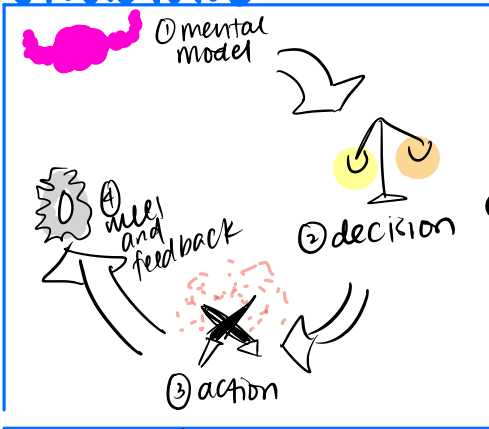


# Interaction loops

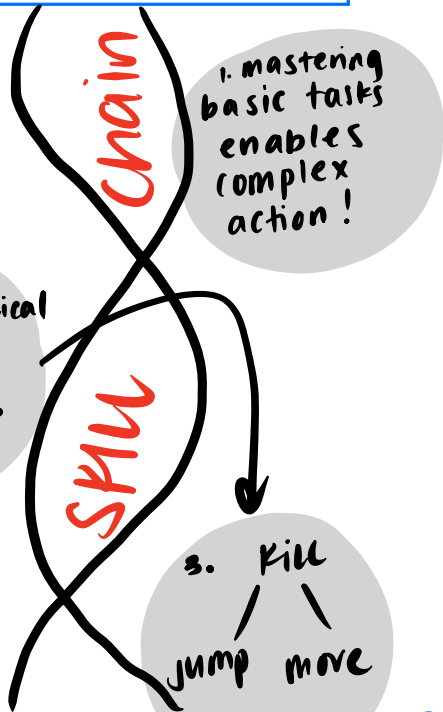
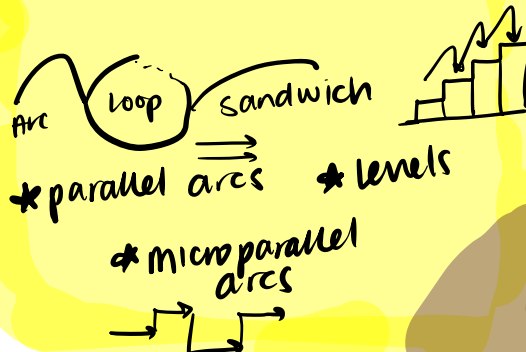
## Structure



sequence of arcs

### HOW TO AVOID BURNOUT!

## Mixing Arcs + Loops



## When to use loops

### Frequency

### Interaction Arcs

Interaction loops must have variable frequencies to ensure most impact

1. model
2. action
3. rules

+ feedback

