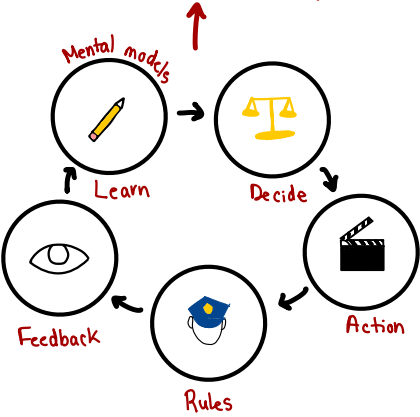


Develop skills with
Interaction Loops =



1) How a player interacts with a game



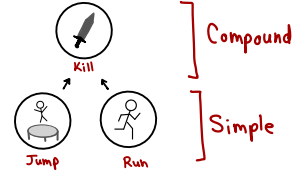
2) How the game responds to the player



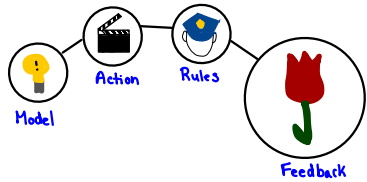
Skill Chain



Key: Order matters



Deliver evocative content with
Interaction Arcs



→ Success Stories

Success Stories



Sequence of Arcs

Prevent burnout

Expanding Loops into Arcs



Mixing Loops and Arcs

This is a design's Game Architecture.

Patterns:

- Parallel Arcs ex. Gamefly Music
- Levels
- Micro Parallel Arcs ex. Half Life



ex. Edith Finch

Main loop: Walk, look, contextual-interact

Main arc: Edith arriving and uncovering family member deaths

Key Functionalities:

- Simple modular actions
- Simple systems
- Evocative feedback