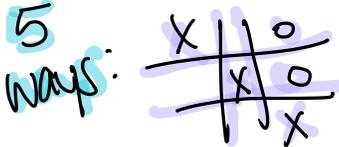


WHAT GAMES ARE

Boredom Reduction:

5



Trivial

$$ax + by = c$$

TOO HARD!



TOO MUCH DEPTH



Difficulty Ramps too slowly

FUN!

Difficulty Ramps too quickly

physical Stimulation



Expression



Discovery



Pleasure



Drama



Surrender



AND MORE

WHAT GAMES ARE NOT!

Stories!



Once upon a time...

Why?

① Games ARE experiential
Stories teach vicariously

② Games → objectification
Stories → empathy

Beauty or Delight



Fun → challenge

Delight → nears then quickly

Fun ≠ Flow



Social Status Signals



