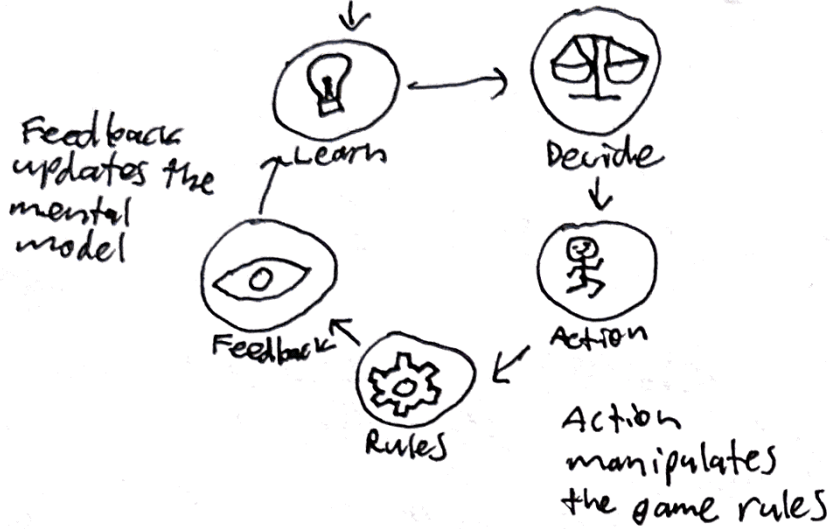


Interaction Loop

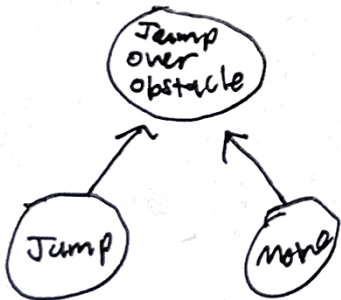
Player has a mental model



Mastery arises after repeated passes

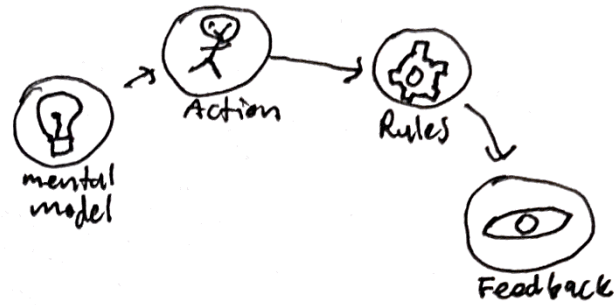
Skill Chain

Lower-order interaction loops contribute to higher-order compound skill interaction loops



Interaction Arcs

Delivers evocative content instead of developing skills



Used to convey key ideas

- Simple modular Actions
 - Player takes simple action to gain info
- Simple systems
 - Display content to player
- Evocative Feedback
 - Links together existing mental models



Arcs and Loops can mix together

- Parallel Arcs
 - Plays alongside core gameplay loop
- Levels
 - An arc in which players may loop
- Micro Parallel Arcs
 - Evocative stimuli as a player progresses