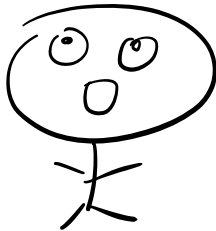


GAMES

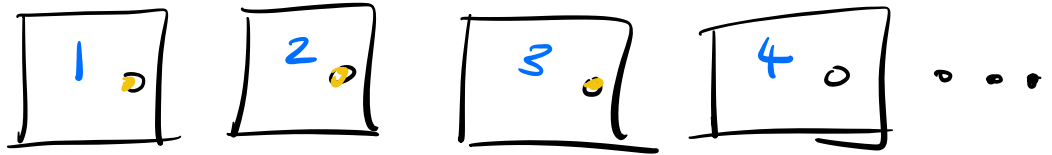
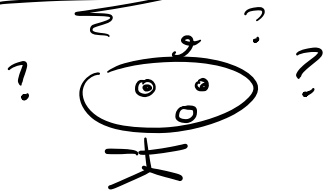
LOWER STAKES

FUNDAMENTAL & POWERFUL Learning TOOLS

SPECIAL & UNIQUE!



FUN = "Richly Interpretable"



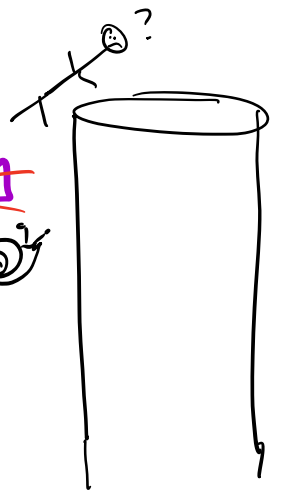
Mastery → **FUN?** ← Comprehension

boredom

NOT learning



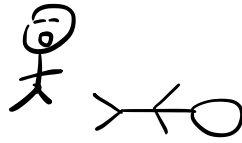
- ① Too easy, trivial
- ② Depth but **not** interesting ~
- ③ No patterns ~~△△○○□□~~
- ④ Too slow or Too **FAST**
- ⑤ Mastery



NOT GAMES



SOCIAL *STATUS* THINGS

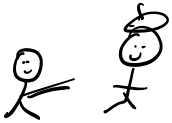


Schadenfreude :

rival FAILS!



Fiero : Major achievement



Naches : Mentor succeeds



Kvell : Bragging about mentee

Feel Good but NOT FUN

FUN = "patterns for learning"

+ CONTEXTUAL

+ NO PRESSURE

