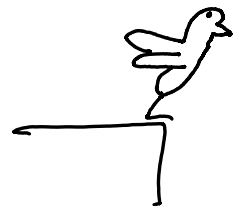


checkmate
loser

- 'Beauty is found in the tension between our expectations and reality'



- Fun nears PRACTICE not MASTERY



- Fun lies at the edge of your skill