absorb patterns for learning purposes
(do I believe this?)

GAMES
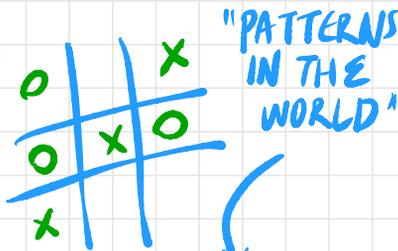
"PATTERNS IN THE WORLD"

O | | X
X | O |
O | X | O
X | |

8 TYPES OF FUN
1 sense pleasure
2 make believe
3 drama
4 obstacle
5 social framework
6 discovery
7 self discovery / expression
8 surrender

FUN (is contextual)
mastering a problem mentally

VISCERAL RXN.

schadenfreude.
frero
naches
kvell

The brain craves STIMULI

SYSTEMS
we can choose to view as games
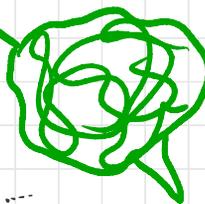
Games... Fundamental Learning Tool

POWER
but games are not stories.
EXPERIENTIAL TEACHING

violence — convenient metaphor? ...idk

emotions w/ interpersonal
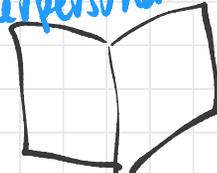
VS
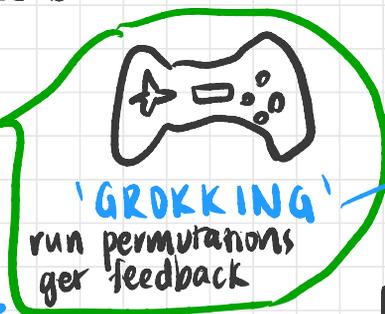
'GROKKING'
run permutations ger feedback

?

'LOGICAL CONSCIOUS'

LINGUISTICS
nesting
TOO MUCH

LEARNING IS THE DRUG — boredom is opposite of it

IF NOT FUN...
1) Practice
2) Meditation
3) Storytelling
4) Comfort

elements from w/in the MAGIC CIRCLE
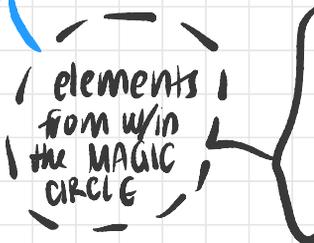
LIMITED
formal systems
well designed game!