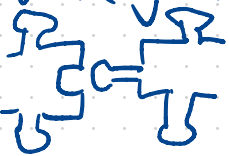
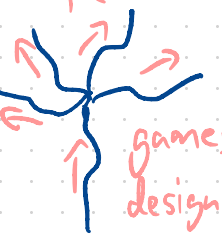
What games are

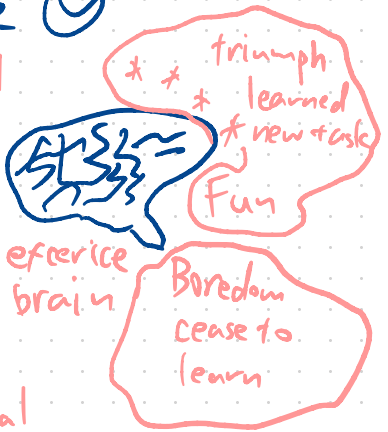
special



unique



games are designed formal systems



Origin of boredom

- too easy
- too hard
- slow pace
- too much at once
- master everything

good game = teaches everything it has to offer before player gets bored.

= teachers

What games aren't

X not all stories

∞ has to have patterns that users learn and narrate their own story

- teaching
- empathy
- flow
- informal
- narrative

proximal development

Fun = mastering problem mentally, with some help, no pressure.

not equal

aesthetic appreciation

social status

visceral reactions

Delight

- recognize patterns
- goes away fast

Surprise or breakthrough

flow

being in zone