

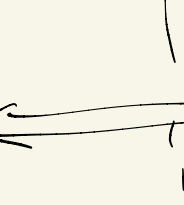



World / (Game)

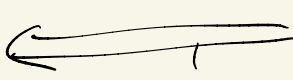
1. Pre-existing Mental



Action



Result



Model
↑
Updates*
2. Positive / Negative Reinforcement

World: Rules



Rules: (Learning) ⇒ repetitive

Some rules have LONGER

feedback loops for more important, less common skills, & vice versa.

Story Arc: (Non-repetitive)

↳ used to deliver a story.

↳ usually linear, non-interactive.

↳ easily burnt-out

TLDR: Gotta mix Arcs & Loops together.

↳ Internal Completeness for Audience.

Guarantee by playing the games
multiple times yourself