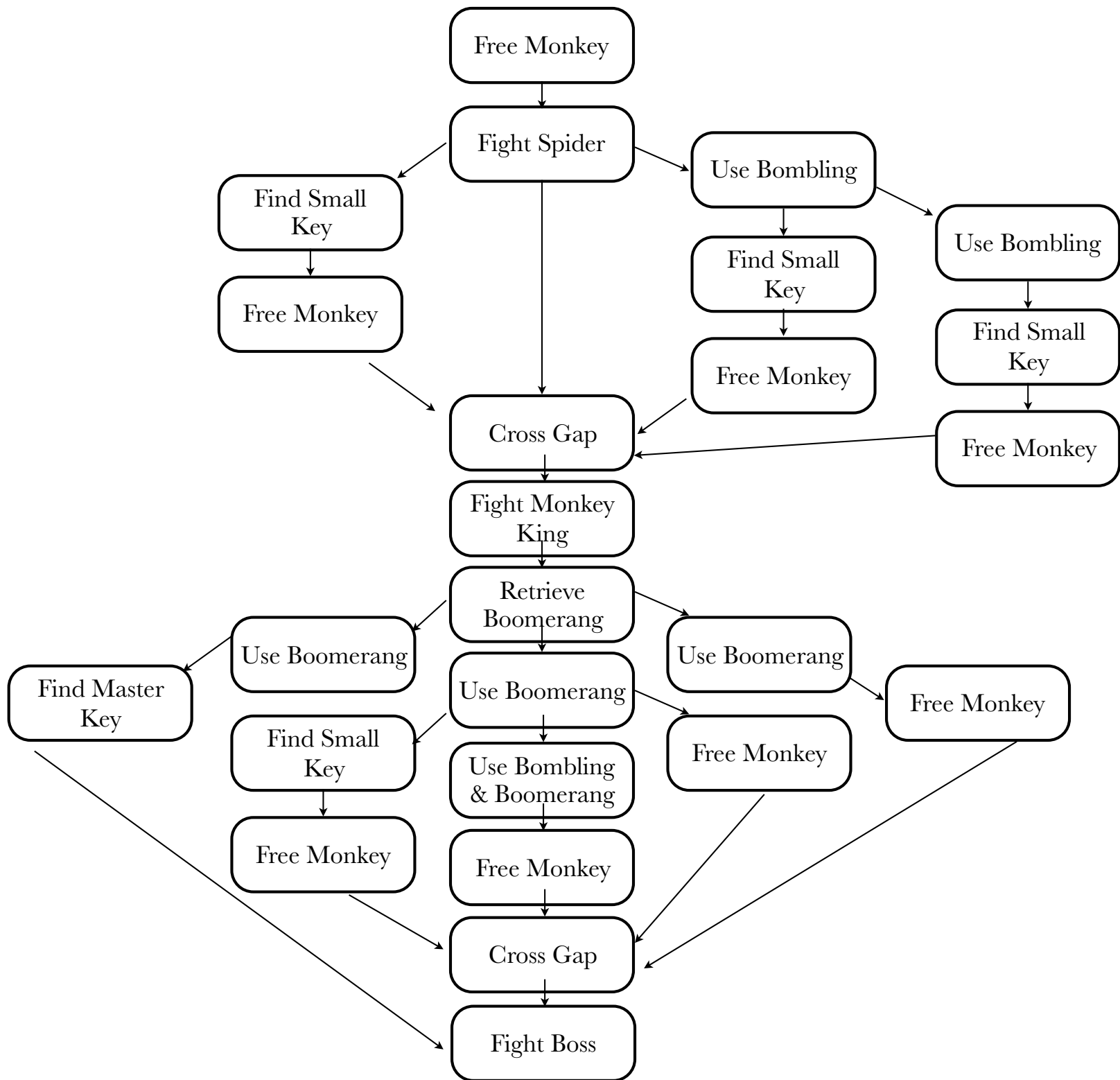


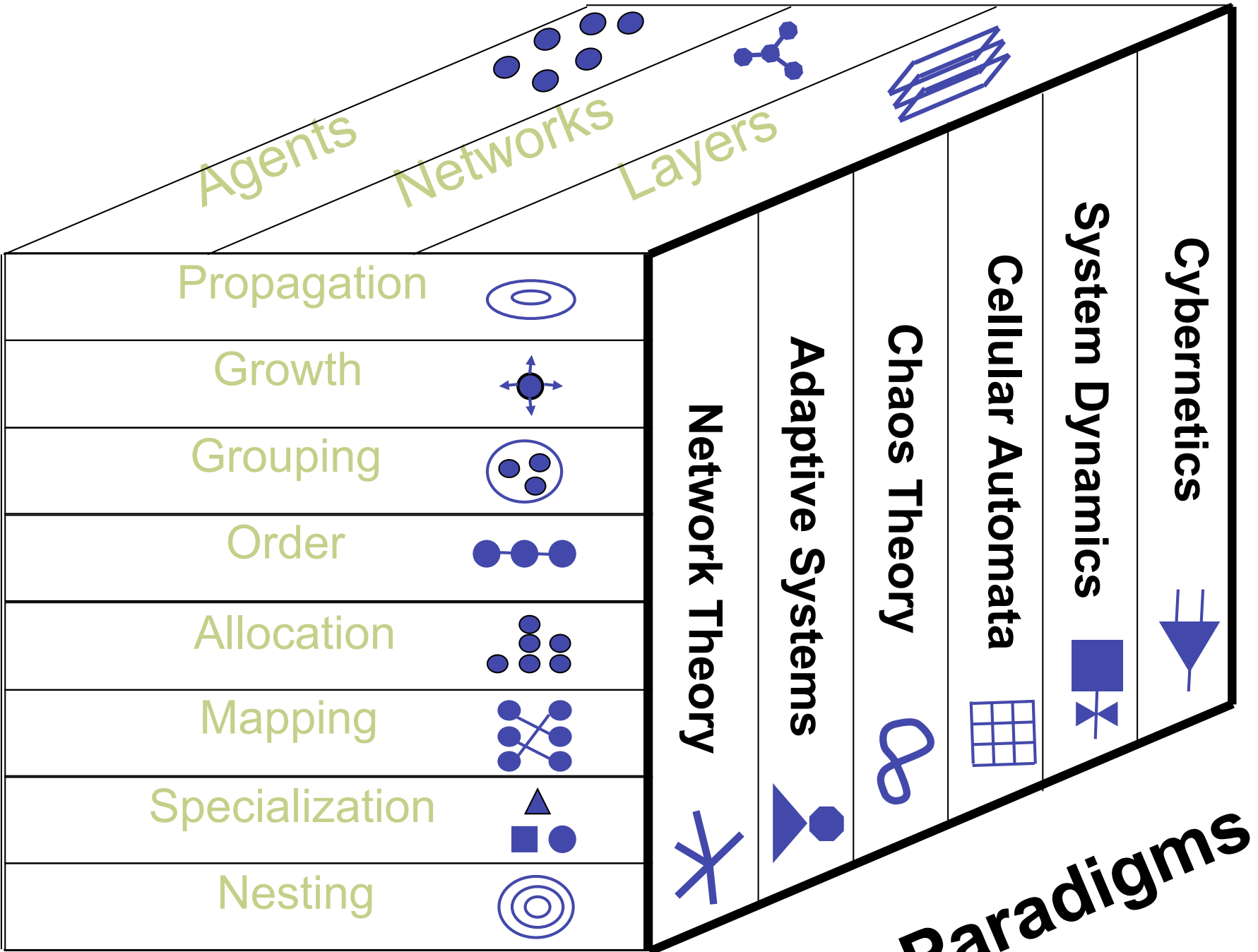
Machinations I

2/9/16

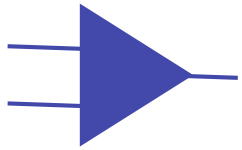
Some Mechanic “Families”

- Physics
- Internal Economy
- Progression
- Tactical Maneuvering
- Social Interaction

