What Games Are

↓

Puzzles to solve, just like everything else we encounter in LIFE
- learning to drive
- play guitar

Difference
- Stakes lower w/ games
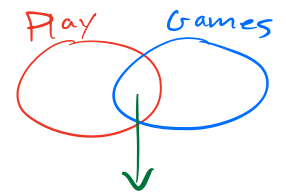
GAMES = limited formal systems
→ boredom is inevitable
→ the more RIGIDLY constructed a game, the more LIMITING it will be

Solution ⇒ + Math problems we don't know answer to } Outside Magic circle
+ More variables

FUN
→ brain chemicals release post moment of triumph
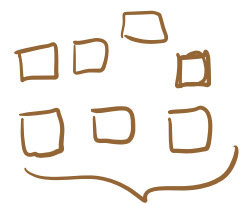→ mastery
→ comprehension

Boredom
→ game stops teaching us
→ no new patterns

all the Same

Play = not goal oriented
• make believe
• toys

Play   Games

iconified representations of human experience that we can practice w/ and learn patterns from

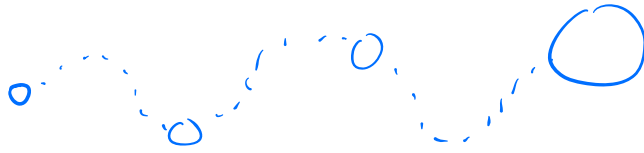Magic Circle

√ Practicing + Learning
⊗ exercising mastery

Fun = contextual

All about learning in a context where there is no pressure from consequence, that's why games matter
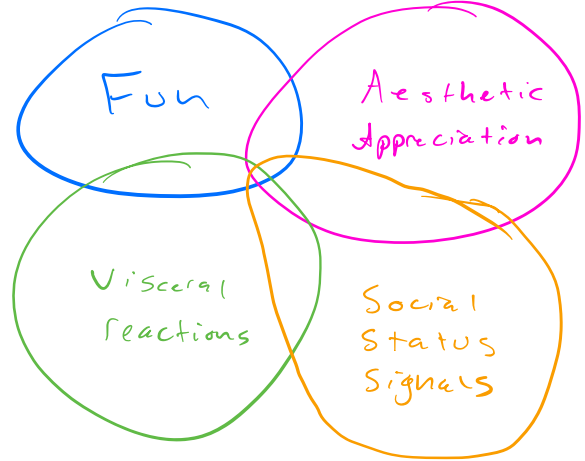
What Games Aren't

By and LARGE

ppl don't play games for the story

→ Stories add interest, not the main element in design, often mediocre

Games ≠ Stories

4 clusters of emotion

Fun

Aesthetic Appreciation

Visceral reactions

Social Status Signals

Aesthetic Appreciation = most interesting
• all abt recognizing patterns, not learning new ones

Reasons to GAME

Practice

Meditation

Storytelling

Comfort