

CHAPTER: WHAT GAMES ARE

"GAMES ARE iconified representations of human experience that we can learn PATTERNS from."



vs.



- responds w/ feedback

- pattern & permutation

WHAT MAKES GAMES GOOD?

≠ rigid construction, like $\frac{x}{x}$ that's difficult or more less predictable variables

FUN

⇒ NEW DATA

⇒ ≠ TOO EASY OR HARD
⇒ A TEACHER

boredom

⇒ PRACTICING & LEARNING W/ NO PRESSURE

CHAPTER: WHAT GAMES AREN'T

ABSTRACTION

→ GAMES ARE NOT STORIES

→ GAMES ARE GOOD AT OBJECTIFICATION

GAMES TEND TO QUANTIFY, FEEDBACK AND CLASSIFY. STORIES TEND TO BLUR, DEEPEN, AND MAKE SUBTLER DISTINCTIONS



HUMANITY'S TEACHING TOOLS:

STORY & PLAY

HA
HA

① TYPES OF FUN: HARD FUN, EASY FUN, ALTERED STATES, PEOPLE FACTOR
OR AESTHETIC APPRECIATION, VISCERAL REACTIONS, SOCIAL STATUS

DELIGHT

STRIKES WHEN WE RECOGNIZE PATTERNS BUT ARE SURPRISED BY THEM