

GAMES ARE...

abstracted & iconic versions of reality

reality

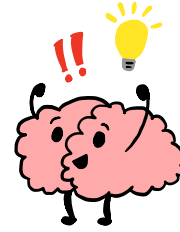


games

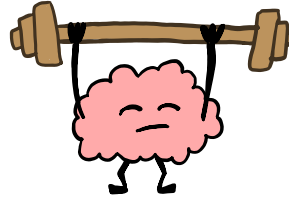


powerful learning tools

puzzles to solve



exercises for our brains

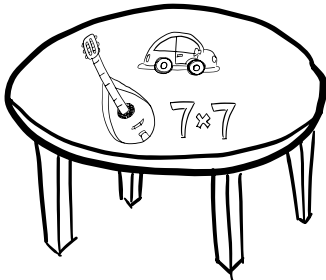


on the same order as learning how to

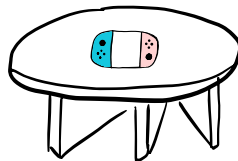
- drive a car
- play the mandolin
- multiply 7 times 7

EXPECTATION

THE ADULTS TABLE



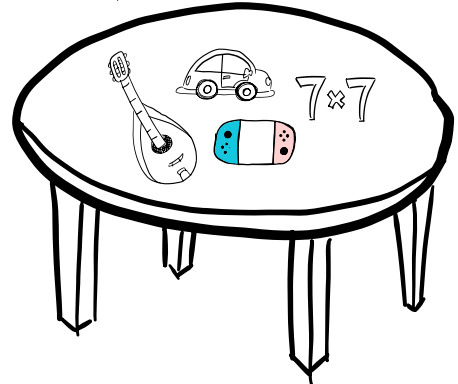
THE KIDS TABLE



vs.

REALITY

THE TABLE OF LIFE

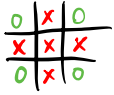


BOREDOM

is the opposite of

LEARNING

A game is no longer FUN if it stops teaching us. If it is too easy, or too hard.

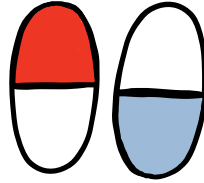


FUN from games arises out of MASTERY. COMPREHENSION. PROBLEM SOLVING.

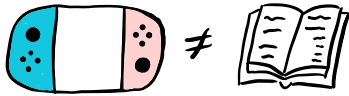


with games, LEARNING IS THE DRUG.

there are a variety of COMPLEX COCKTAILS OF CHEMICALS that result in different sensations

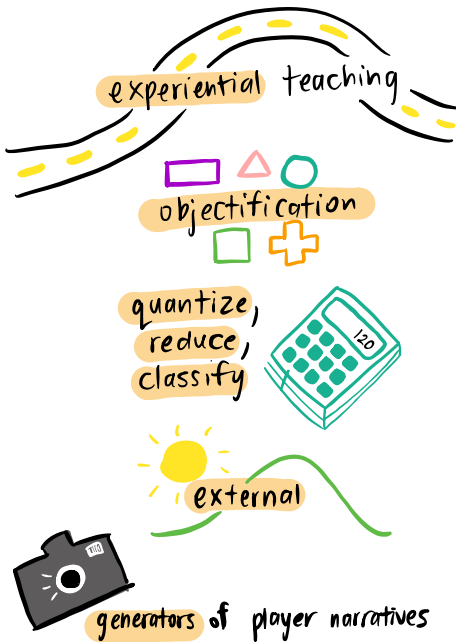


GAMES ≠ STORIES

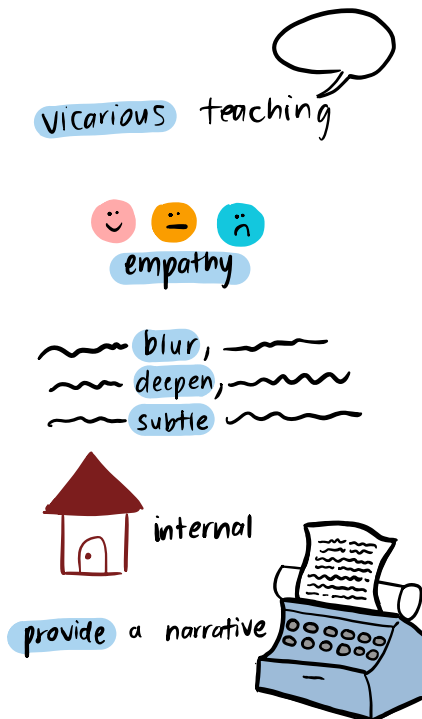


HERE'S WHY.

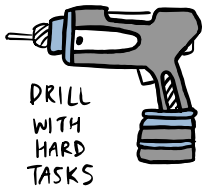
GAMES



STORIES



OTHER REASONS TO PLAY GAMES



MEDITATION



STORYTELLING



COMFORT

