


WORLD ⇒ full of systems we can **choose** to approach as games
↳ difference b/w. games & reality → stakes are lower ↓ w. games
→ abstracted, iconic

Games are...

→ puzzles 

↳ **clear, concentrated** chunks

↳ powerful **LEARNING** tools

→ disposable ⇒ we get bored of them

↳ "the more **rigidly constructed** your game is, the **more limited** it will be"

game vs. **play**
→ goal! → no goal

↓
both rely on **patterns**

FEEDBACK is central to games!
& so is **FUN!**

 **Fun** ⇒ all about our brains feeling good 😊

↳ trigger release of fun chemicals when we learn something!

↳ fun from games arises out of **MASTERY** + **COMPREHENSION**

→ learning is a drug!!

Boredom ⇒ opposite of learning

↳ new data > new experiences

→ good games: "teach everything it has to offer before the player stops playing" → keeps you hooked ↻

WHAT GAMES ARE

Games coach players to look past their metaphor coatings and find the underlying patterns

↳ violent games don't teach a player how to kill someone, they entertain a player's mind with the math problem/pattern of aiming, releasing, and avoiding mathematically modelled obstacles

↳ not written by writers!

Games \neq Story



↳ side-dish to the main meal of the game → puzzle!

| | | |
|------------------------------|-----|------------------------|
| Game | vs. | Story |
| → experiential learning | | → vicarious teaching |
| → quantize, reduce, classify | | → blur, deepen, subtly |
| → objectification | | → empathy |
| → EXTERNAL | * | → INTERNAL |

GAME

VS.

Story

• Different ways we feel "good":

- fun
- aesthetic appreciation
- visceral reactions
- social status signals

ALSO:

- not just about "fun":
- practice
- meditation
- story telling
- comfort

WHAT GAMES AREN'T