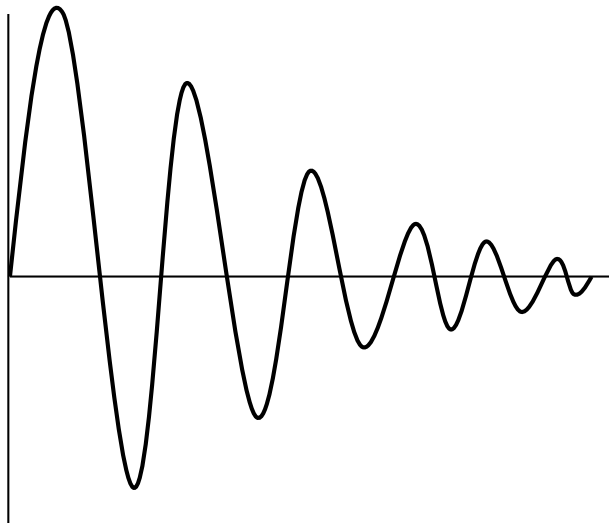
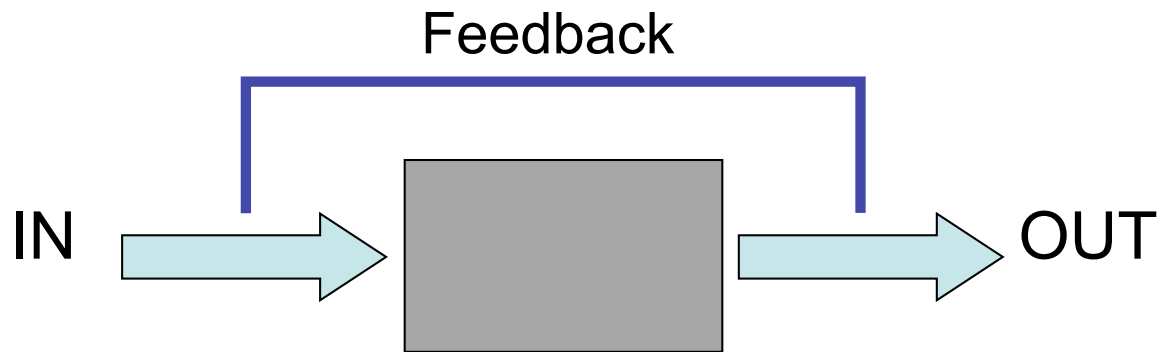




