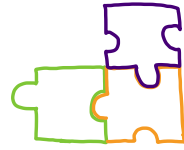


WHAT GAMES ARE

Games are iconic depictions of patterns in the world.
Processed the same way real knowledge is.



puzzles!

Games are FUN!

What is fun?

Games = pre-digested lessons your brain can absorb easily.

vs a book

books can't run permutations & give feedback

- Fun = the brain's reward for learning
- Chemical rush when we master a new pattern

"Learning is the drug"

fun = mastery + comprehension + solving problems

The Boredom Problem

too easy → boring

the sweet spot

too hard → boring

A good game teaches everything before the player stops playing.

Boredom = you've failed

WHAT GAMES ARE NOT

Games ≠ Stories

- experimental teaching
- objectification
- quantify & classify
- external (actions)
- generate player narratives
- best at mastery emotions
- vicarious teaching
- empathy
- blur & deepen
- internal (emotions)
- provide narrative
- best at empathy emotions

Fun ≠ Flow

Flow = exercise mastery

Fun = learning at the edge of ability