

Fun! the act of mastering mentally

Aesthetic appreciation maybe not fun BUT enjoyable

Visceral reactions relate to physical mastery

Social status symbols intrinsic to self image



games work with the natural order of your brain



challenge it!

but not enough to become bored

less rules = more possibilities = longer play time

games make your brain feel good

but not bored...

You have a chance to feel triumph! from learning

Your brain HATES being bored!! this happens when games are too easy to feel triumph or too hard to learn ::

Although we know that games may have a magic circle that feels like a story we're taking part in...

Games are not stories,

- experiential teaching about actions
- generate narratives for player
- reduce, quantify, classify... have rules?

about peoples emotions / thoughts provide a narrative



Atrocious sentiments may be encoded into games... don't fucking do that as a game designer or kids will be impressioned to be terrible

games as power fantasies games rewarding player, even for behavior that is violent

now a convention!

terms like "mastery" as a measure of fun feel kind of related to these ideas of feeding into player ego; allowing nasty behavior within the game which effects real life ::