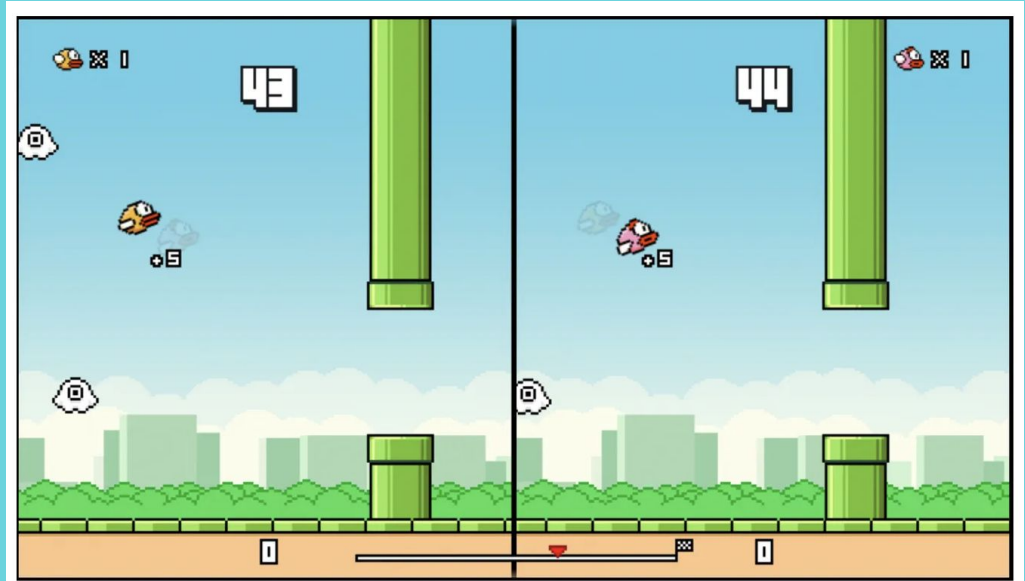


Meaningful Interactivity:


- What is interactivity, and how do we make it meaningful?
- What elements are and are not essential when considering interactivity?



A screenshot from the game 'Flappy Bird Family.' Amazon



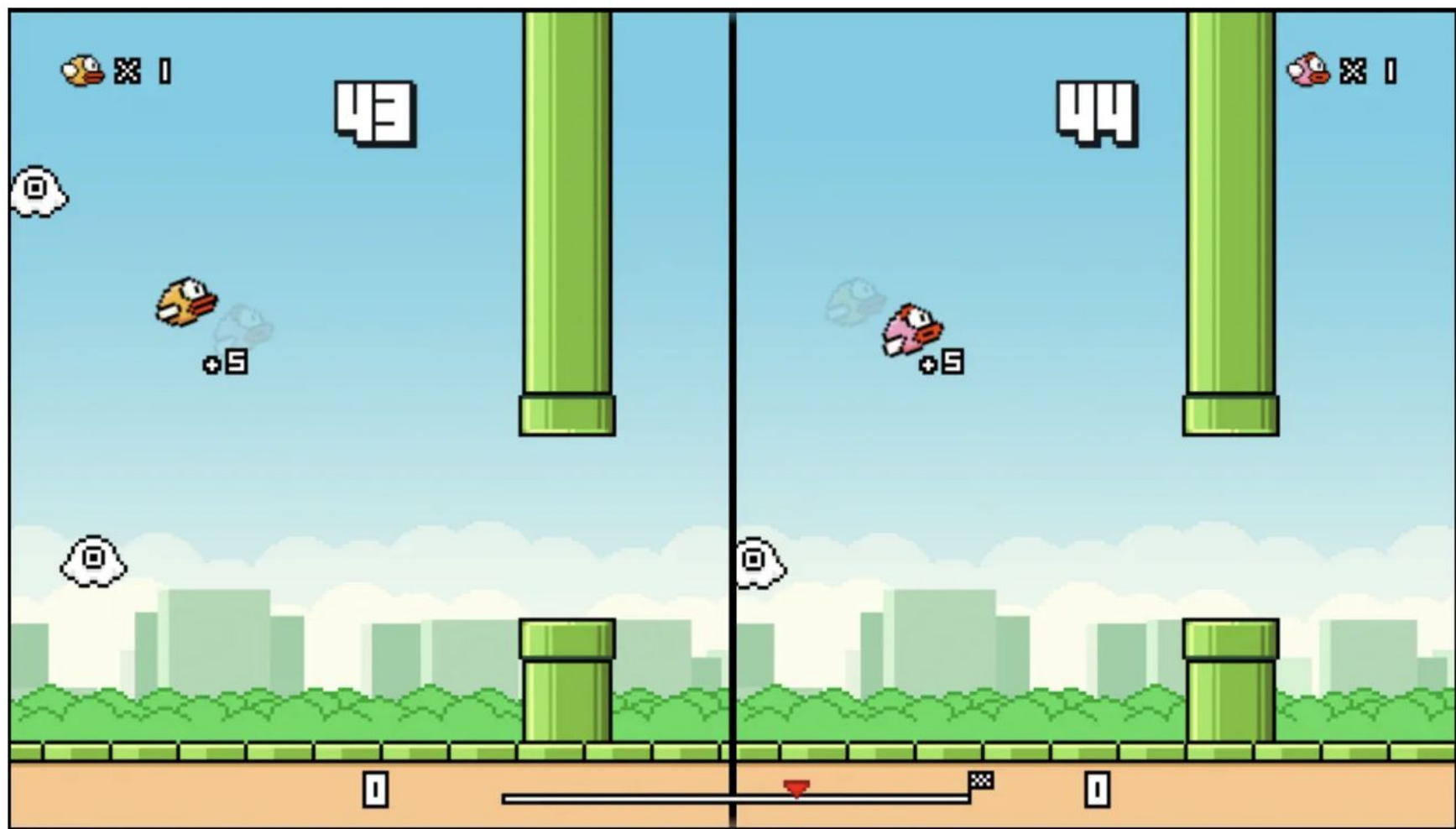
What is meaningful interactivity?

