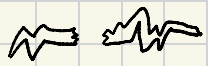


What Games Are!



Disconnect from



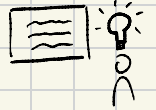
Reality

Games are

Unique!

Games have

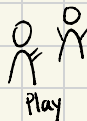
SO many limitations



Powerful learning tool



They are teachers.



Play



Game



Sport



formal by systems



by Disposability

Brain CRAVES info.



Are we sure?

Games are real!

Games are puzzles to solve!



Depictors of patterns



Brain visualization



A source of enjoyment

FUN

comes from "rich interpretability"



The Book of Rules

= 2+2=4



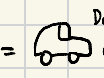
Rigid

of!



Flexible

Freeing



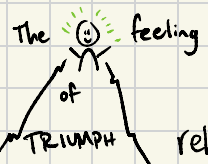
Driving a car



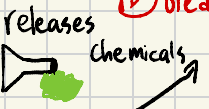
Playing a mandolin



Learning is the DRUG in games



The feeling of TRIUMPH



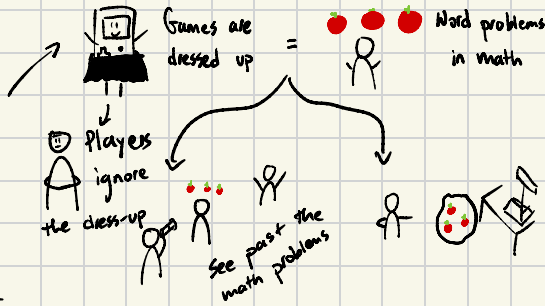
releases chemicals

Boredom

is the opposite learning.

What Games Aren't

Game system \neq Game
 Harry Potter Stories \neq Game



Things that are enjoyable, but not fun



Schadenfreude:

gloating when a rival fails at something

Fiero: the expression of triumph when achieving a significant task

Naches: the feeling you get when someone you mentor succeeds

Kvell: the emotion you feel when bragging about someone you mentor

Social Behaviors: signals of intimacy representing relative social status

Routes for Game Development

① Grafting a story on a game



② Story first



Stories add shading to a game, but core remains unchanged.

Definitions

Fun: Mental mastery of a problem

Aesthetic Appreciation: \neq fun, but is enjoyable

Visceral Reactions: physical in nature, physical mastery

Social status signals: intrinsic to our self-image and our standing in a community

Storytelling: some games come with stories, and some players might enjoy those stories

Comfort: games offer an escape to playing in a space which is fully understood - where mastery can be practiced with little risk

Other Reasons to play games

Practice: games are "deliberate practice machines" - drilling on challenging tasks over and over



Meditation: using a focus object and engaging in repetitive behavior



Fun is learning in a context where there is no pressure from consequence = GAMES