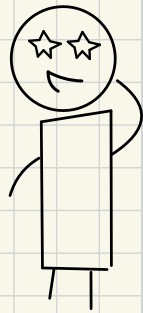
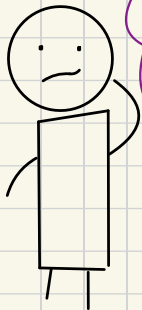


1



• Players begins w/ **Mental Model**



Interaction **Loops** and **Arcs!** - Daniel Cook

8

I deally, **integrated** w/out non-skill teaching narrative elements, and harmonize loops, arcs, & core mechanics!



2

Now players make initial **decisions** under uncertainty.



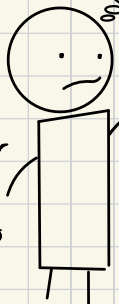
What's this thing?

4

Get **Feedback** **LOOP**

3

Now the player can take **ACTION**, this is where the **loopy fun** starts!



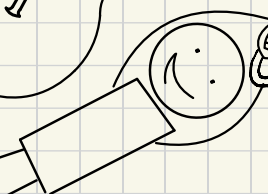
5

Now we can **Update Mental model** based on feedback.

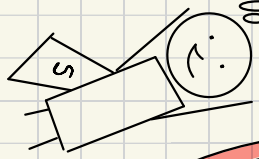


6

Skill Chains Hierarchical Skill Development



I love arcs w/ loops • Brain loves the mix of **arcs** and **loops!**



Arcs Rule!

7

Arcs: Specific one-time experiences or challenges

But... **Not integrating them w/ loops** can lead to **player burnout!** or **Boredom**

