

Real World:

- Rational
- Calculates
- Programmed
- Mechanical
- Utilizes systems that handle wins/losses internally
- Designed to minimize wins but maximize players belief of winning
- Random # Generator

Puppet Show



Virtual Machine:

- Spontaneous
- Mysterious
- Magical
- Alive
- Can be Manipulated
- Enchanting
- Easily Hook the players
- Unlimited possibilities for arrangements

Audience of the Show

Or, player perceptions

1. Illusion of Control

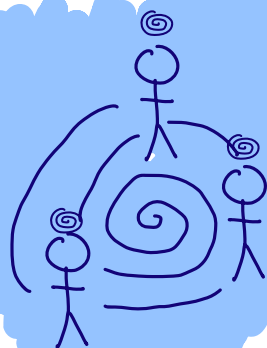


"We know what's going to happen!"



2. The 'Zone'

"We have to watch again."



3. Asymmetric knowledge



Designer

"I'm Sure We know what we're doing!"



Players

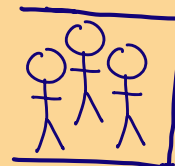
4. Agency Manipulation



"I'm Sure this one is best for us!"



5. Physical Architecture



"Well, I guess we have no choice..."

Ex: Casinos

- Have no windows
- Layout is intentionally built to stumble upon games
- No clocks ⌚
- Stimulating Sounder Noises