

disenchantment = complex cognitive duties to operate / slow
states 50% 50%



Moving from Mechanical to Digital

- people intrigued when uncertainty is involved
- even with more from physical → digital
- spinning visual wheel still kept in digital interfaces to keep user entrained!

the ~~rise~~ of modern gambling
from Brooklyn, NYC

The Calculation of Enchantment

slot machines are calculated, designed to create a sense of
Randomness



Programming Chance

by Matt Hyatt



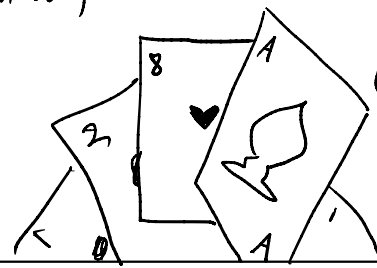
- digital chips heavily skewed to make the player lose
virtual reels encoded as numbers, i.e. 5-8
- a real reel:
i.e. Bar, cherries, guns

clustering

& near misses

- started in 1982

getting close to win keeps people entrained and more engaged than a far miss



Reconfiguring Loss

designs have focused on getting gamblers to continually play = "SOO CLOSE!"

near miss psychology to keep players entrained is not illegal, although immoral in my opinion

Disenchantment

- even extremely smart people lose inhibitions & intuitions
- doesn't matter what they're taught

teaching people about the odds of gambling doesn't stop them from the disillusionment of JOY!

Enchantment