

Fiction!

- players are trained to ignore the fiction around game patterns

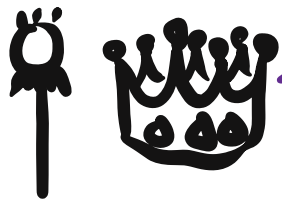


Violence!



- players tend to see past the seemingly violent gameplay since it doesn't matter too much to the core

Power!



- the power-ups or framing of storyline using power doesn't change the game core

Meer delight!

- delight wears away fast
- real fun comes from challenges that are at the margin of our ability



GAME ARENT

Puzzles!



- recognizing patterns
- goal-oriented

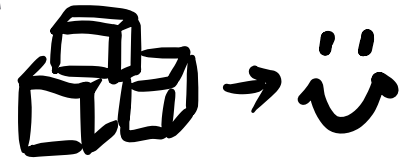
Cognition!



- richly-interpretable
- math problems, variables

Fun!

- feeling good
- releasing endorphins



Learning!



- constantly learning from game
- prevent boredom