

Good game: teaches everything to offer before player stops playing

Grow boring if nothing left to learn

Mastery & Comprehension

Involves learning some kind of pattern

Creates fun through learning

Lower state than reality

Puzzles to solve

are

What games

Can be

Practice

Meditation

Storytelling

Combat

aren't

Stories

Stories are just side dishes

Beauty/Delight

- Found in tension between beauty and expectation
- Fleeting
- Game is about fun of learning, beauty/delight is epilogue

Social status

- Games are not real
- Does not affect social standing

Flow

- Flow is different from fun
- If flow of new patterns slow, we can get bored.

Stories

- Teach vicariously
- Empathy
- About emotions and thoughts
- Provide a narrative

Game

- Teach experientially
- Objectification
- About people's actions
- Generator of player narratives