

Fun is Learning

→ flow state

Sim City

→ immersive but not ed.
→ kids wanted to learn more

"Palette of universal emotion"

→ states → faces



disgust, contempt, sadness happiness, fear, anger, surprise

fun = process b/w multiple emotions

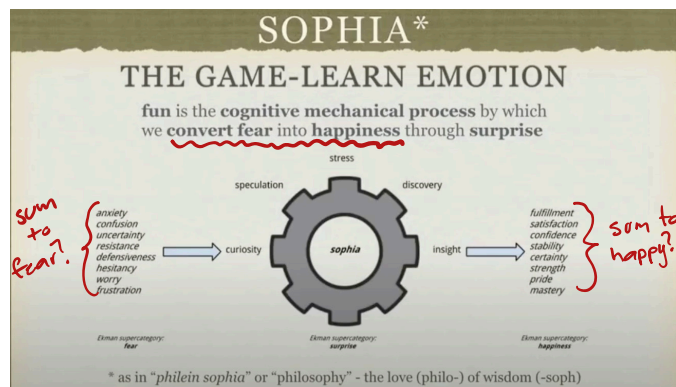
affective state emergent out of multiple emotions w/
consistent sequence

Sophia: fear ^{via surprise} → happiness

Microbes:

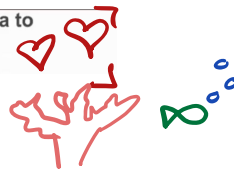
→ 100 trillion microbes in body

EWW



Yay, me being vegetarian = ☺❤

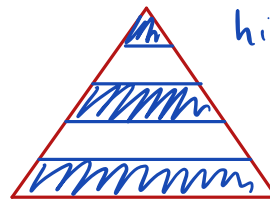
→ blame = like a coral reef → cute, beautiful



discovery, order out of chaos ⇒ helpful for retention
→ missing from formal ed?

Meaningful games:

→ connect to real world?
→ connection ↔ retention
→ core emotion?

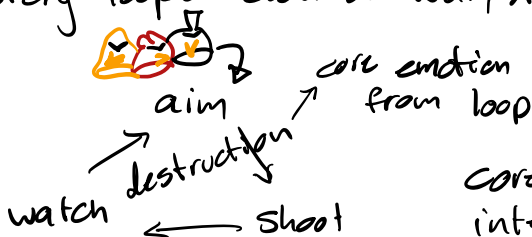


hierarchy of
"sophia" in games

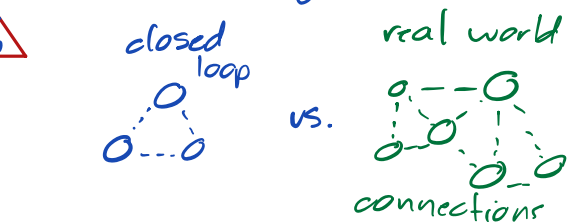
Complicity genre → newer

→ engagement to mastery to ... shit ☺

Mastery loops: God of War, Animal Crossing
↳ togetherness



core emotion emerges from
interaction b/w mechanics



Sophia = mastery emotion

Educational games:

"they're [often] not games"

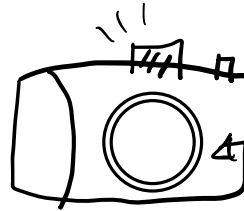


finding
the
emotion

- lack emotions
- want to create sense of mastery
- pain of absence of argumentation
 - ↳ can reverse to generate clarity

So what?

- ludonarrative dissonance
- think of how game changes you
- allow discovery
- illuminate fear & why



What
lens?
Sophia!

Q & A

Importance of narrative?

- children learn through story
- good mechanic

What emotions to explore as game makers?

- Intersubjectivity
 - ↳ moment when a feeling is shared b/w characters, moments when you realize the designer thinks of you as human

Lowest level of fear is curiosity?

- creating fear = too far unless very intentional

What does player still crave above loops?

- choices create interest

Emotion ↔ action

New things?

- deconstruct
- emotional profile
- swap out components & test output

HS + middle school

- want respect → trust in player
- can have complex nuances
- deeply hungry: understand audience