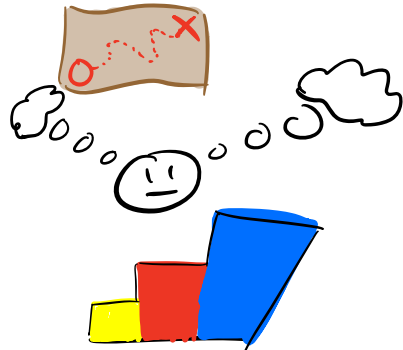


LOOPS + ARCS

Interaction loops

- 1) Player starts w/ mental model that prompts them to...
- 2) make a choice
- 3) Apply an action
- 4) manipulate rules
- 5) receive feedback
- 6) that updates mental model = learning

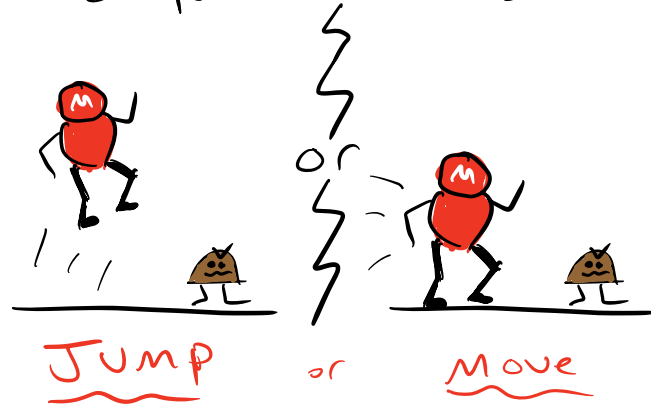


Think Mario

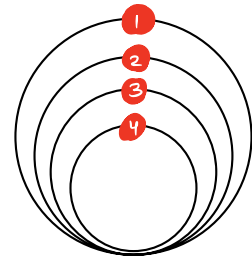


Skill chain

Compound interactions



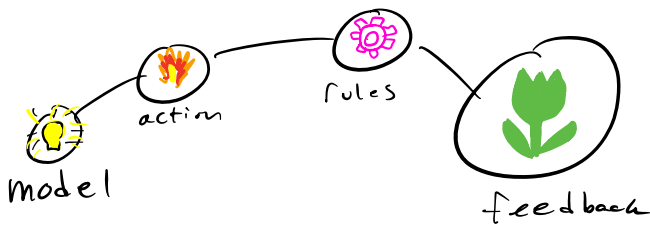
Frequency



helps w/ pacing

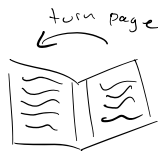
Interaction Arcs

- Start w/ mental model
- apply action to update system
- receive feedback

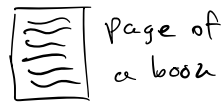


Arc functionality

Simple modular action: Skill not goal



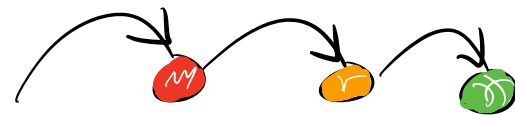
Simple systems: display content



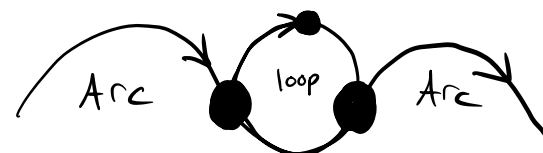
Evocative feedback: links arcs together

Sequence of Arcs

X Burn out X



Mixing loops + arcs



- parallel arcs
- levels
- micro parallel arcs