

What is an Interaction Loop?

You master low order skills before HIGH order skills are even available to you

Skill Chains

\*Note\* if a player is stuck, check which loop they haven't mastered

ARGS → CONTENT

Simple RULES  
Simple ACTIONS  
Evocative FEEDBACK

1 or 2 times

Interaction Arcs

# Interaction

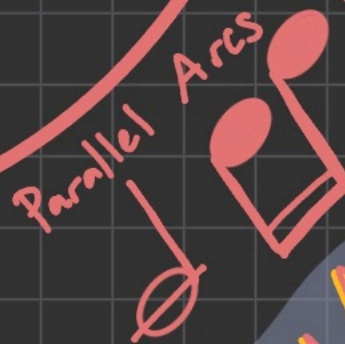
## Loops + Arcs

4/12/26 Sketchnote  
Eline Harrison

Loops NEST hierarchically



Micro Parallel Arcs  
Combine it all!

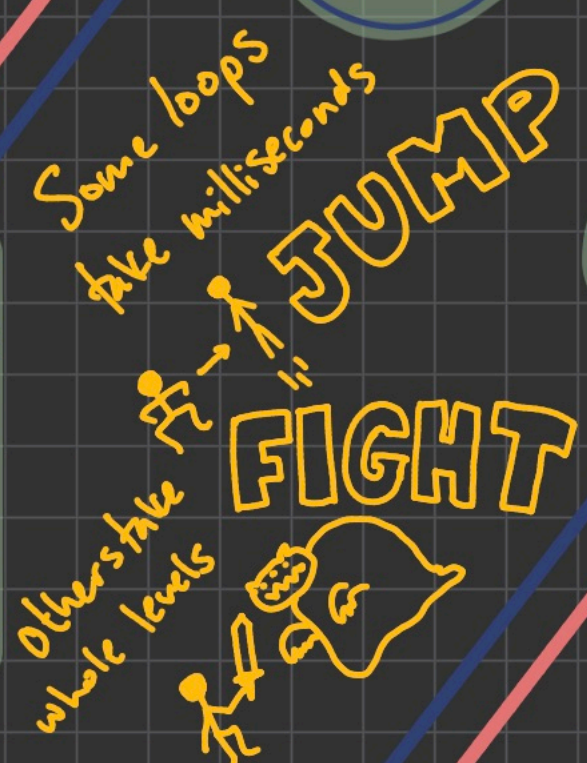


Mixing Loops and Arcs

Untangling

strip away content arcs and game architecture  
↳ left with loop

PACING



Frequency

Common in Narrative games

Easy nesting

