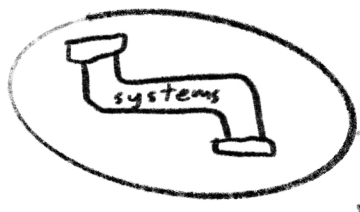


What are (n't) Games?

They are:



Fun!!!

puzzles

Rules

learn stuff

ABSTRACT? simulations!



- Limited by :
- over-rigidity
 - 
 - Too much stuff
 - Too little stuff
 - Too easy
 - TOO HARD

Keep player LEARNING



Patterns

What do you SEE?




positive feedback

comfort	practice
story	meditation

They aren't:

STORIES



only  type of fun!

not according to this author

mastery

aesthetic

visceral

social