

AREAS

CHUNKS FOR



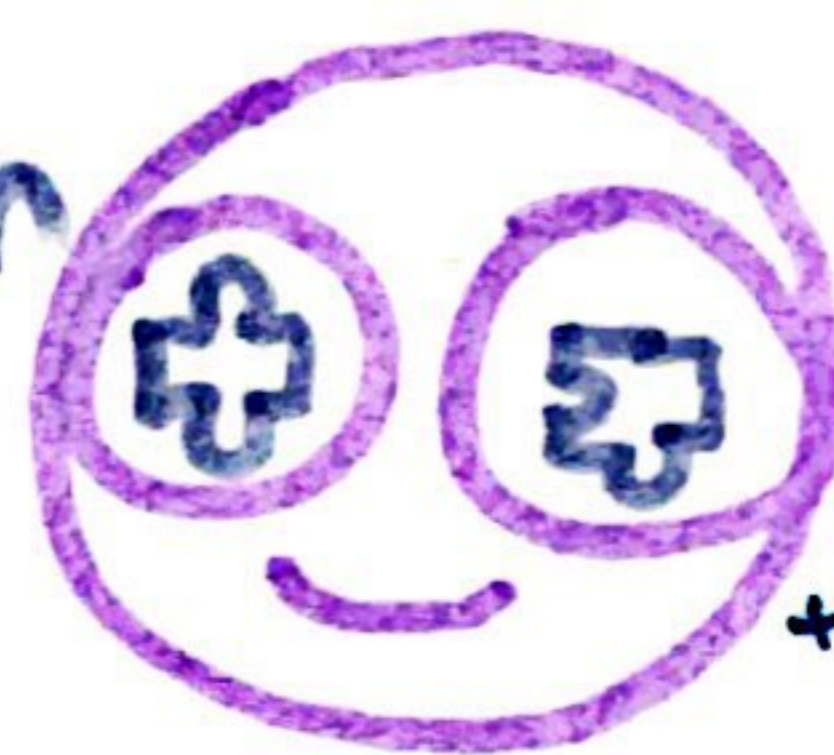
- make choices
- resolve conflict

CHEWING

RECEIVE + E

rocking

learn



ing!
- represent the human experience!

triumph & mastery

master headband



master butt

limited ...

- align with brain
- more rigid, more limited, fear boredom.

not too much!

- brain needs freedom, but also some guidelines

games are

- iterable
- feedback

games graded = BAD.
"the story itself is the fun of learning"

patterns...

NOT

- stories UNLESS ...
- teachers UNLESS ...
- physical challenges UNLESS ...
- delight
- violence
- fun

feedback for absorbing patterns for learning ... help us learn, but not defining factor of games.

(arrows & flow??)