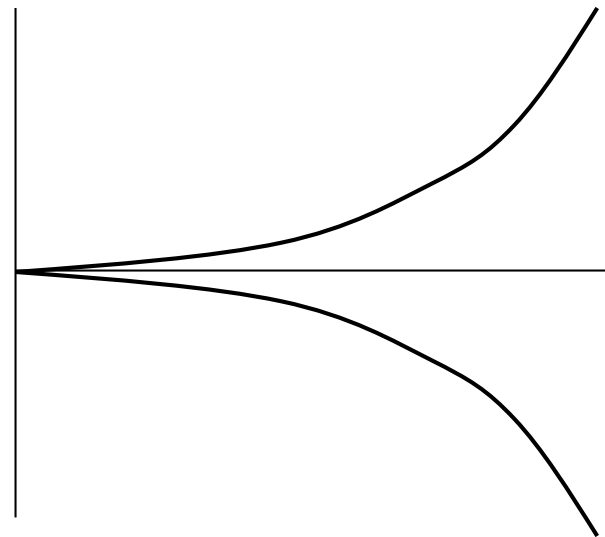
Paradigms



Cybernetics

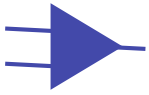


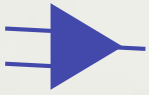
NEGATIVE



POSITIVE

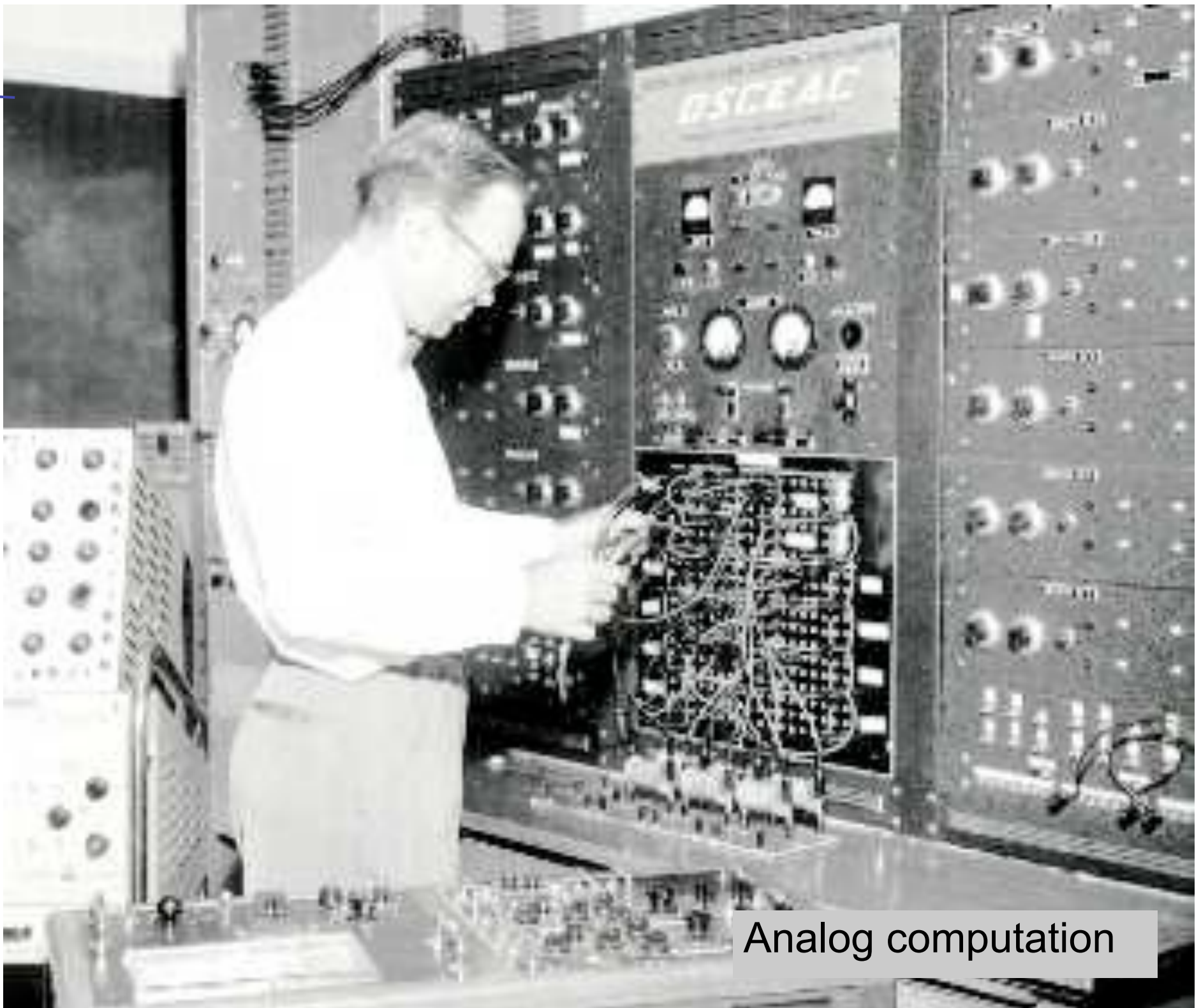
control theory



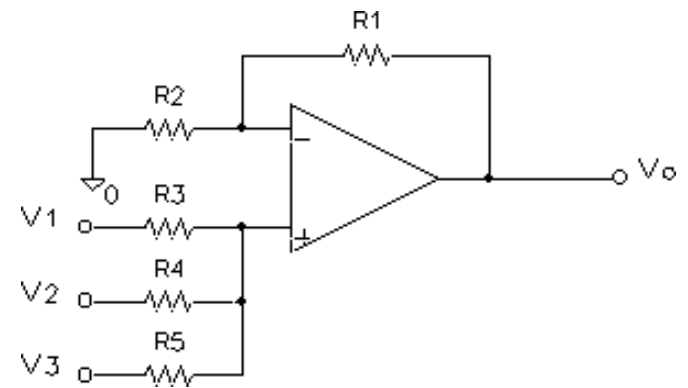
