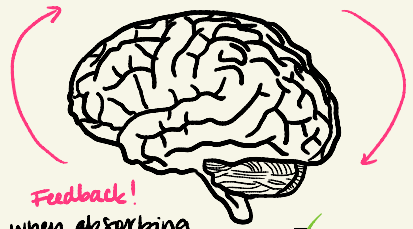


IMPORTANT INSIGHT

+ rapidly constructed game = + limited game

It means "pleasure" in Gaelic

# What is FUN?






Feedback!  
When absorbing patterns for learning purposes...

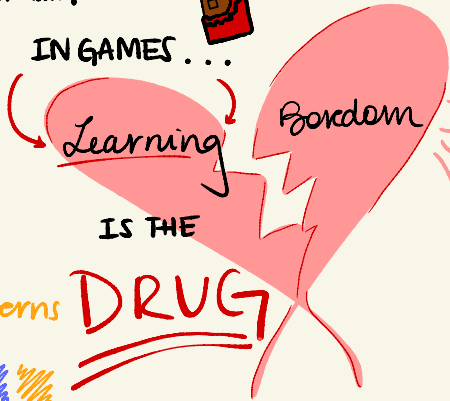
- Practice
- Learning
- Mastery

**FORMAL DEFINITION:**

"a source of enjoyment"

- ↳ physical stimulus
- ↳ aesthetic appreciation 
- ↳ direct chemical manipulation  

IN GAMES ...



"Too easy!" → good strategy developed



"Too hard!"

No patterns found

slow ramp up in difficulty

"I beat this game"  K.O!!!

Puzzles!



Patterns



## What GAMES are vs. aren't



Underlying GAME

NETAPHOR  
FICTION  
SETTING  
METAPHOR  
ABSTRACTION  
FICTION

FUN

- ☑ Experiential teaching
- ☑ Good at objectification
- ☑ Quantize, reduce, clarify
- ☑ External (about people's actions)
- ☑ Generators of player narratives



- ☑ Teach vicariously
- ☑ Good at empathy
- ☑ Blur, deepen, make subtle distinctions
- ☑ Internal (about emotions / thoughts)
- ☑ Provide a narrative

+ Practice + comfort + storytelling + meditation

