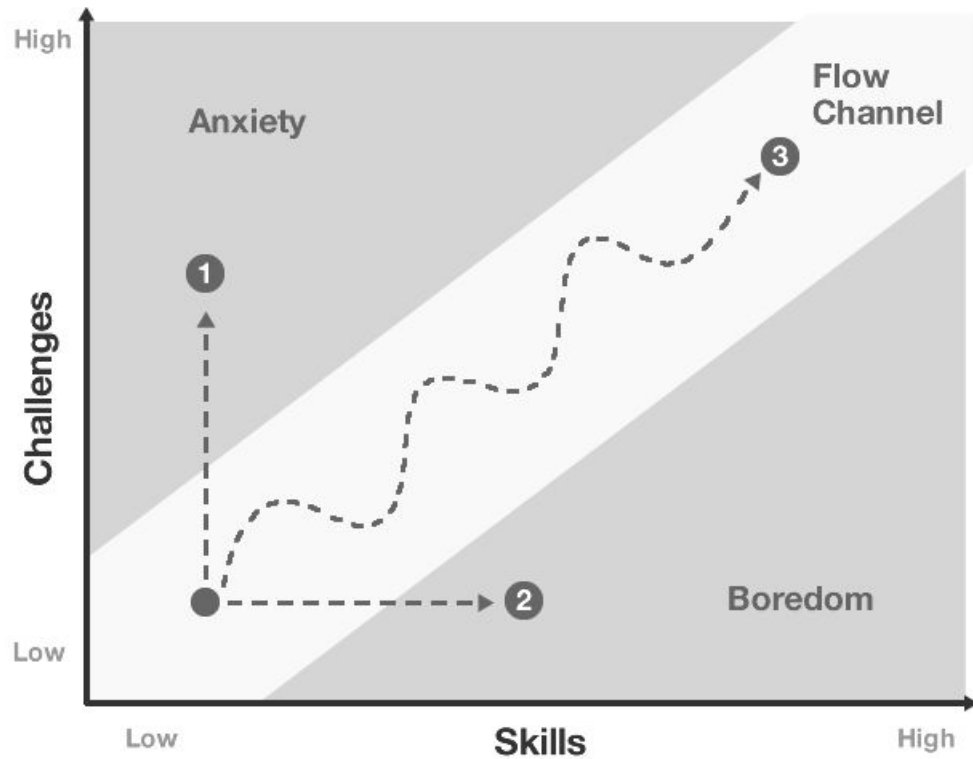
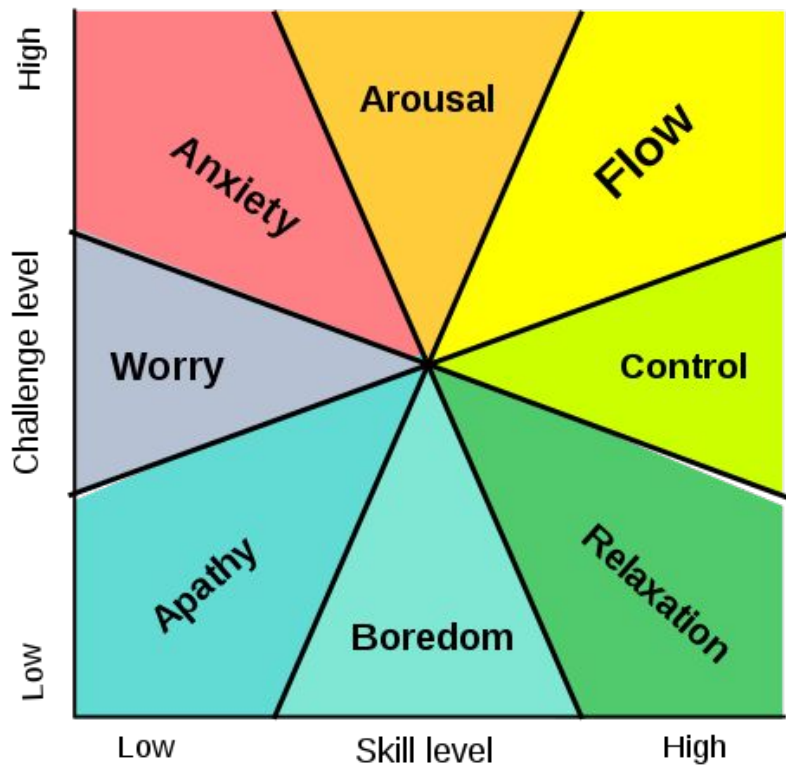


