




≈ 
Real 
1x1 (lower stakes)

Learning Tool


 =  = 
Patterns

FUN 
*richly interpretable

What is fun?



⇒ **endorphins!**

* **Context matters!**


I want to learn

FLOW ↔ mastery

challenge = skills

Player Emotions

- Fun = mastering problem mentally
- Aesthetic appreciation = not always fun, but enjoyable
- Visceral reactions = physical, related to physical mastery
- Social Status Signals: intrinsic to self-image & community standing

GAMES

ARE

ARE NOT



BORING

↓ Zzzzz

What is boring?

↳ when a game stops teaching us

↓
too deep, too easy, etc.

Stories = side dish



- empathy vs. objectification
- internal vs. external
- blur/deepen vs. quantize
- generate narrative vs. provide narrative

