

# What Games Are

? ! ? ! ?  
- a puzzle to solve! ?  
? ! ? !

- a challenge that exercises the mind 

- formal systems that are richly interpretable

- clearly defined with winners and losers, game goals

- Have stories, but aren't just vehicles to tell an overarching narrative

- Games are objective!

a game is not boring, when games are too easy or complex learning steps. Games need constant learning!

# What Games Are NOT

- a story! 

↳ stories teach vicariously, they are internal, better for empathy, blur goals

- boring!

- ! no challenge
- ! too easily "mastered"
- ! no puzzle to solve
- ! no story or logic

- boring games result when

gameplay seems trivial

→ patterns aren't clear

→ patterns are too clear

what is fun?!

- fun comes when games can be interpreted in many ways

- learning is constant

FUN ≠ FLOW

what is the role of teaching?