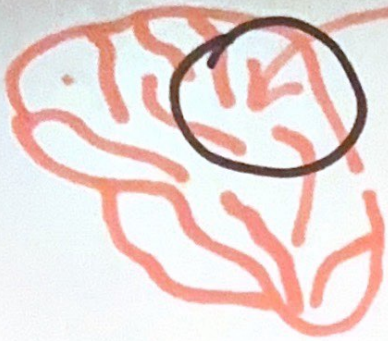


WHAT GAMES ARE



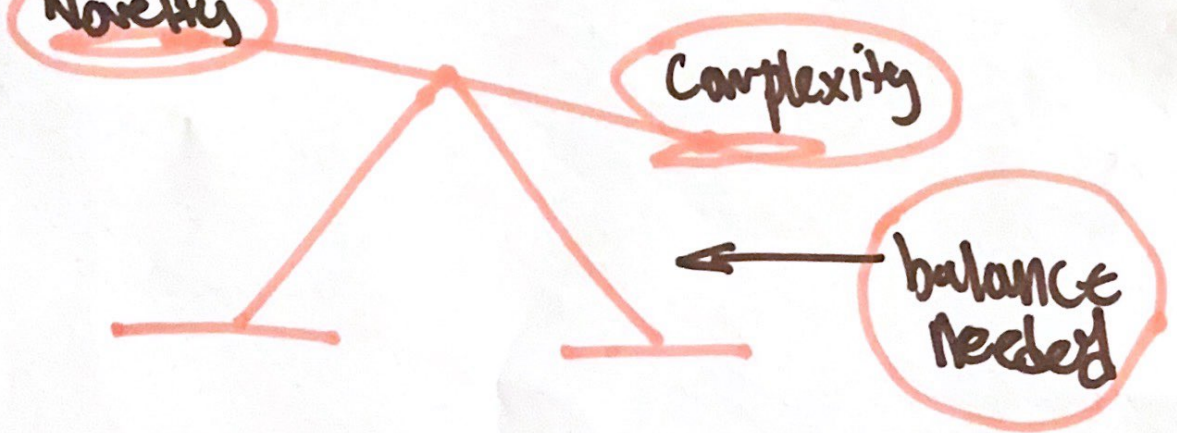
Brains Represent
abstract simulations
THEY HIT DIFF

GAMES

- LEARNING TOOLS
- simplify complex systems
- Represent patterns

FUN IN GAMES = mystery + comprehension
Opposites

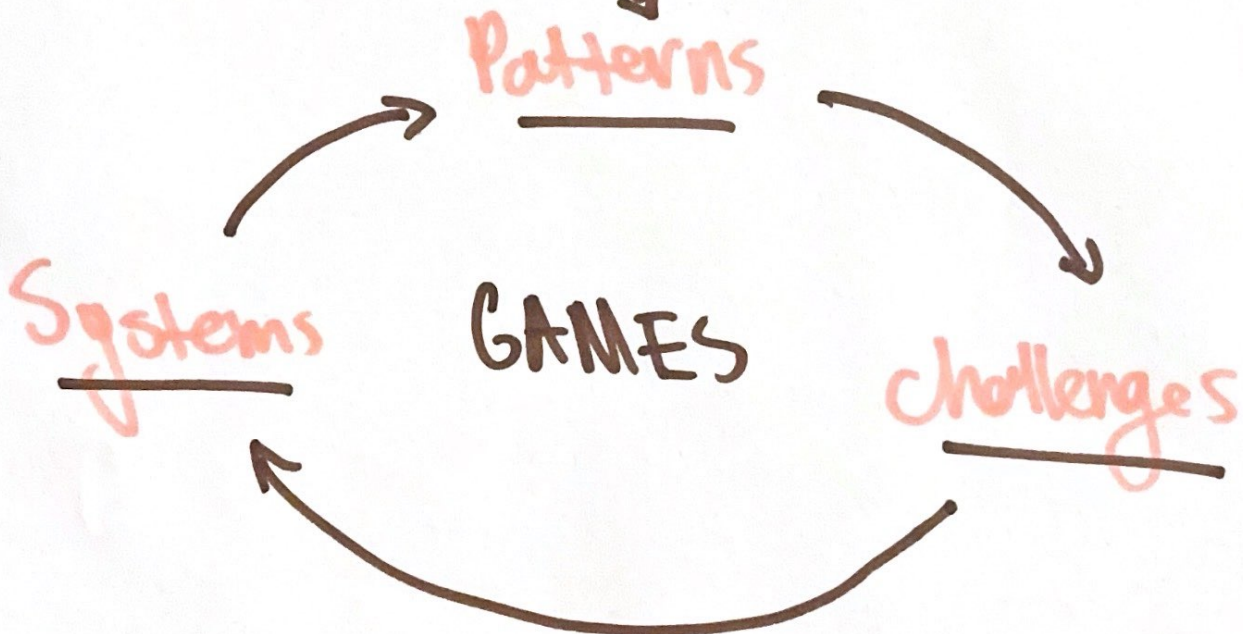
BOREDOM ← Novelty → LEARNING



LONGEVITY = OFFERING NEW LEARNING

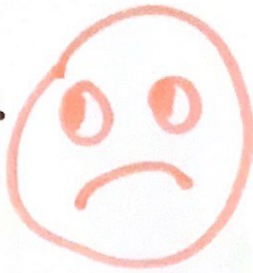


GAMES ARE
JUST INTER-
ACTIVE
LEARNING

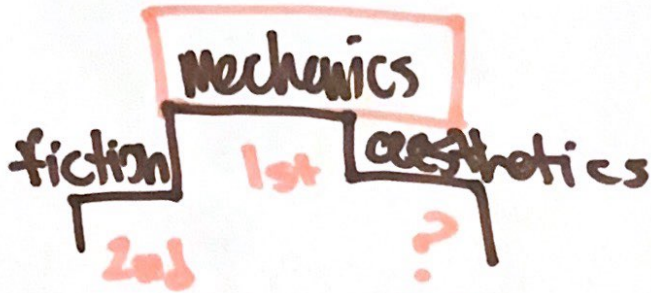
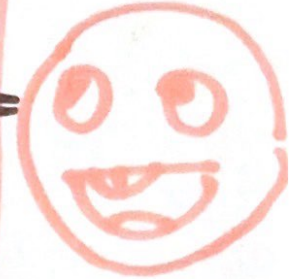


WHAT GAMES AREN'T

GAMES
w/o fictional
Elements



GAMES
w/ fictional
Elements





STORY

BUT IT CAN'T
ALWAYS HELP!

ALT.
OPTIONS

Physical
challenges

autonomic
responses

Social
interactions