

What Games Are and Aren't

Real

- Closer to our perception of reality than reality itself
- We make real-world systems ~~it~~ into games

Patterns

- We learn patterns → boredom Brain desires to LEARN
- Hard:
 - Unsolved math problems
 - Less predictable variables, such as psych

Good game: teaches everything it has, at a good pace

Games	Stories
Teach Experimentally	Vicariously
Objectify	Empathy
Quantize/Reduce/Classify	Blur/Peepen/Subtle
External actions	Internal emotions

Social interactions

Schadenfreude Fiero Naches Kvell

Flow: usually from mastery, not learning