


# What games are & aren't

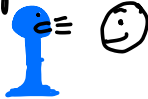
What are games?



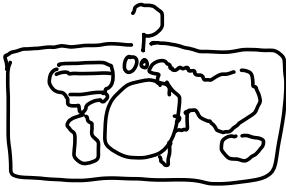
① Games are reality with lower stakes 

② Games are puzzles 

③ Games respond w/ feedback, letting us learn **FASTER!**

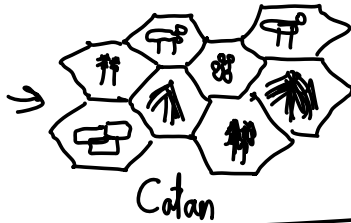


④ Games are laced with **PATTERNS** like reality that we learn



⑤ Games are as fun as there are as many unique patterns to discover

Many strategies



Catan

"Richly interpretable situations"

What is fun?



① A source of enjoyment



② Learning is a large source of the enjoyment

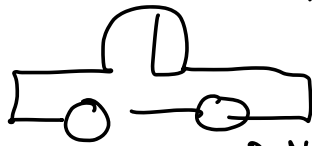
"Becoming an expert"



A good game is "one that teaches everything it has to offer before the player stops playing"

# What games aren't

① A game is not its theme








Deathrow



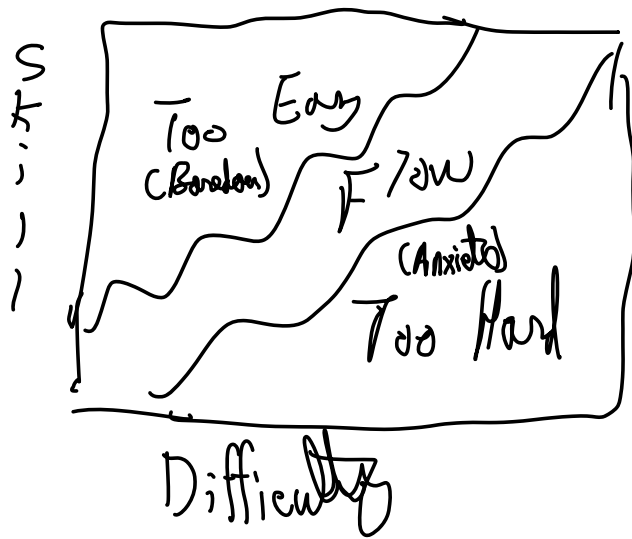
② A game is not a completely story driven experience w/ completely shallow mechanics, the 2 must complement

# What is ENJOYMENT?

- FUN  Mental Mastery 
- AESTHETIC APPRECIATION  Understand beauty of game
- VISCERAL REACTIONS 
- SOCIAL STATUS SIGNALS 




# Flow



# Beyond Fun



◦ Meditation 

◦ Storytelling 

◦ Comfort 