

INTERACTION LOOPS

developing skill

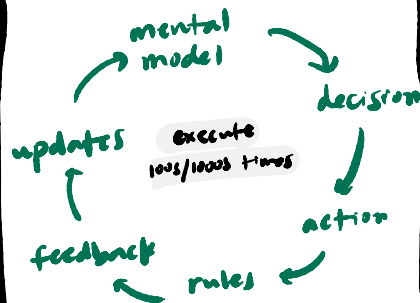
skill chain

- compound interactions
- hierarchical structure



frequency

- understanding game pacing



expanded loop

- interaction loop described as series of arcs



mixing loops + arcs



sequences of arcs

- prevents burnout • gives staying power



functionality

- simple modular actions
- simple systems
- evocative feedback



INTERACTION arcs



deliver evocative content

