

We will get started at 3:10

Please chat me with which game you played.





Interactive Experience

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Stat 198: IDSV
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One last thing...

Player loops:

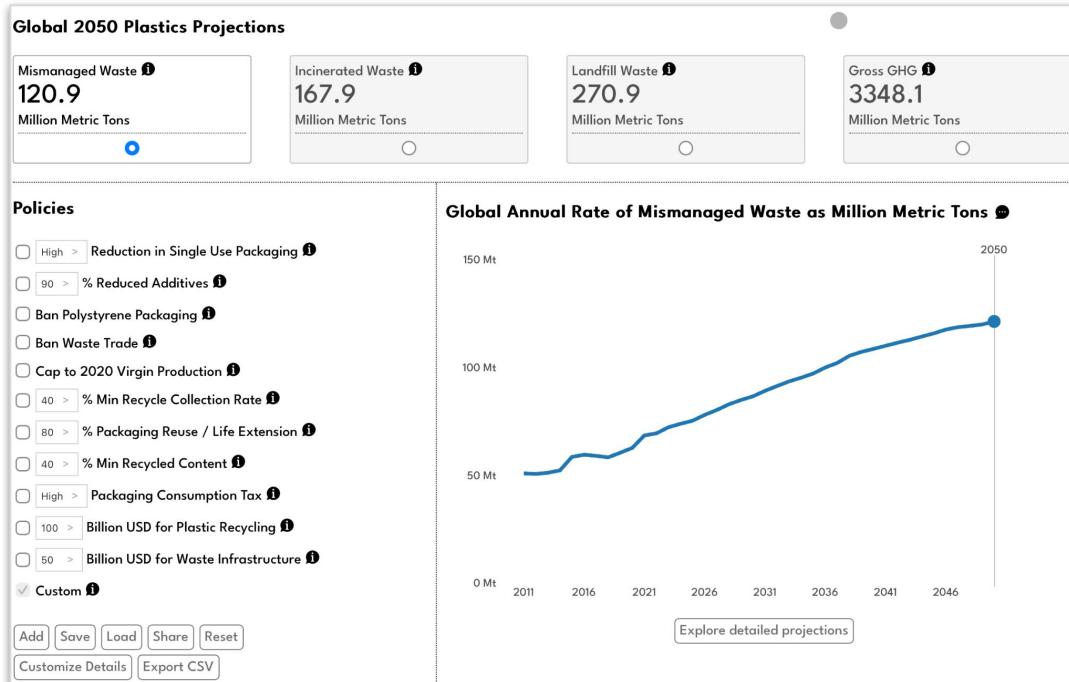
Primary loop: What's the moment to moment action?

Secondary loop: What's the medium term goal that is served by the primary loop?

Tertiary loop: What long term goal is served by the primary loop?



One last thing...



Player loops:

Primary loop: What's the moment to moment action?

Secondary loop: What's the medium term goal that is served by the primary loop?

Tertiary loop: What long term goal is served by the primary loop?

Groups and questions

Please sit with your groups (see sticky notes).

Discuss what you thought of the game.

Review the questions in the Zulip together as a group.

Write responses (each member should submit their response to the questions in the main channel with at mention to CourseBot).

Don't forget the tie-in question.

Citations

- G. Nicoli, "Spiritfarer: la morte felice," Ludica, 2020. Available: <https://www.ludicamag.com/spiritfarer-la-morte-felice/>
- A. Pottinger, R. Geyer, N. Biyani, C. Martinez, N. Nathan, M. Morse, M. de Bruyn, C. Boettiger, E. Baker, K. Koy, and D. McCauley, "Global Plastics AI Policy Tool," University of California, 2024. Available: <https://global-plastics-tool.org/>
- A. Pottinger, R. Geyer, N. Biyani, C. Martinez, N. Nathan, M. Morse, C. Liu, S. Hu, M. de Bruyn, C. Boettiger, E. Baker, and D. McCauley, "Pathways to reduce global plastic waste mismanagement and greenhouse gas emissions by 2050," Science, 2024. doi: [10.1126/science.adr3837](https://doi.org/10.1126/science.adr3837)
- "Super Mario Bros. / World 1," Strategy Wiki. Available: https://strategywiki.org/wiki/Super_Mario_Bros./World_1



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