


Permutation

* Unlike books that have the same pattern, you learn sth new everytime you play the same game

Ex: A book that unfolds with different stories depending on whether the reader picked an action to "turn to Pg 166" or turn to "Pg 188", one of my favorite books when I was a kid.

Novelty is necessary

(No two rounds should be the same)

Why? Because humans hate deterministic things bc it makes us feel boring/powerless?

Ex: As we learn more patterns, tic tac toe becomes boring, but poker that includes unpredictable human psychology is interesting

Learning & Feeling that you are comprehending more is what makes the game fun!! ☆

→ Goal: Keep the players playing until the game has no more things to teach

Patterns!

(Stories are not as important)

⇒ Stories are Metaphors for patterns

Ex: The chess piece that got to point A has a name, but to the human brain it's what the chess piece can do, not its name, that matters.

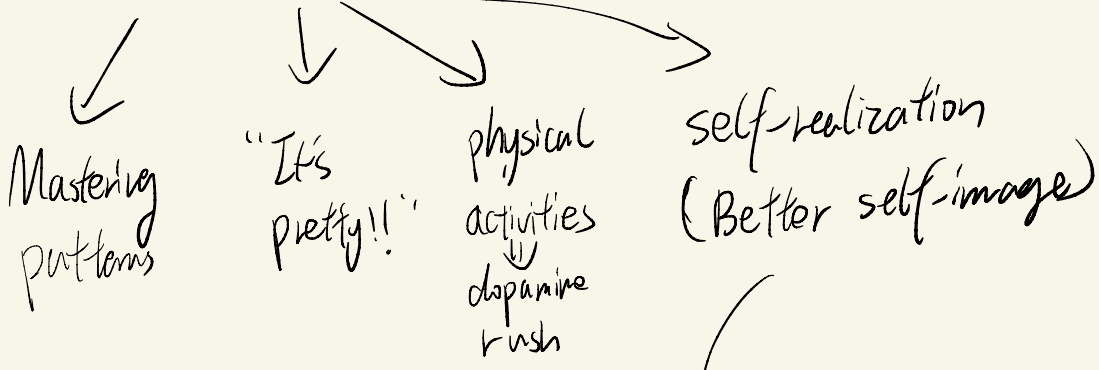
Ex: (Driving a car over a pedestrian))'s pattern

= ((Catching moving objects around the screen))'s pattern.

Ex: Redesigning nerenvalues into "COVID-testing" game wasn't fun, but adding in a

15% FP rate was fun

Fun



↳ Ex: Naches feeling happy when your mentee succeeds, clear feedback mechanism for tribal continuance.

Why is "Fun" about learning patterns & self-realization (realizing your own "valuance")?

It's about survival (biology) the goal!!
↳ climbing social ladders (primitive biology)
however, while having fun in the process (nache)
↳ & what separates us from only receiving

biological feedback when we eat or
have sex.