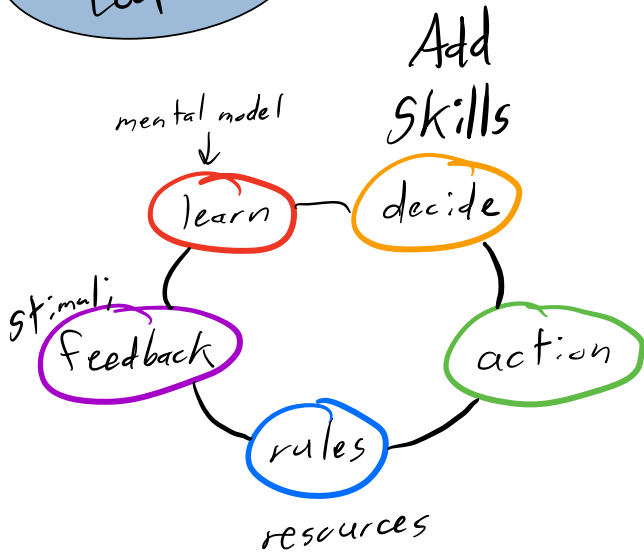
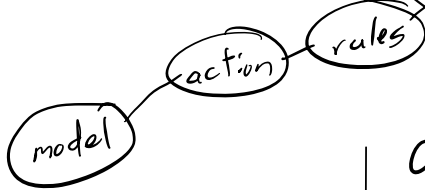


Interaction Loops



Interaction Arcs

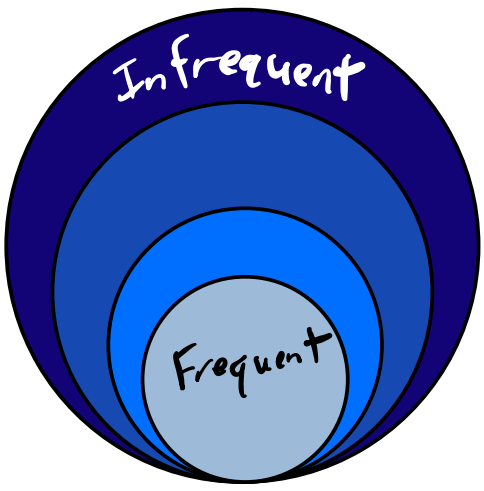


- 1) Mental Model
- 2) Decision
- 3) Action
- 4) Rules
- 5) Feedback

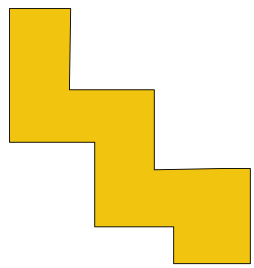
- Often have:
- Simple modular actions
 - Simple systems
 - Evocative feedback

Simple skill 1
+ Simple skill 2
COMPOUND SKILL

Diff frequencies for interaction loops



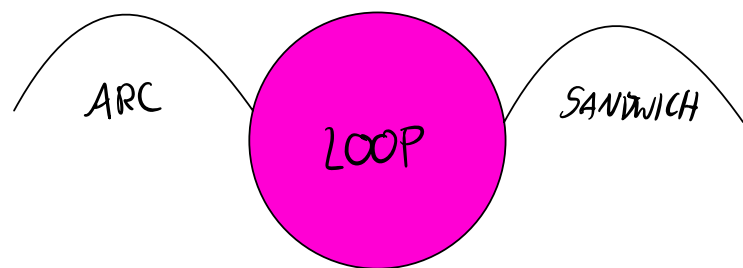
Golden Path



Avoid **BURN OUT** w/ Sequence of Arcs

- string together serially
- can lead to content treadmill

Loops + Arcs



- Parallel Arcs
- Levels
- Micro-Parallel