

formal elements

path

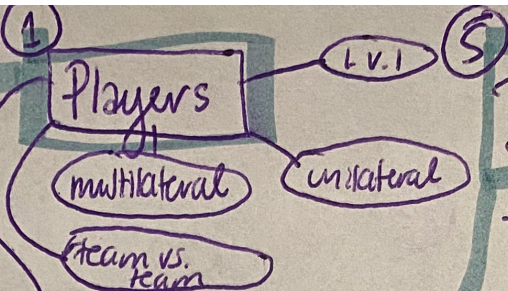
create a way to MOVE

variation in jump

extra/lost turn

game: a structured conflict with winners & losers

taking on voluntary dilemma



Boundaries

→ magic circle (maybe edges of auditorium)

④

PROCEDURES

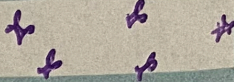
- rules
- mechanics
- adding to the dilemma

② Objectives

+ can have more than 1

③

Outcomes



↳ who wins?

alignment

construction (toys)

solution

Playing Like A Designer

- observe while experiencing
- ↳ in the moment while in
- ↳ why am I experiencing a major emotion?

Learned Biases

→ knowing how to play without a manual

- ↳ a good designer plays all games!
- ↳ even ones you don't like

- first order optimal strategies
- practical solutions