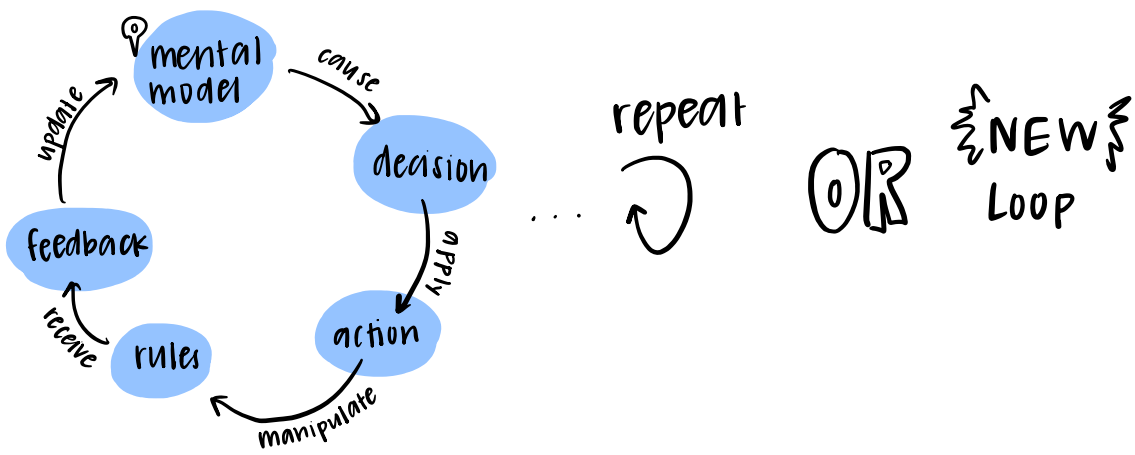


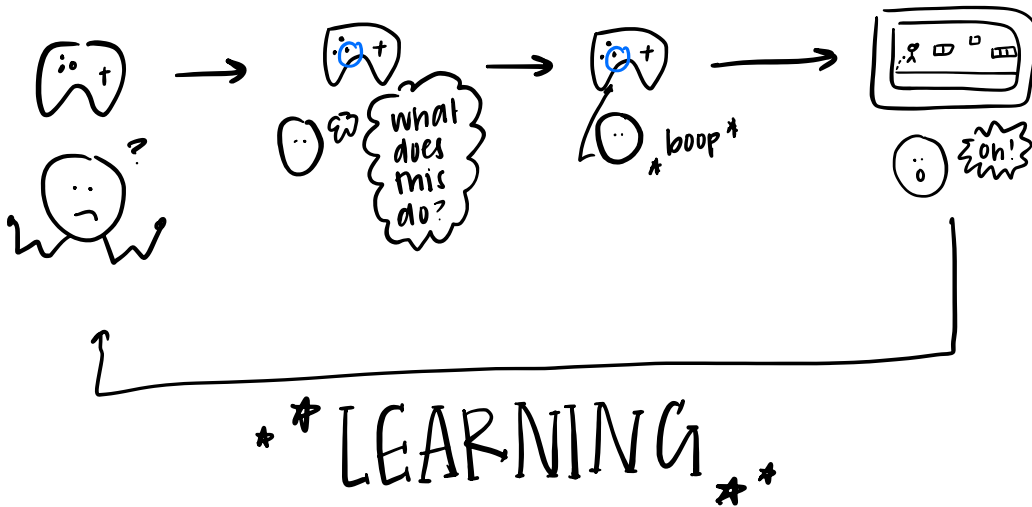
# INTERACTION loops + ARCS

## LOOPS

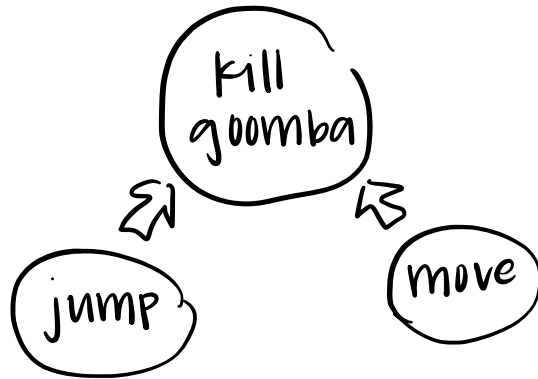
steps of an interaction in a game:



ex:



# COMPOUND INTERACTIONS

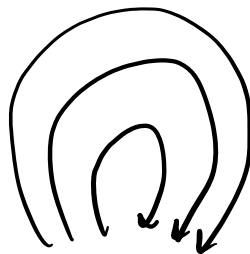


more "advanced" skills



master lower level  
1<sup>st</sup>

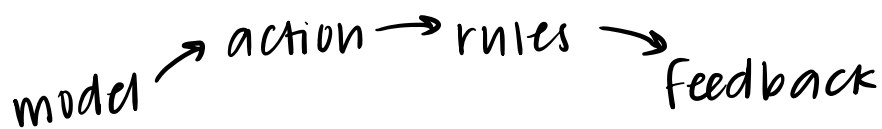
# FREQUENCY



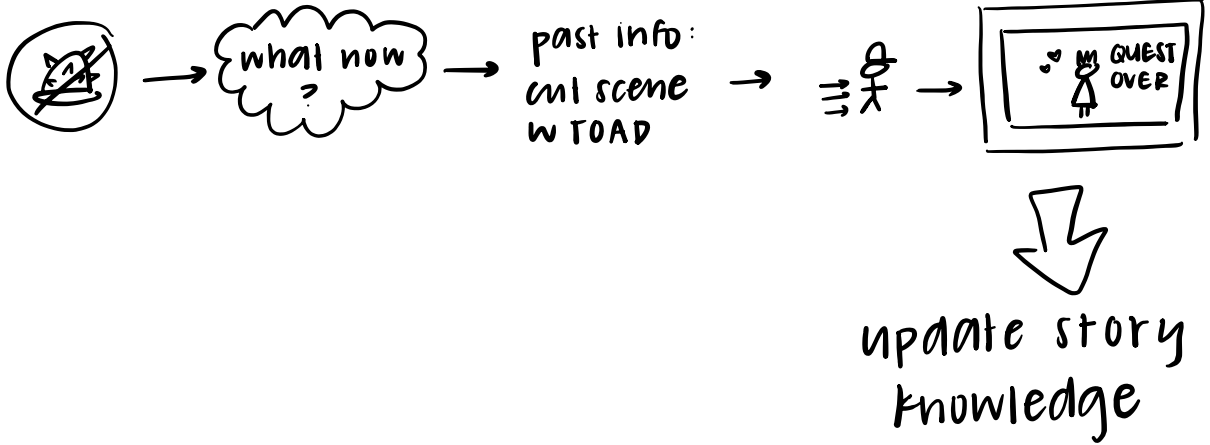
• how often is a skill used? •

# ARCS

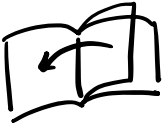


to deliver evocative content



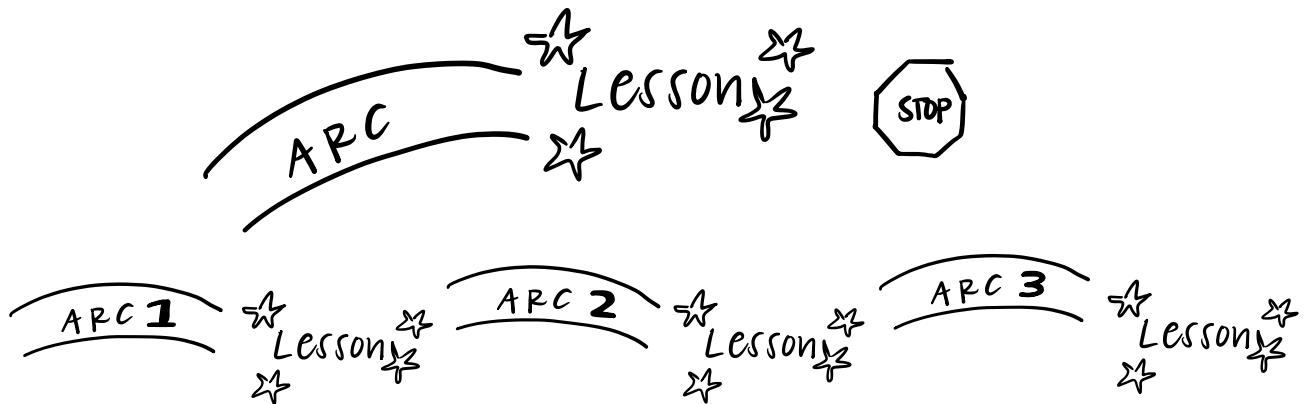
ex:



## WHY?

- ① simple modular actions  explore more
- ② simple systems  convey content
- ③ evocative feedback  connect mental models

## SUCCESS STORIES



# COMBO (game architecture)

· What repeats, and what does not ?

ex) PARALLEL ARCS



LEVELS

