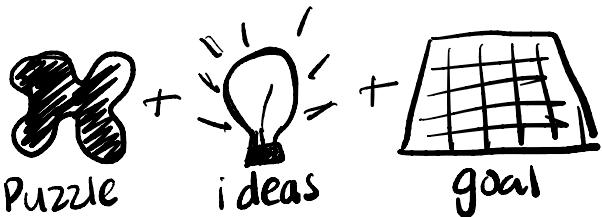



Games Are



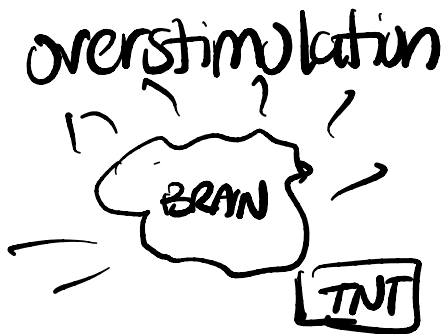
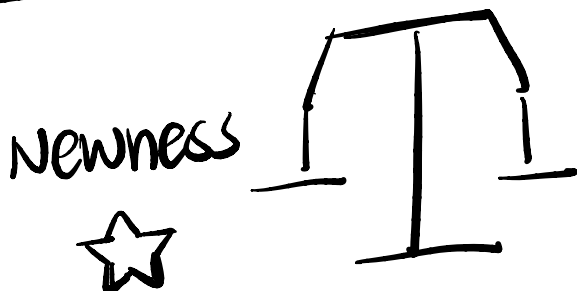
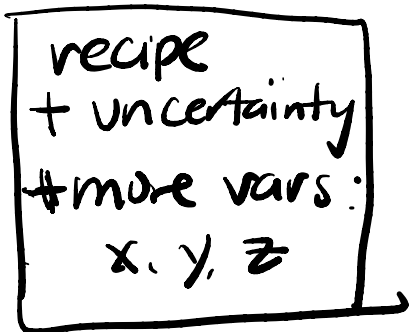
- systems + context
↳ patterns + 

- games exercise our brains



FUN : feeling



Fun → FUN



Games Aren't

-  +  stories

- violence
- metaphors

Types of fun

① Mastery ^{main reason.}



② Aesthetics



④ Physical reactions



③ Social Status



Flow ^{not always needed}, it's about being in the **ZONE**

Games: learning w/o pressure from consequence