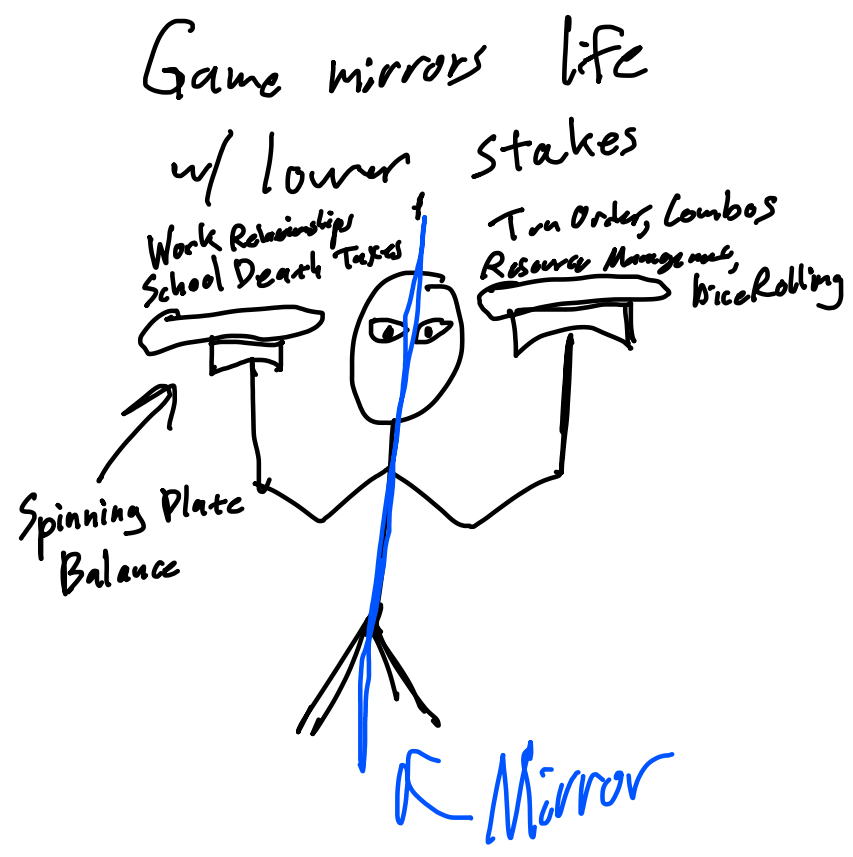


Theory of Fun

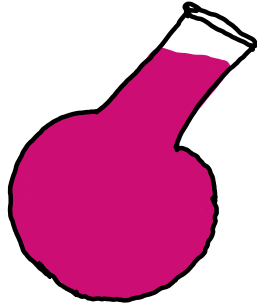
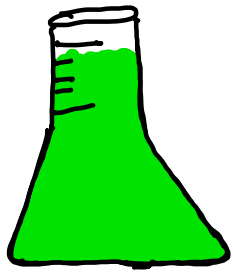


But, as with life, most games get boring if too rigid.

NOT FUN.

But what is fun?

CHEMICALS (turns out)



but caused

by

BOOKS
SEX
DRUGS
GAMES

and, above all,

LEARNING

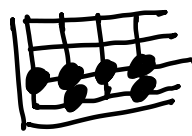
↳ Mastering New Patterns
(1, 1, 2, 3, 5, 8, 13...)


Opposite of this: **BOREDOM**

What causes **BOREDOM**?

1. Too easy =  Tic-tac-toe

2. Uninteresting Repetition =  Chess

3. Too Hard =  Go (I love Go but when I ran the club a lot of people thought it was too much)

4. Ramps too slowly = Diablo II 

5. Already done. = Ghostrunner

A good game "teaches everything it has to offer before the player stops playing"

"Keep the player

LEARNING

What are gamers learning?



See through the fiction to
the patterns.

The fiction is not the
game, but we often focus on it too
much.

“Story deserves better treatment than that.” This comment is followed by a whole section saying that “games are not stories” and that “stories have achieved far greater artistic heights than games.” The author wonders “are stories superior?” and nearly goes so far as to say yes.

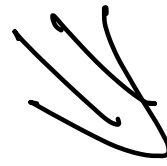
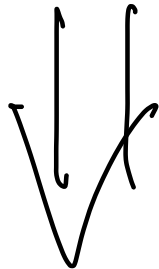
Is “better treatment” just being spared the indignity of being included in a game?

Author doesn't come back to this...

But enough on *Learning*, what is

FUN?

Key Evolutionary
Advantage



Contextual

Mentally Like "flow" but more about
Mastering Problems than mastery.

2. Learning without consequences

1. Like "flow" but more about

Aside: Aesthetically Enjoyable
2. Learning without consequences
learning than mastery.

Not fun but still enjoyment.
2. Learning without consequences

So, how does FUN

1. Like "flow" but more about learning than mastery.
2. Learning without consequences.