

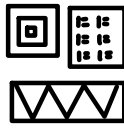
WHAT GAMES ARE AND AREN'T

# WHAT GAMES ARE

GAMES AREN'T LIMITED TO THEIR

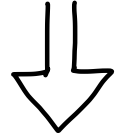


THEY DEPICT PATTERNS

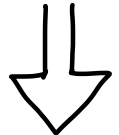
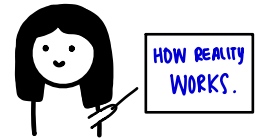


FROM THE REAL WORLD

GAMES ARE FUNDAMENTAL & POWERFUL LEARNING TOOLS



THEY'RE LIKE TEACHERS

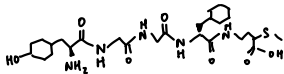


WHEN GAMES STOP TEACHING US WE GET



## WHAT IS A GOOD GAME?

A FUN GAME THAT RELEASES

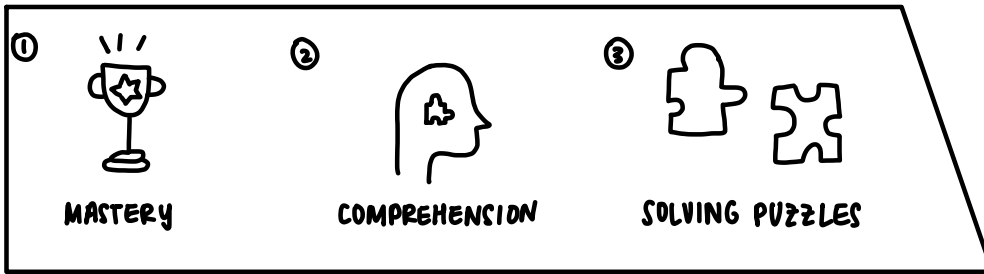


ENDORPHINS WHICH HAPPENS THROUGH...

not about new experiences but



new experiences = whole new system



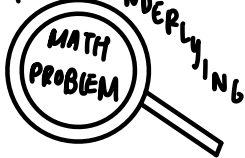
# WHAT GAMES AREN'T

GAME SYSTEM



GAME SYSTEMS ARE DRESSED UP WITH FICTION IN ORDER TO...

1 TRAIN PLAYERS TO SEE UNDERLYING



2 RECOGNIZE REAL-WORLD SITUATIONS WHERE MATH IS LURKING



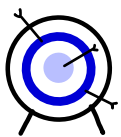
THE STORIES DON'T COME FIRST

GAMES ARE NOT ABOUT



## GAMES ARE ABOUT FUN & FUN IS ABOUT LEARNING

BUT GAMES ARE ALSO ABOUT



PRACTICE



MEDITATION



STORYTELLING



COMFORT