Ian Bogost claims in The Rhetoric of Video Games that video games possess the ability to make claims about how things work through procedural rhetoric. According to the author, video games make argument, that is, to make claims about the world, with processes. Many would argue that lots of video games, mostly action mobile games like Flappy Bird, does not contain processes because of their repeated gameplay experience and thus they could not make arguments with processes. However, even with repetitive action games, progress still exists and games are able to make arguments through such progress, whether intentional or not.

Super Hexagon is an iOS action game with repetitive gameplay from the start. Players are rotating the triangle in the center to avoid getting hit by the incoming lines. Little progress is made with the gameplay since it is monotonous in nature and player repeat the action of rotating forever. However, the whole experience of the game is not repetitive. At first, players will die fast as they are either not familiar with the control or not accommodating to the speed of the line movement. After a few deaths, the gameplay time will increase significantly as players are catching up with everything. A few more rounds later, players will stay at the same high score as the longer the players last, the faster the levels are. Then the cycle of players playing better and levels getting harder will repeat. One round of game shows little or even no progress at all. But if the game is looked at from a bigger perspective, for example, from players transforming from a newbie to a master, the progress is significant. And Super Hexagon well describes the relationship between technology hardware and software. Players getting used to one level of speed could be resembling the software development. Software develops fast, but almost always within a range that is decided by the hardware, which could be represented with players master the level. Hardware breakthroughs first, software advances with it. Then software reaches the bottleneck and awaits another hardware breakthrough.

A simple and repetitive action game like Super Hexagon has shown significant progress and is able to make arguments with that processes. Then other games are able to do so as well.