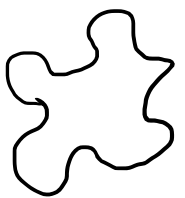


Chapter 3

games =



puzzles



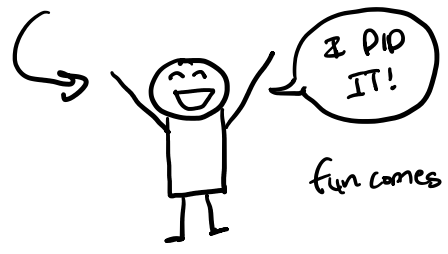
brain needs to be exercised by the game

↳ each special & unique

fun = richly interpretable situations



"the more rigidly constructed your game is, the more limited it will be"



fun comes from mastery & triumph over skill

I DID IT!

learning is the drug!



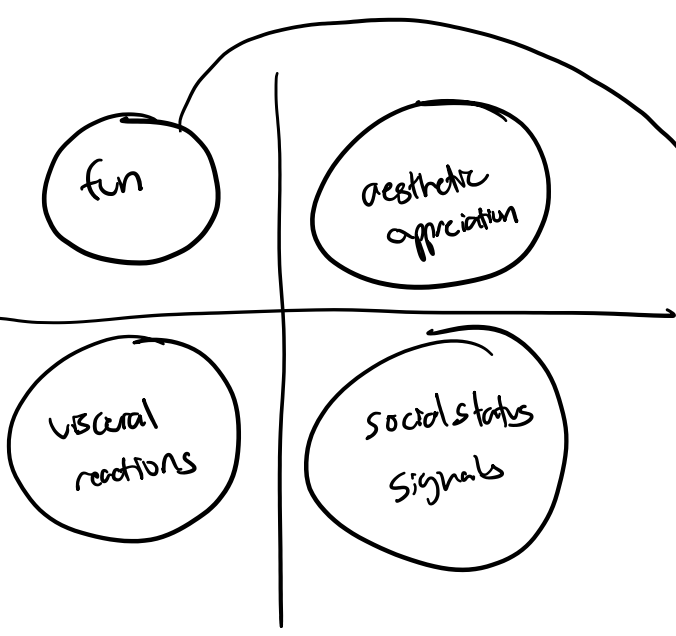
↳ no more learning or patterns

Chapter 5

GAME ≠ STORY



game	story
- experiential teaching	- stories teach vicariously
- objectification	- empathy
- reduce / classify	- blur / deepen
- external actions	- internal emotions / thoughts
- generate narratives	- provide narratives



↳ feed back from brain when absorb / learn patterns