

# Precision of Emotion

- New approach to fun
- Changed another one, a new word too
- Zone of proximal development
  - Rpg game about mers
    - ↳ Ste leads to leave pieces once they make \$, f
- Glass Lab → funded to make learning games
  - "We can teach anything with sim city"
  - ↳ Kids: This was fun but not learning
  - "Fun is learning" → beginning, not end
- Kids wanted to actually learn, not just have fun.
- PAUL Eckman → identified 7 emotions across culture
  - ↳ none of these were just "fun"
- Fun → process between multiple emotions
- \* SOPHIA \*
- ↳ Fear → surprise/realization → Happiness
- Microbes → body has 100 trillion microbes
  - ↳ affects a lot of how humans work
- Sophia → confront weirdness → relief/fun
- Soph Games → connect to real world
  - ↳ mech. involve exploring confusing space and creating order
  - ↳ order gives insight into real world.
  - ↳ Feeling of mastery
- Meaningful Game → connects to the real world in their effect
- How do we look at game genres differently?
  - ↳ look at emotions games create instead of just gameplay type
- Sophia in all of them
  - ↳ God of War → mastery over controls etc
  - ↳ Animal Crossing → mastery in world through discover

- Sophia → core engine which drives emotion.
- Look at loops for these games
  - ↳ angry birds vs world of warcraft
  - ↳ Core emottors come from the interactions between the mechanics
- Learning games → know the desired effect, no emotional effect.
- Ultimately need to figure out how to instill these emotions
  - ↳ pain of absence → show why you need to do these things
  - ↳ need to reverse this pain, show what happens in absence of some skill
- Sophia is a lens through which to view your game
  - ↳ could have lack of clarity
  - ↳ Not enough surprise before satisfaction, too on rails
  - ↳ Lack of tension because can't see fear or why

QA

- Story + Narrative?
  - ↳ Humans learn through story, cannot leave behind, need it in conjunction with mechanics etc.
- Sharing experience with characters, emotional bonds?
  - ↳ reflecting on relationship between layers of emotions?
  - ↳ Idk how relevant this comment
- Stress vs. Fear to happiness?
  - ↳ Fear means more than just traditional Fear
  - ↳ can be more like stress anxious etc
  - ↳ different amounts, even ~~creativity~~ curiosity can all count as types of fear
- How many loops?
  - ↳ lots of kinds of sophia loops, can be interconnected
  - ↳ can also be separate
- Person who invented Fiero: core emotion → what can this model potentially be used for?
  - ↳ emotion profile can extend beyond just games
  - ↳ mentions reddit

↳ emotional outcomes from mechanics.

◦ Needs ways to clearly close learning loops, feel a win!

• HS/MS demand a lot of respect from the designers?

↳ Minecraft → UX is disaster, shows nothing, throws you right in

↳ Don't want to have too many breadcrumbs, but also need game to be playable.