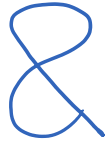


WHAT GAMES

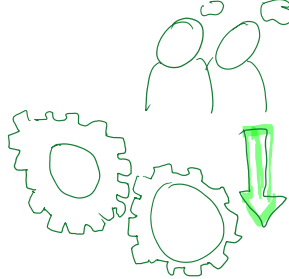
ARE



what games

AREN'T

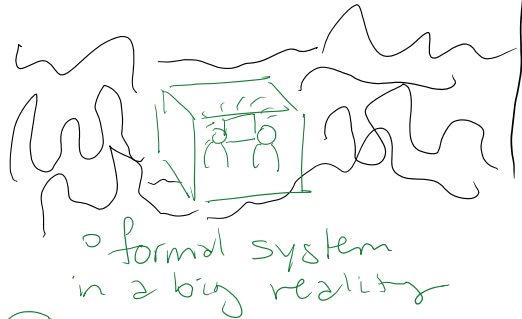
PUZZLES



Learning

PATTERNS

w/ low stakes



o formal system in a big reality

o a perfect

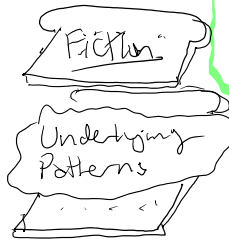
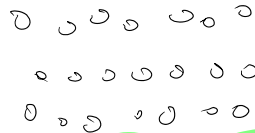
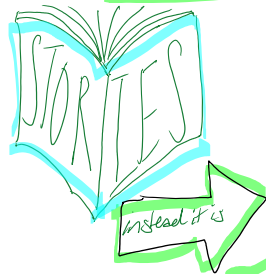
LEARNING

environment

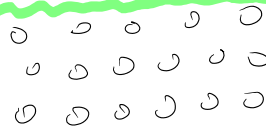
EXERCISES

for the brain

MAGIC CIRCLES



PATTERNS!

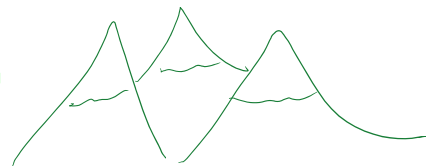


GAMES

- o experiential teaching
- o objectification
- o classification, quantification
- o external - about one's actions
- o generate narratives

Stories

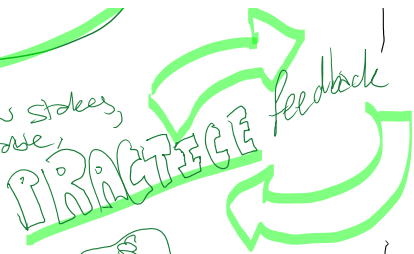
- o vicarious teaching
- o empathy
- o abstraction, deepening
- o internal
- o about one's emotions
- o provide narratives



Aesthetic Appreciation

- o about recognizing patterns, not learning them

Games are low stakes,
iterable, permutable,
perfect feedback
systems



about recognizing patterns,
not learning them



richly

INTERPRETABLE

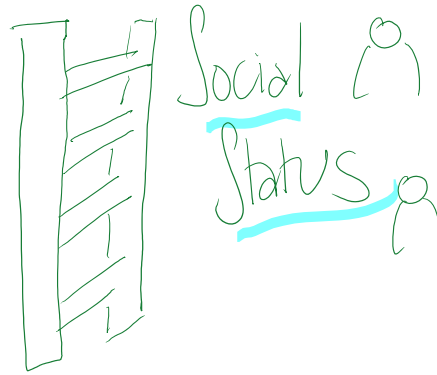
and most
importantly

FUN!

Surprise

Delight

- o both are temporary
- o both about being surprised by recognizing patterns



o making
up & down
social ladders
feel good
but are
not
fun,

