



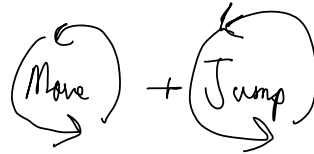


Interactions Loops

- Onboarding 
- Skill Building 
- Error Finding 
- Making meaning of interactions 

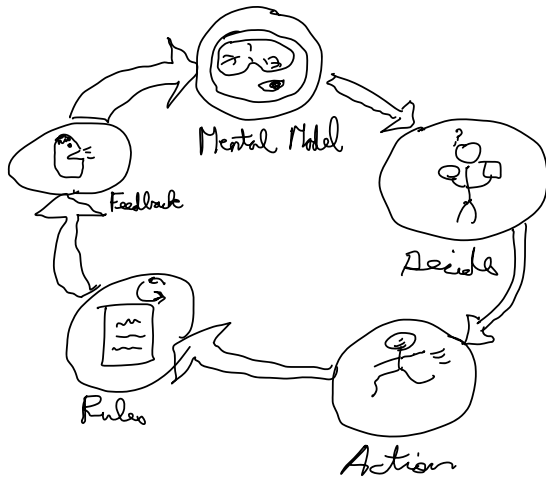
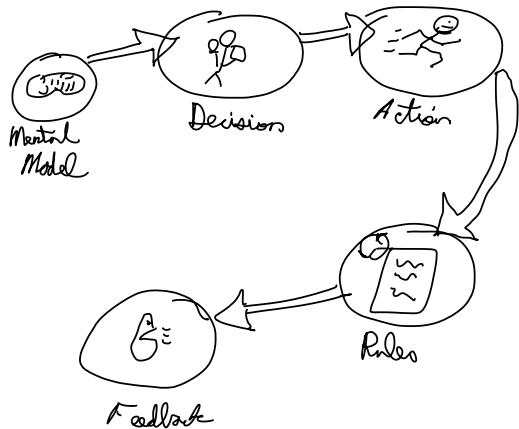
Skill Chains

Compound interactions where players use multiple interaction loops



Interaction Areas

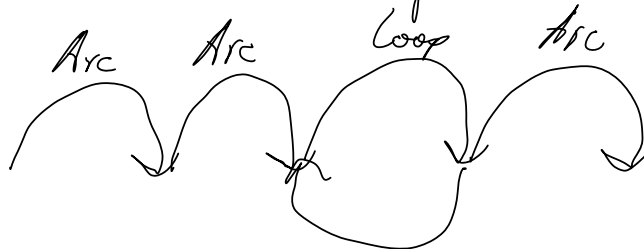
- Tend to deliver evocative content



Examples

- Simple modular actions
- Simple systems
- Evocative Feedback

Arcs + Loops



The key structure to any game is to all between the two.