

Formal Systems 


✓ ARE


ARE NOT X

Boredom ~~Learning~~

Patterns 0110110110110110

puzzles

Books  too hard → no more data / no more patterns

Limited  llllll →  Play Again

too easy exhausted of fun not interesting

More Rigid Construction → More Limited



Responsive

Non-Influential NOR Mind-Controllers

too slow too fast

for long-lasting... Psychology  
Physics Magic Circle unknown math +?x

GAMES

 ? ? ?  


FUN the act of solving!!  
mastery & comprehension

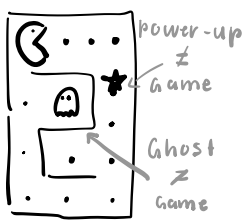
Exercise for the Brain

Just their Elements

Just the Ends of Playing

A Good Teacher  
L E A R N

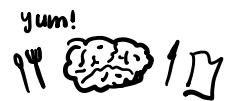
I've taught you all I can. Now you can stop playing.



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0 0  
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Concentrated Chunks



abstract

Pressure from Consequence

Stories! Games are experiential, objectifying, narrative generating, external [ ]