
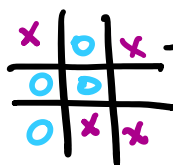


What games are and what games are not

Friday, April 1, 2022 2:04 PM


GAMES = puzzle = Life - stakes

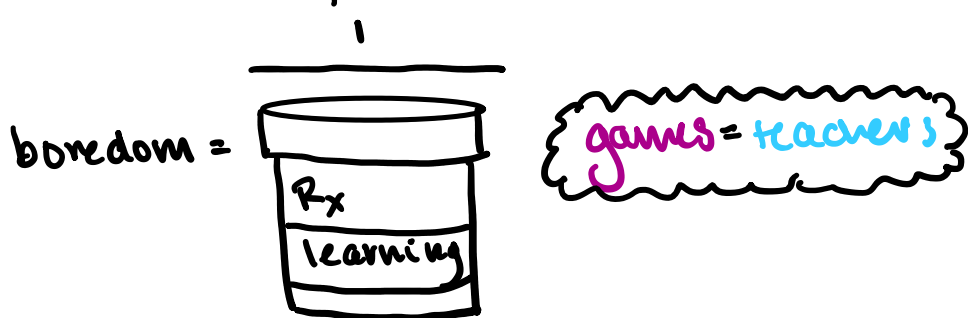
strategy x patterns
match real world
good games use our  head



good games have strict parameters w/ interpretable situations

more rigid rules = more limited

fun: fool x pleasure =  smiles



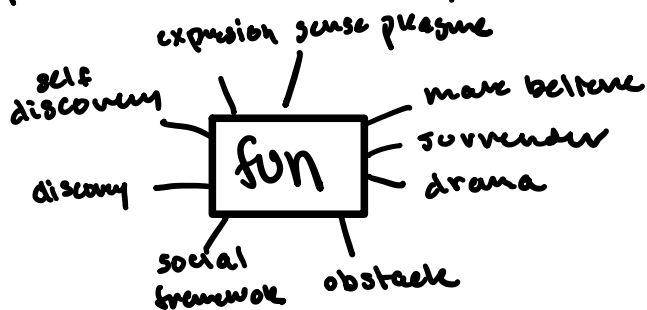
GAMES ≠ game systems,
≠ stories

games

- experiential teaching
- objectification
- quantize, reduce, classify
- external
- create player narratives

stories

- teach vicariously
- empathy
- blur, deepen, distractions
- internal
- provide narrative



emotions while playing:

- 1 fun
- 2 aesthetic appreciation
- 3 visceral reactions
- 4 social status signals

fun = feedback from brain when we absorb patterns to learn

"sensawunda"
↓ ↓ ↓
awe mystery harmony

aesthetic = recognizing patterns ≠ learning patterns

fun is contextual

delight users thin ⇒ real fun comes from challenges

"flow state", "zone of proximal development"

fun ≠ flow

- 1 practice
- 2 meditation
- 3 storytelling
- 4 comfort

fun is learning in a context w/o pressure from consequence.