

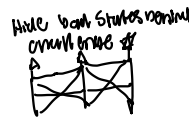
Defenses are summaries

1. Barriers
cut attendance



3. Curses
Incentives to avoid bad
studies

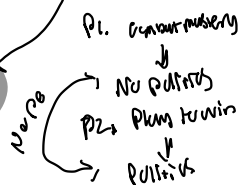
2. Games



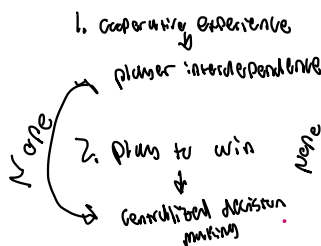
4. Stands
make it fun

Cursed Problems in Game Design

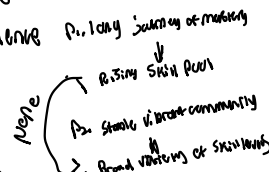
1. Free Will Politics



2. Gameability



3. Skill Intuition



4. Exploration Games

"Most diverse ecosystems with meaningful discovery"

Curse Problem

Unsolvable Conflict

Rooted in conflict of core player promises

Spotting the curse

1. List core promises

Why are you @ odds

2. make use sources and avoid common effects

Case Studies

Co-op abuse

Approaches to handle:

1. Games - Scalable - with social context
2. Games - moments of conflict

Guaranteed Creativity

Approaches to handle:

3. Curses - Scalable - with social context
4. Games - moments of conflict