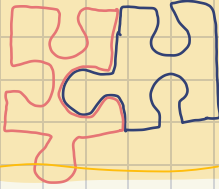


GAMES are REAL LIFE just LOWER STAKES



Messy definitions



Games exercise our brains

RIGID = limited

Too many rules!!

Distinguish between the game & the clothes



Picking up objects
Mundane positions



We dress our games up to make learning fun

But we get bored easily...

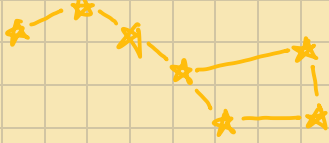


We love to learn!!

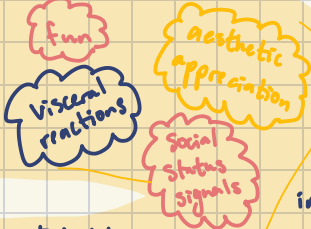


Stories are often side dishes

Fun is a constellation



Clusters of emotion



Social interactions



are enjoyable but not all fun

Zone of proximal development!!

Flow

Fun = things we can do with some help

Fun is a key



evolutionary advantage

Delight



recognizing patterns but being surprised

reward for learning

THE END

"Fun is about learning in a context where there is no pressure from consequence."

Elline Harrison, 4/7/26, sketchnote