What games are

game ≠ play ≠ sports

cognition ✓
feedback ✗

Games are teachers

"teach everything be4
player stop playing"

balance between
challenge and enjoyment

fun → endorphins

Learn ✓
Pattern ✓

✗ Boredom

- too easy
- too hard
- extra data
- too fast

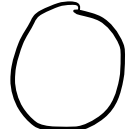# What games aren't

Game ~ metaphors
See past variations
→ underlying patterns

Stories ≠ games

"only a game"
past magic
violence ??

empathy   } objectification
internal   } external
vicariously } experimental

==Fun : master problem mentally==

Aesthetic appreciation

Visceral reaction : master problem physically

Social status signals : standing in community
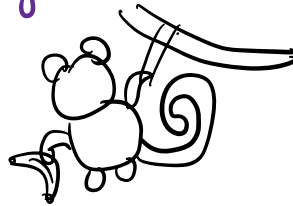
- Rival fail
- expression of triumph
- mentee success
- brag to mentor

Beauty : meet + exceed expectation
only in extreme orders (nature)

Fun: learning > mastery

evolutionary
tribal monkeys

"the zone" "flow" - absolute concentration

≠ fun

Zone of proximal development:
can do , can't do , can with help (game system)

Besides "fun", other reason to play:

- practice
- meditations
- storytelling
- comfort