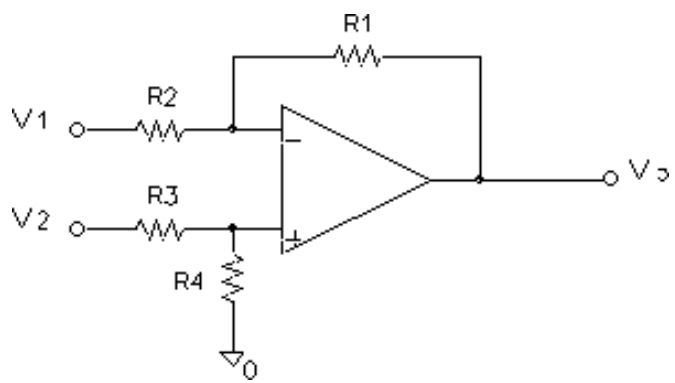
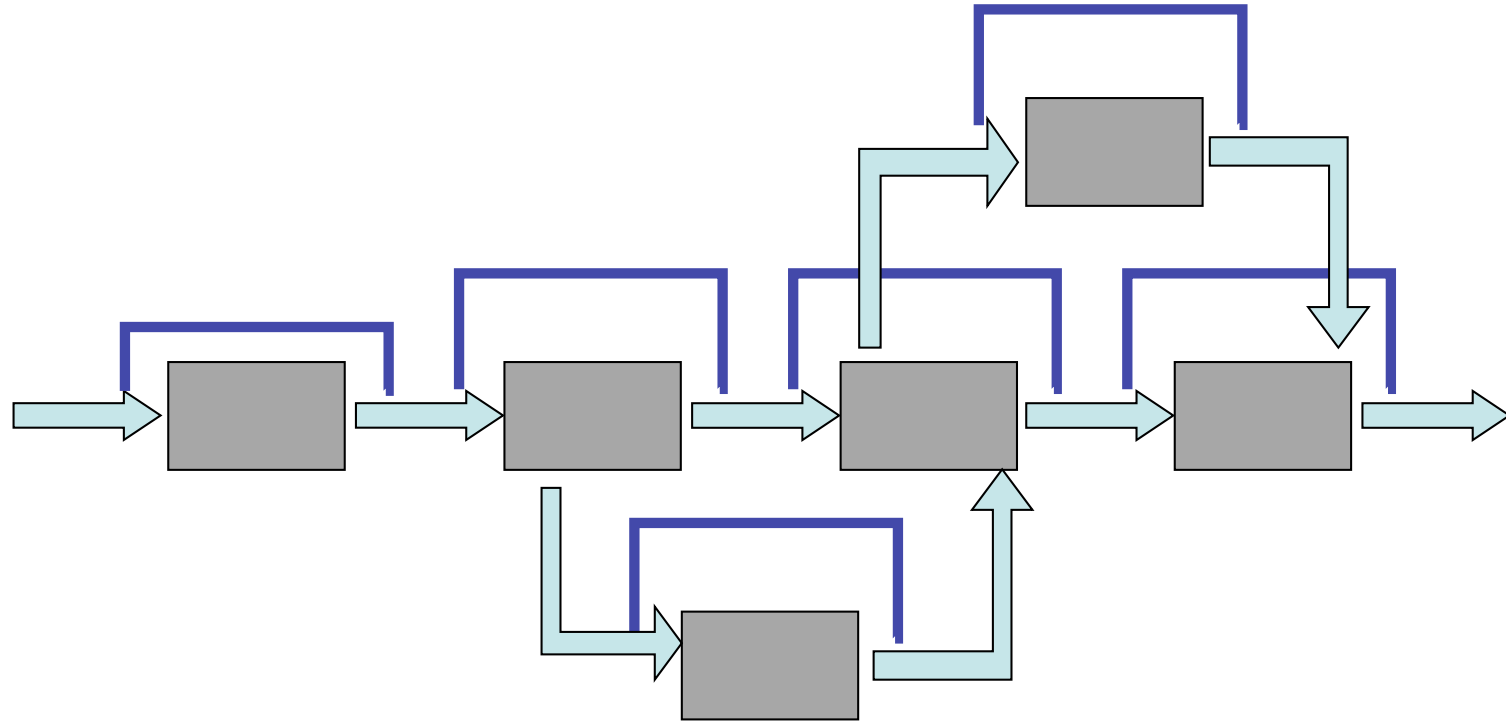
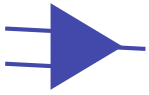


NG TYPE TAKEOFFS, AND
 FF IMMEDIATELY FOLLOW-
 AST TAXI TURN PROHIBITED.
 PROLONGED SLIPS 20
 OR MORE WITH FUEL
 S LESS THAN HALF FULL



