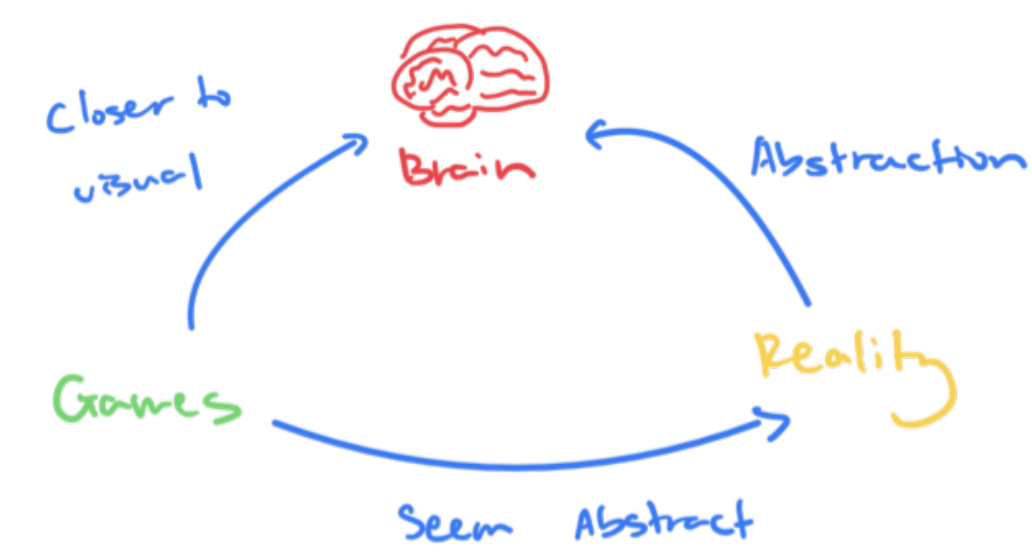


Games Are...

Percept



⇒ Games & Reality has no much difference

- ↳ difference: ① games have lower stakes
- ② being filter (exclude distraction) → teaching tool

Limits

Games...

- have goals
- give practice opportunity
- give responses
- has **LIMITATIONS** → move rigid → more limits
- ↳ games are interesting → exercise brain (long-lasting)
- ↳ gets bores when it fail to ↑

Learn

Fun → brains feeling good (release of endorphins)

↓
various chemical factor
↓ one...

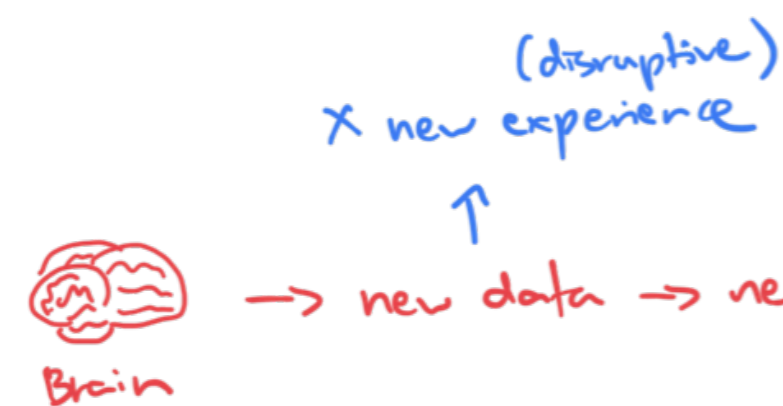
★ **Learn** sth. or master a task → pleasure

"With games,
learning is the **drug**"

Pace

Boredom ⇌ Learning

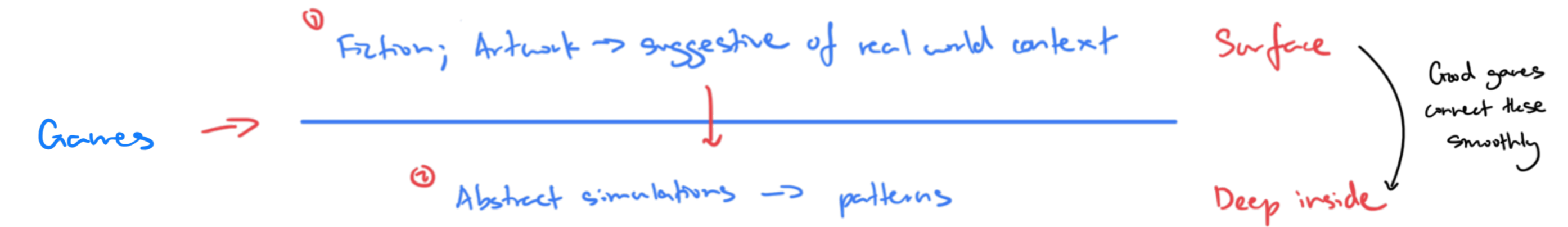
- ↳ no challenge
- no new stuffs
- not captivating
- no longer teaching



"Good games are one that teaches everything before the playing stopps."
"Fun = Learning"

Games Aren't...

Hard Connections



If a game fails to connect it's "dressing" (layer ①) with it's core (layer ②)

↓
It's not what a game is about

↓
Often, it's the formal abstract system behind (needs improvement)

Stories

- Games are not design for stories as obstacles ★
- people don't play game systems because of stories
- stories → side dishes in games
- Games → direct external vs. Stories → indirect internal

"Stories ≠ Games"

"Games → Fun → Learning"

What is Fun (Extra)

"Problems mastered are aesthetic, physical, or social → fun appear at any setting" → patterns

↳ ex. Fun you get from overcoming a problem in game and physically is different

↓
Fun → feedback given by brain when we absorbed a pattern for learning purposes

"Fun → learning in a context → X pressure from consequence" → **GAME MATTERS**