

- mental model P

- decision

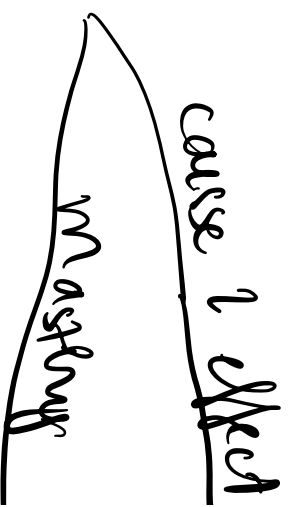
- action ⇓

Innovation loops - rules R

- feedback

- updates ↻

- specific skill



∞

Skill chain

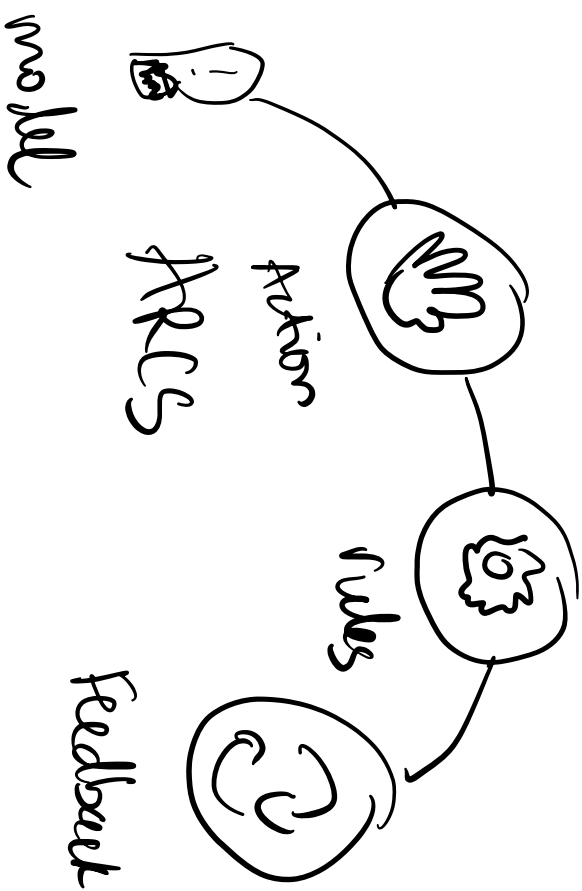
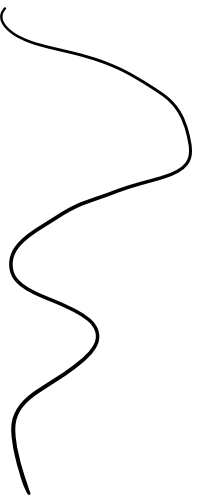
compound interactions

- hierarchical order

- low-order interaction

- role of skill σ

Frequency

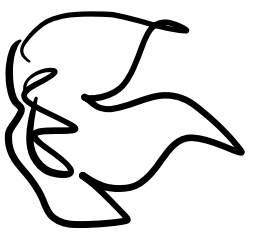


- single modular actions
- simple system
- no active feedback

for golden path
for successful story

Careful:

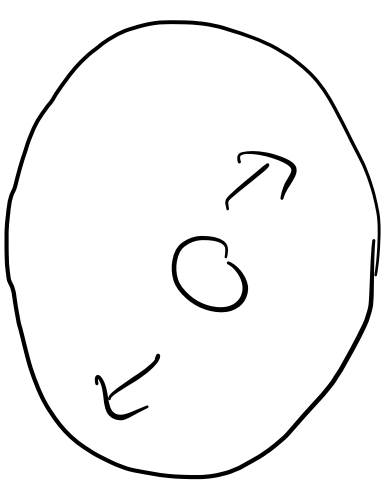
burn out



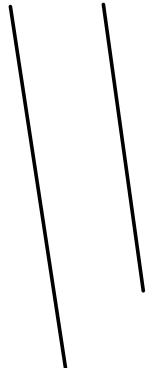
content treadmill

personal experience

to expand loop



Game architecture:

- parallel arcs 

- levels 

- micro parallel arcs

→ data type loops & arcs in

existing game forms: art, music, narrative...