(2004)



Csikszentmihályi (1975)

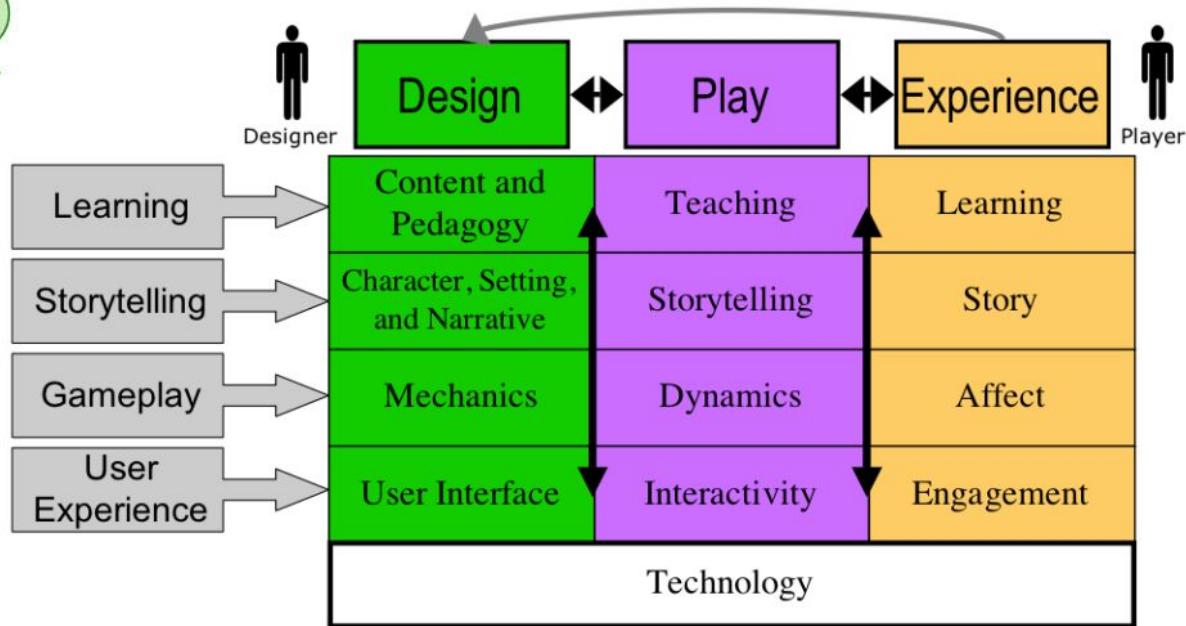
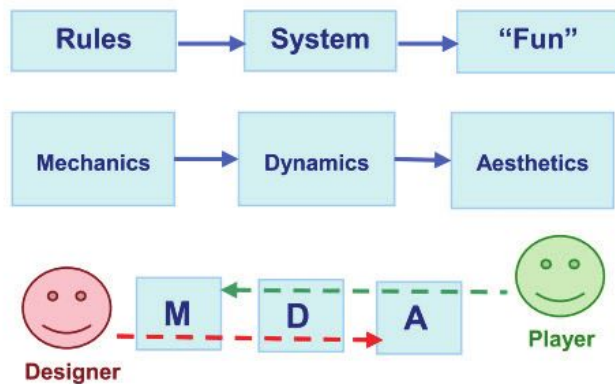


Figure 5: Expanded DPE Framework





Mihail Bakhtin (1929)

Carnival
Feast of Fools
Saturnalia



Why prototype?

- answer questions (experiment)**
- discover questions (explore)**
- help think (externalise)**
- help ourselves learn (evolve)**
- save time and resources (economise)**
- to get outside feedback from players & other designers (engage)**

Role (purpose), Implementation(technology) Feel(aesthetics)

Marshmallow Challenge

