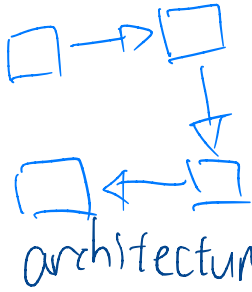


Content treadmill



Starts with mental model...

Interaction loops and arcs



decide
explore...
based on existing mental model

action
push button
mario... 

arcs

parallel

emotion


build up.

update mental model

- △ simple module actions
- △ simple systems
- △ Evocative feedback.

learn
cause and effect

rules
game executes the rules

feedback
mario jumps 

evocative elements

narrative



texture...