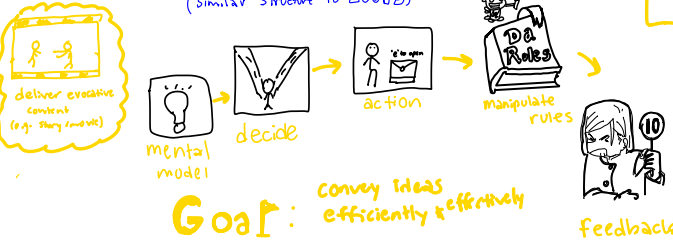


Interaction Arcs

(similar structure to $\text{L}\text{O}\text{O}\text{P}\text{S}$)



Goal: convey ideas efficiently & effectively

Success Stories:
best arcs teach a lesson through **GOLDEN PATH**

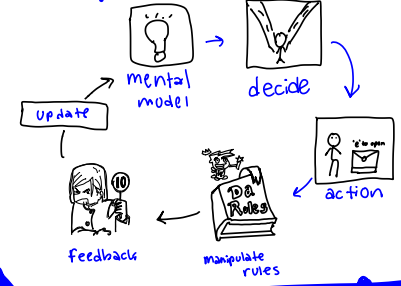
Game Architecture

Mixing Loops and Arcs



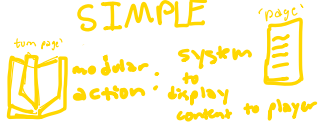
Interaction Loops

how game and player interact w/ each other



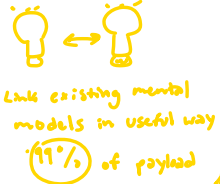
Functionality of Arcs

SIMPLE



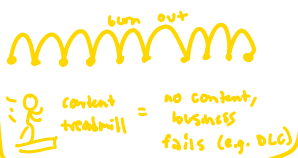
EVOCATIVE

feedback



Sequences of Arcs

(kinda like loop frequency)



Loops and Arcs

Frequency (of Interaction) Loops



how players learn your game



Gain **MASTERY** of a skill

Skill Chain (hierarchical)

