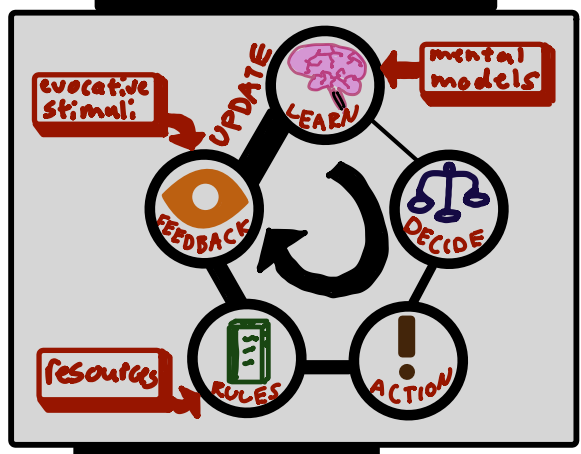


Game Architecture (Loops and arcs)



Interaction Loops

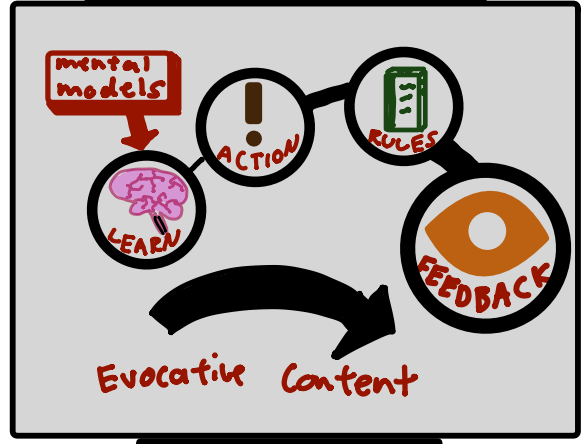


Interaction Loops Build Practice With Specific **SKILLS**
Mastery after repetition (100x)

Loops occur at different frequency
MOBA? < 15
MMORPG? week/month

Compound Interactions Form A Skill Chain

Interaction Arcs



Interaction Arcs Deliver Evocative Content, like a **STORY**
Executed Once or Twice

Arcs are Temporary, but last longer if sequenced

Arcs delivers Success Stories **GOLDEN PATH**

Combining Arcs & Loops

Arcs add content to functional loops. Both are ingredients for success.

The structure of loops and arcs is a design's **GAME ARCHITECTURE**

Parallel Arcs (music)

Levels

“What ^{Loop} Repeats? What ^{Arc} Doesn't”