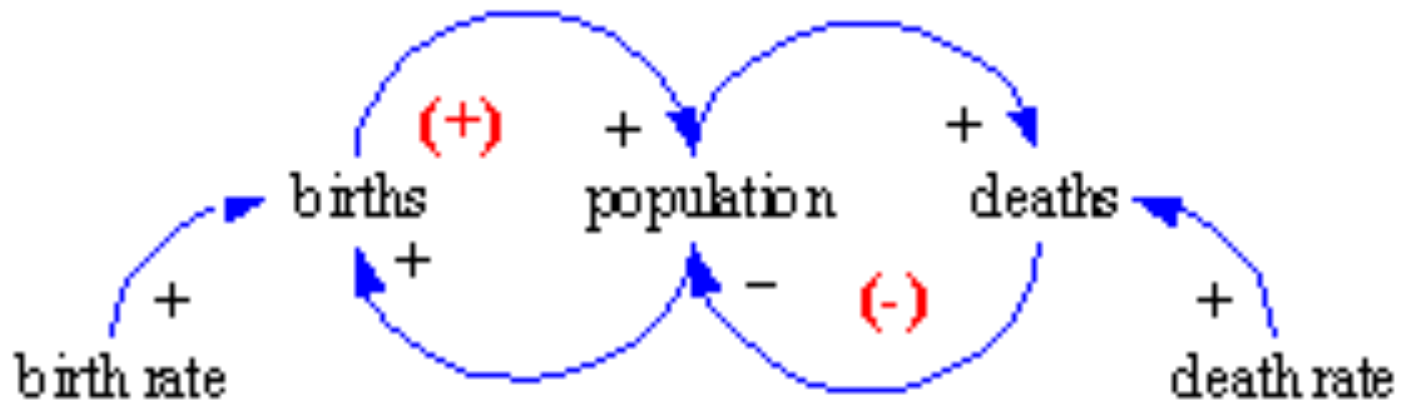
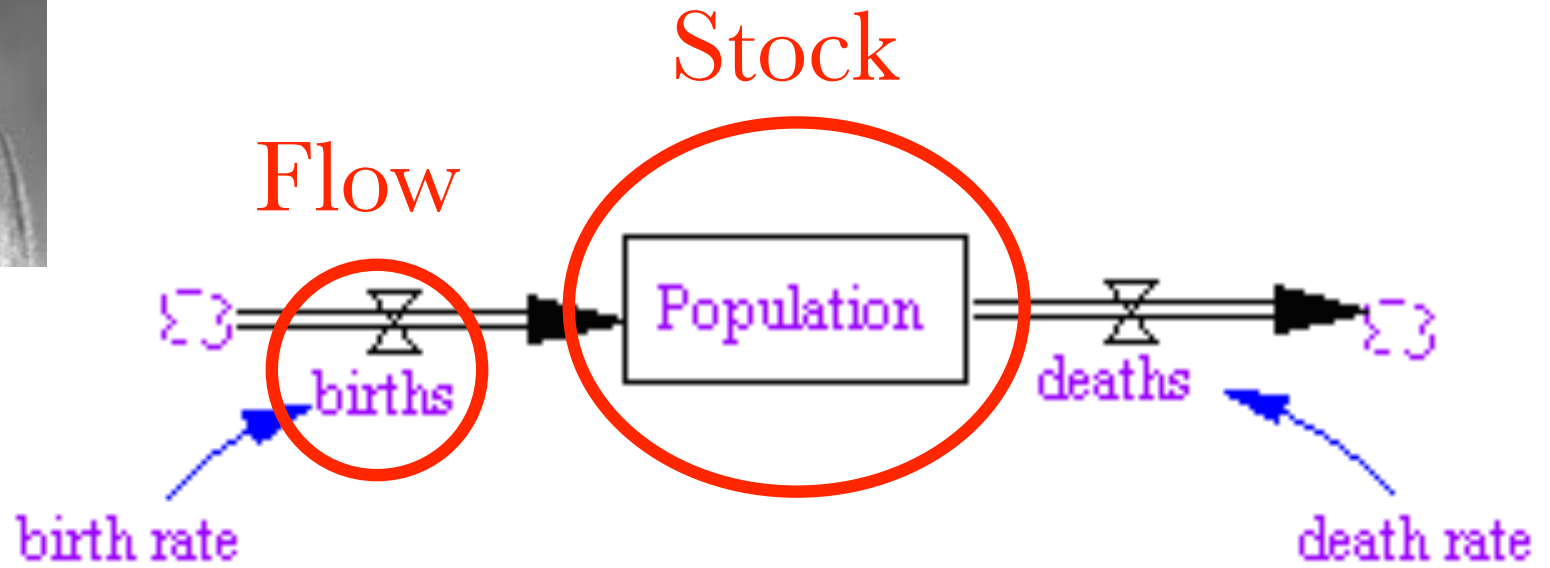


