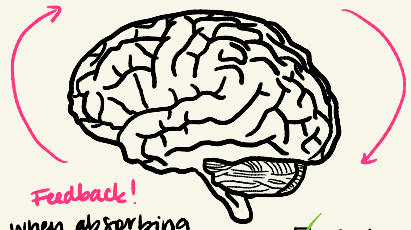


IMPORTANT INSIGHT

+ rigidly constructed game = + limited game

It means "pleasure" in Greek

What is FUN?



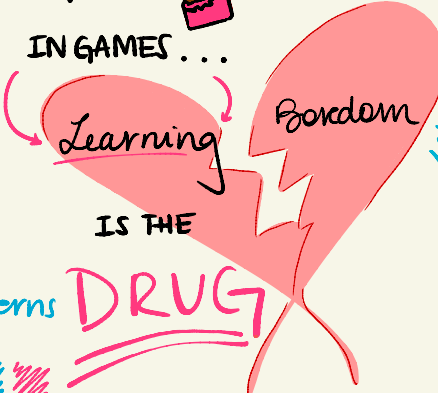
Feedback!
When absorbing patterns for learning purposes...

- 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"

Puzzles!

Patterns

Delight

What GAMES

are vs. aren't

Underlying GAME

ABSTRACTION
FICTION
METAPHOR
SETTING

- ▣ 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

FUN

+ Practice + comfort + storytelling + meditation

