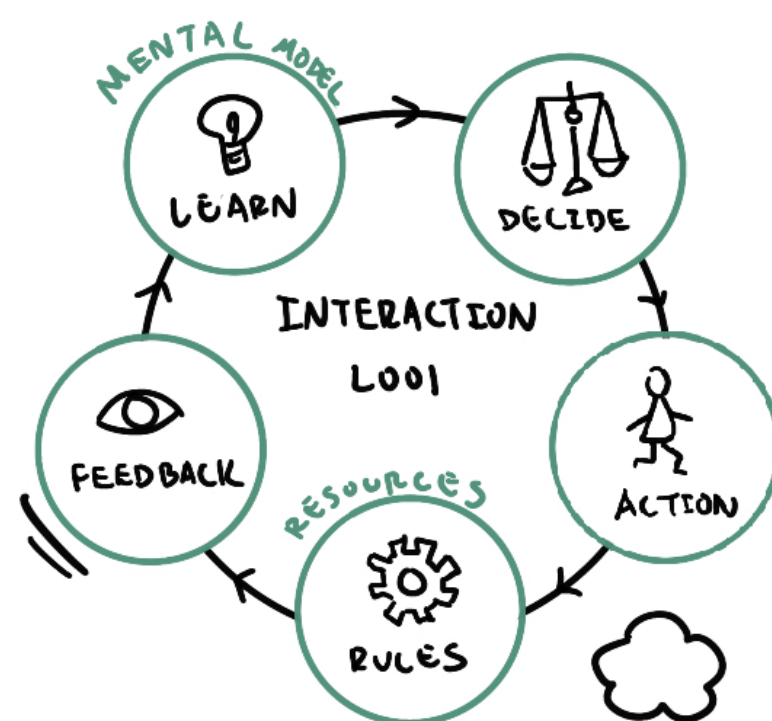


LOOP

→ HOW PLAYER LEARNS A SKILL



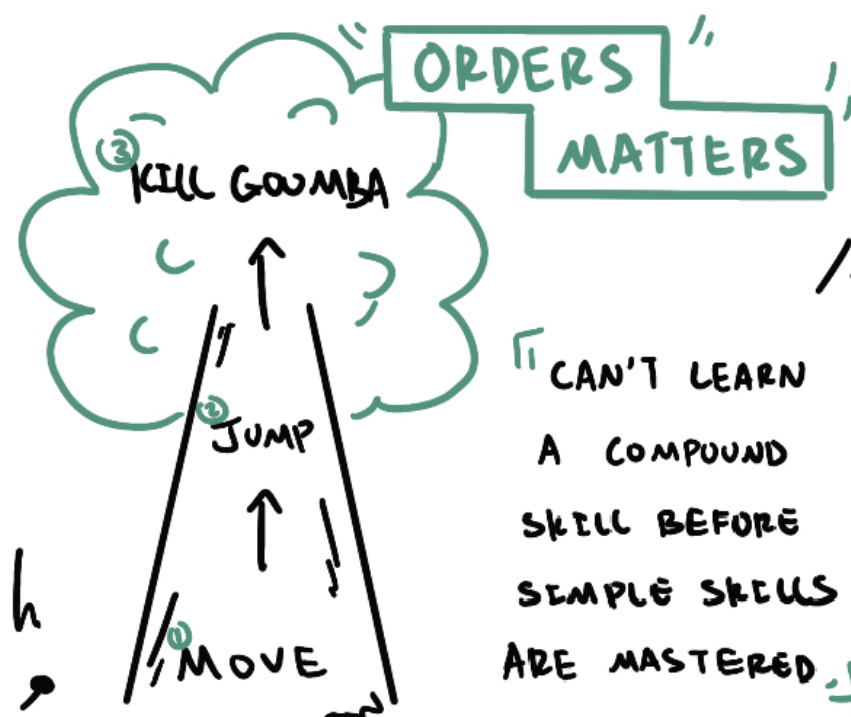
EX. HOW MARIO LEARNS TO JUMP

1. HANDS CONTROLLER (MODEL)
2. PRESS A BUTTON (DECIDE) (X COST/BENEFIT)
3. PRESS A (ACTION)
4. MARIO JUMPS (FEEDBACK)
5. A = JUMP!! (UPDATE MODEL)

LEARNS A SKILL THROUGH PRACTICING (LOOPING)

