What Games Are

game = puzzle
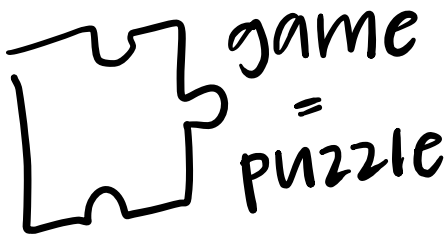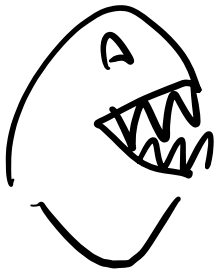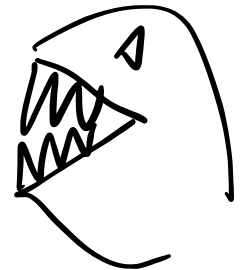
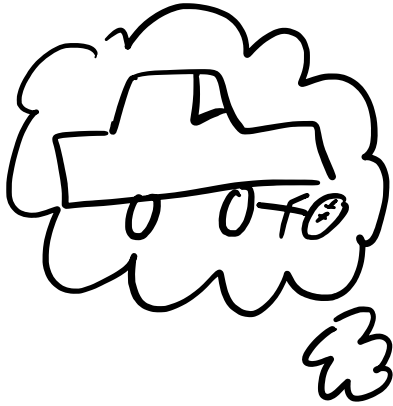= BORING!!

↓ more variables

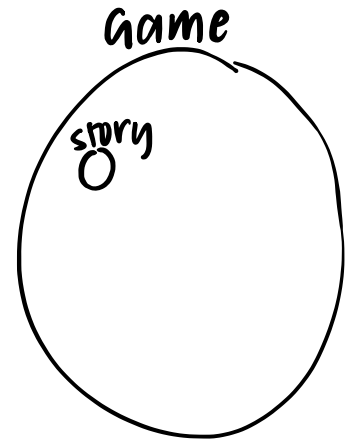↓ unsolved problems

excessive order

FUN
master new task!
learning!

excessive chaos

What Games Aren't

setting ≠ what game is REALLY about (teaches)

game

story

Game emotions!

fun — mental mastery

context: no consequences

aesthetic appreciation

pattern recognition

x

surprise

visceral reaction — physical

social status signal

why we play:

(1) practice

↻

(2) meditation

□ □ △
○ ○ ▢
◇ △ ▢
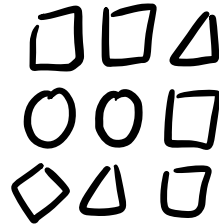
(3) storytelling

···· 📖 ····

(4) comfort

ε3 ← (LIFE) → ε3
↓
ε3