

- Lots of diff perspectives on what "fun" is and the role of fun in games
- She works at the GlassLab - lab to create learning games for kids
- Thought Simcity would be educational → kids said themselves it was fun but they didn't learn anything
 - They were hungry for learning
 - new state of mind for these kids
- 7 universal emotions → none of these were "fun"
 - fun isn't 1 emotion, it is a sequence/process
- SOPHIA - game-learn emotion
- fear → happiness through surprise
- Example w/ microbes: at first uncomfortable but then you learn
- Some games are more Sophia than others
 - connection to real world
- meaningful games → make the jump between game model and world model
- "Sophia" mastery loop → make you feel grounded
 - fear caused by absence of skill
- feelings of mastery cause diff feelings (e.g. Animal Crossing vs God of War)
- each action/mechanic creates emotion
- We need to figure the right emotion for learning games, not just effect →

- We want to alleviate suffering
- absence → confusion, dumb,
- we want to turn pain into clarity + structure
- Sophia is a lens to view games → can help identify your problem (ex. not enough surprise before satisfaction)
- story is important → she changed her stance (used to believe only mechanics were important)