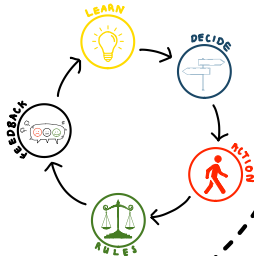


INTERACTION LOOPS + ARCS

1. THE INTERACTION LOOP

Every action made by players happens in a loop



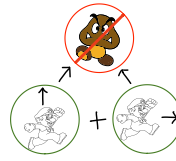
2. SKILL CHAINS

Complex skills are made up of a set of simple skills
Ex. Kill the Goomba

Simple skills

Complex skills

Special ability



* Games are designed so that players are learning gradually *

3. FREQUENCY OF LOOPS

Loops can happen at a variety of speeds

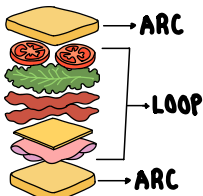


5. SEQUENCE OF ARC

Sequence of arc = multiple games

ARC 1 → ARC 2 → ARC 3 → ARC...

6. GAME ARCHITECTURE



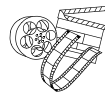
LOOP

- Learning skills
- Repetition
- Player driven
- Building mastery
- Improvement

ARCS

- Delivers information & experiences
- Rarely repeats
- Similar to a movie
- Story, emotion, meaning

VS



4. INTERACTION ARCS

For practicing skills **X**
Deliver content & emotional experience **✓**

TERMINOLOGY:

LOOP: Repeated interaction for learning
ARC: Non-repeated content that delivers story, information, emotion

7. UNTANGLING LOOPS & ARCS IN EXISTING GAME FORMS

① REMOVE CONTENT PAYLOADS

- Narrative sequences that don't teach skill
- Character, art, music, etc.
- Textures, colors, lighting, etc.

② IDENTIFY STRUCTURE + LOOP

- Puzzles, mission, or quests
- Levels
- Menus + buttons that take 1 activity → ...
- Element that players can 'beat', render the game, or meaning less when replayed

③ CREATING SOMETHING NEW

- Build a new game using the core loops and arcs

