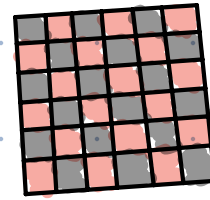


# WHAT GAMES ARE AND AREN'T

games are

puzzles

most games provide misdirection



like chess and checkers

in the magic circle

systems of learning  
problem-solving

teachers



a good game teaches everything it has

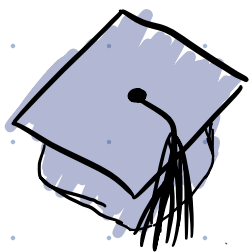
Boredom

new info  
can't find

opposites

Learning

new info  
found



education

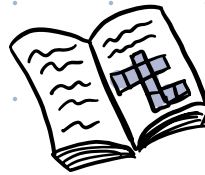
(when talking about their "dressing" / appearance)

enjoyment

"about" their theme  
"king me" could be changed w/o changing gameplay

games aren't

stories



(solve crossword to continue)

Zone of proximal development

Flow

Flow ≠ fun

do w/o help

cannot do

do w/ help

fun!

helped by game system

absolute concentration

must... beat... level...

Fun

mental master of problems

Aesthetic appreciation

enjoyable

Visceral reactions

physical



Social status signals

Schadenfreude  
hahn  
hates each other

fiery  
you  
Hijack  
first go on to walk down

Evell  
yeah they're awesome  
I did it!

Social behaviors  
intimacy  
relative status  
here comes the chess chess