

# INTERACTION LOOPS & ARCS

GAME DESIGN INTEGRATION

mixing loops and arcs

Micro parallel Arcs  
Parallel Arcs

Skill Acquisition

Learning

problem solving

APPLICATIONS OF INTERACTION LOOPS

STEPS

1. Player starts with mental model

2. Makes decision

3. Takes action

4. Manipulate rules

5. Receive feedback

6. Update mental model



DEFINITION

Steps showing how a player interacts with a game and how it responds

STRUCTURE

similar to loops but focus on delivering pre-digested stimuli

INTERACTION ARCS

Unlike loops arcs deliver narrative and evocative content

EXPANDING GAME UNDERSTANDING

absorbing GAMES

SKILL CHAINS

Untangling loops & arcs

Learning to jump in Super Mario

Hierarchical structure: basic skills to advanced ones