

Games

ARE:

o Patterns



Real Life, condensed



o Exercises



Easily Iconable

Easily analyzed

o Puzzles



We want to Master

o Learning



Teachers



Must teach before
Players leave

Low - Stakes!!!

Not about games, but patterns they represent!!!

AREN'T:

o Stories



Users must experience
through action, not story

Games are ^{external}
Stories are ^{internal}

o Beauty



Is breaking a pattern,
not reinforcing one

o Social Climbing



- Reacting to movements
above + below ladder VS. should be interacting
w/ game

o Purely Physical



These sensations are about Mastery, not Learning

o Reality



Games need a