SKILL CHAINS

→ COMPOUND INTERACTIONS



MIXING LOOPS & ARC

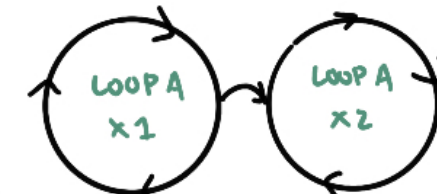


CUTSCENE
GAMEPLAY LOOP
CUTSCENE

LOOPS & ARC
NEST INSIDE
EACH OTHER

CLASSIC
RECIPE

EXPANDED LOOP



ONE ARC PER PASS
THROUGH A LOOP
↓
STEP BY STEP RECORD
OF ONE PLAYTHROUGH

ARCHITECTURAL PATTERNS EX:

1. PARALLEL ARC
2. LEVELS
3. MICRO PARALLEL ARC

INTERACTION LOOPS & ARCS

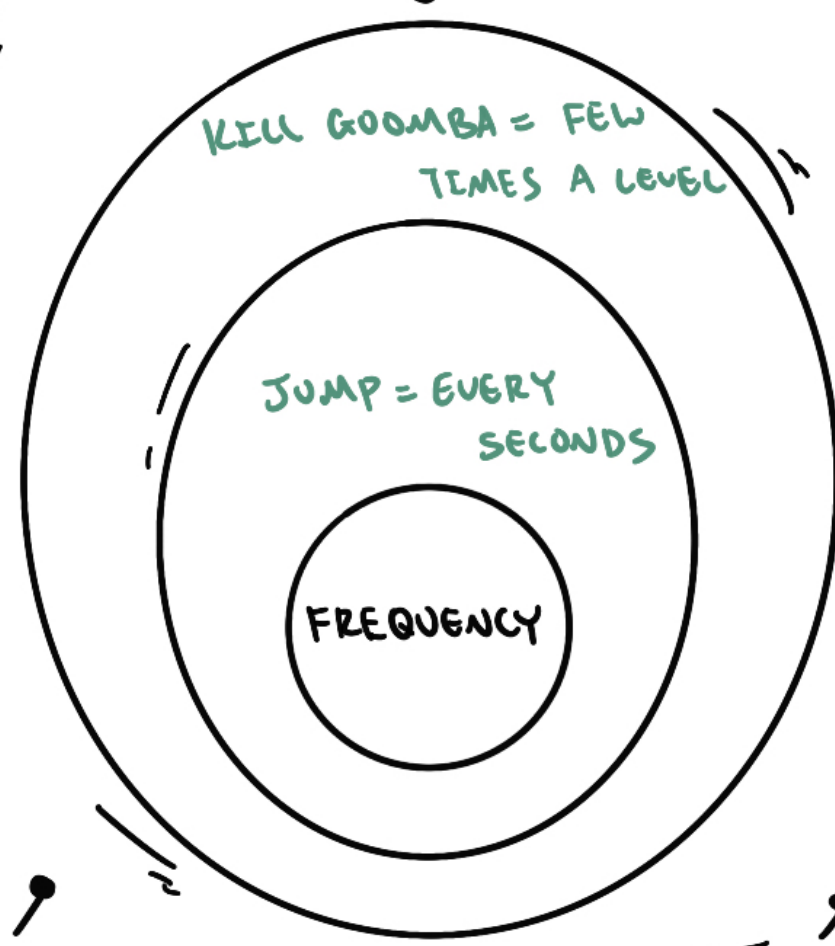
DRAWN BY YUNMING HUANG

BY DANIEL LOOK

FREQUENCY

→ DIFFERENCE IN
THE TIME SCALE OF
LOOP'S OCCURRENCE

EX.



GOLDEN PATH:

"ARCS HAND YOU SOMEONE ELSE SUCCESS STORY"

SHORTCUT

↓ little

SHIFT THE CONTEXT A LITTLE, THE
"BOOK LEARNING" NO LONGER APPLY
→ NOT AS TOUGH AS THE WISDOM
BUILT THROUGH LOOP.

- BUSINESS RELY → SEQUENCE OF ARC

↓ FOUND

RUNNING ALONG THE
CONTENT TREADMILL



SEEMINGLY
ENDLESS NEED
TO PRODUCE
NEW CONTENT

SEQUENCE OF ARC



- SINGLE ARC BURNS OUT FAST

↓ need...

STRING THEM TOGETHER

↓ LONGER RETENTION

↓ EX.

PAGES OF BOOK, SCENES OF FILM