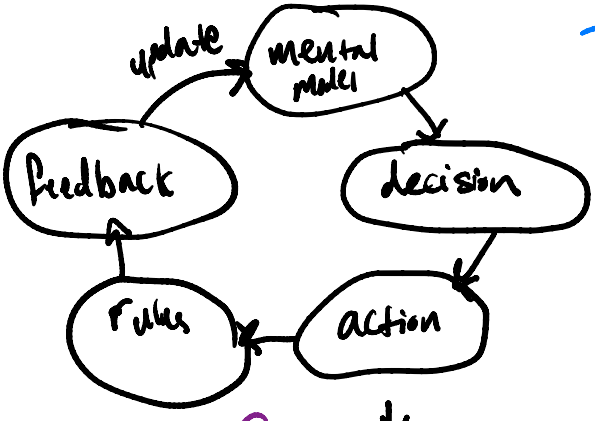
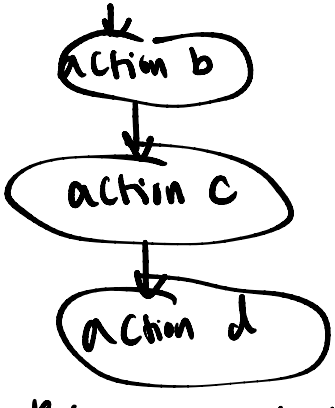
Interaction Loops



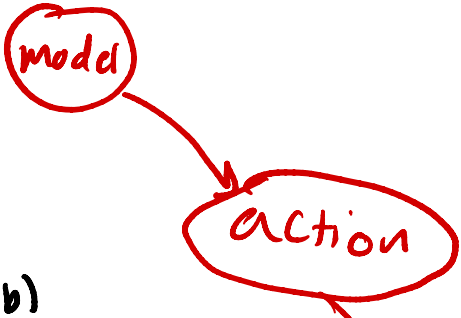
used to develop skills

compound interaction

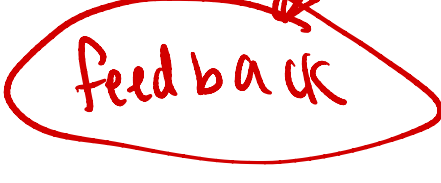
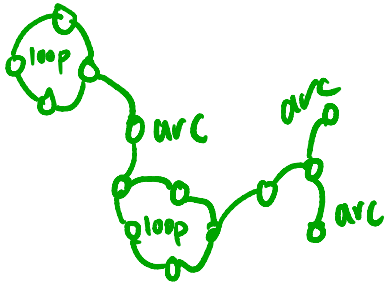


* lower skills/actions (b) must be mastered before higher ones (d)

Interaction Arcs



used to deliver evocative content



Game Architecture