- Does interactivity mean more choice/agency?
 - What other tools are there to make these kinds of games (and/or adapt them)?
 - ... and what do I do with them when I've finished?
- 

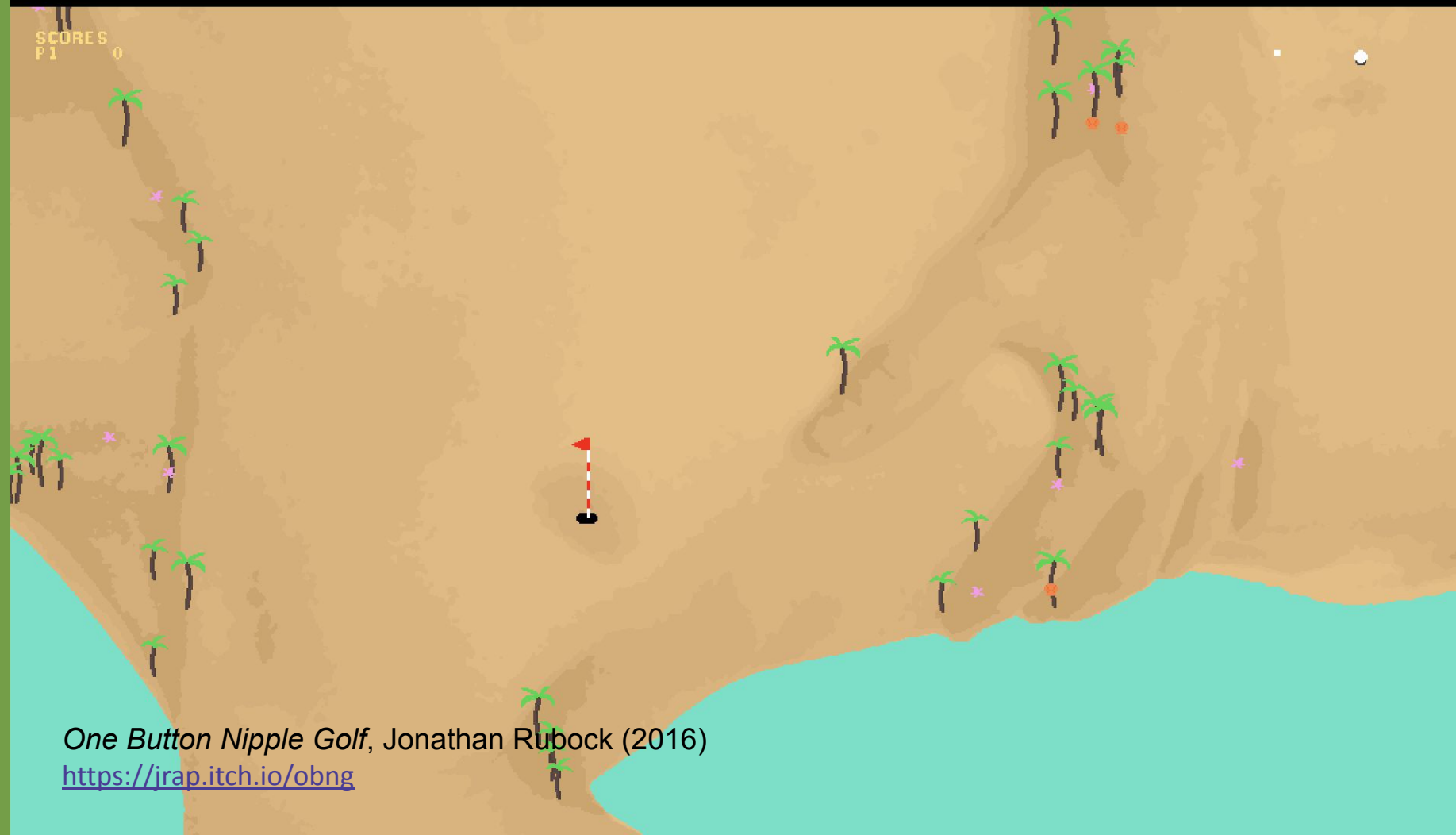


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A screenshot from the game 'Flappy Bird Family.' *Amazon*



One Button Nipple Golf, Jonathan Rubock (2016)

<https://jrap.itch.io/obng>

Kenzo Abe, *Hit Me!*

<https://www.kahoabe.net/portfolio/hit-me/>



MOON WALTZ



Moon Waltz, Major Bueno (2016)

<https://poki.com/en/g/moon-waltz>

Rafael Rozendaal, *Finger Battle* (2011)

