

What Games Are And Aren't

British Nucleus



Incomplete Definitions / Basis:



Disconnect from Reality →



They are about cognition and learning to analyze patterns



* The more rigidly constructed your game is, the more limited it will be *

BUT THEY (PEEW) REAL

Games, unlike **BOOKS** can respond to brain with **Feedback**



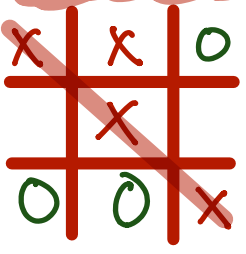
Fun is all about our **BRAINS** feeling good, variety of cocktails to do this,



- Master Task
- Learn something
- Comprehension
- Solving Puzzles

FUN

WAYS BOREDOM STRIKES:

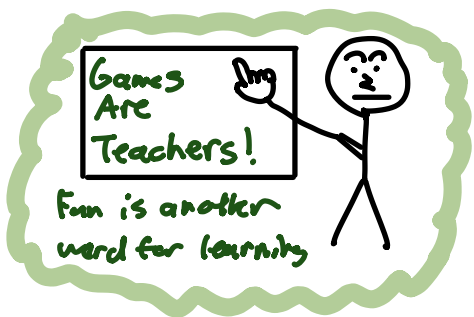


- dismissed as trivial
- uninteresting depth
- "Too hard" / difficult patterns
- "Too fast" mechanics revelation
- Fun exhausted / Game beat

In Games, learning is the **DRUG** →

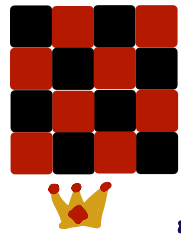
Boredom is the opposite of learning

Boredom ^{and/or} **F**rustration are the opposite of **F**un



- They Teach You...
- how to understand self, others, reality
 - How to imagine

Learning is Boring
(To many b/c tk)
Transmission is Wrong



Games are NOT pure, unadorned abstractions
"king Mt" = Aesthetic, fantasy

BUT

Mathematically speaking metaphors, names of pieces are irrelevant,

Games Look Past the



GTA V = guesses, not crimes

appearance, for the true underpinnings of the game.

Fun is contextual
You get positive feedback from the Serial Ladder

Games ≠ Stories



- experiential vs. vicarious
- objectification vs. empathy
- reduce, classify vs. blur, subtlety
- external vs. internal

Games **G**ive

- practice meditation
- storytelling comfort