Analog computation





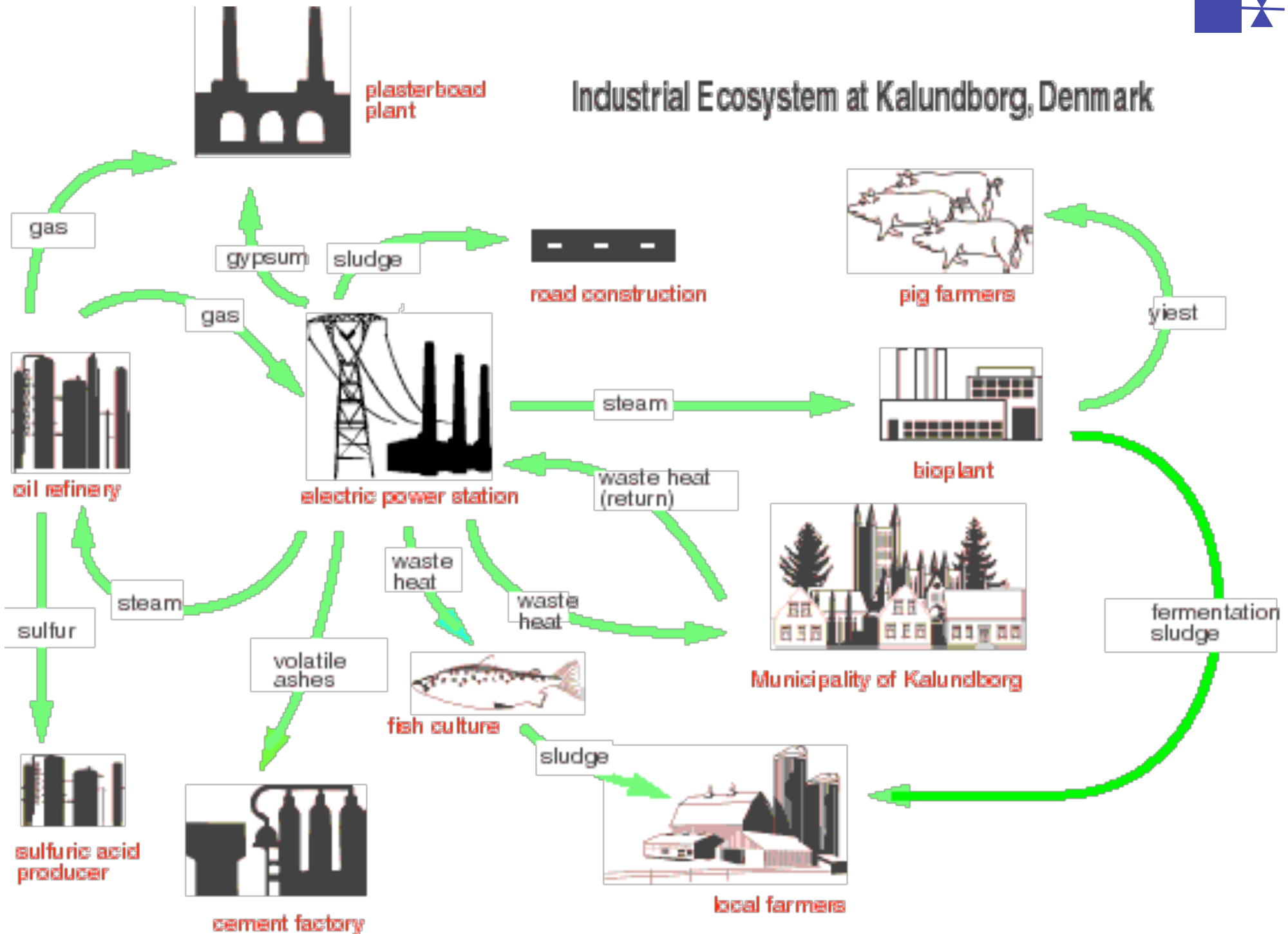
System Dynamics

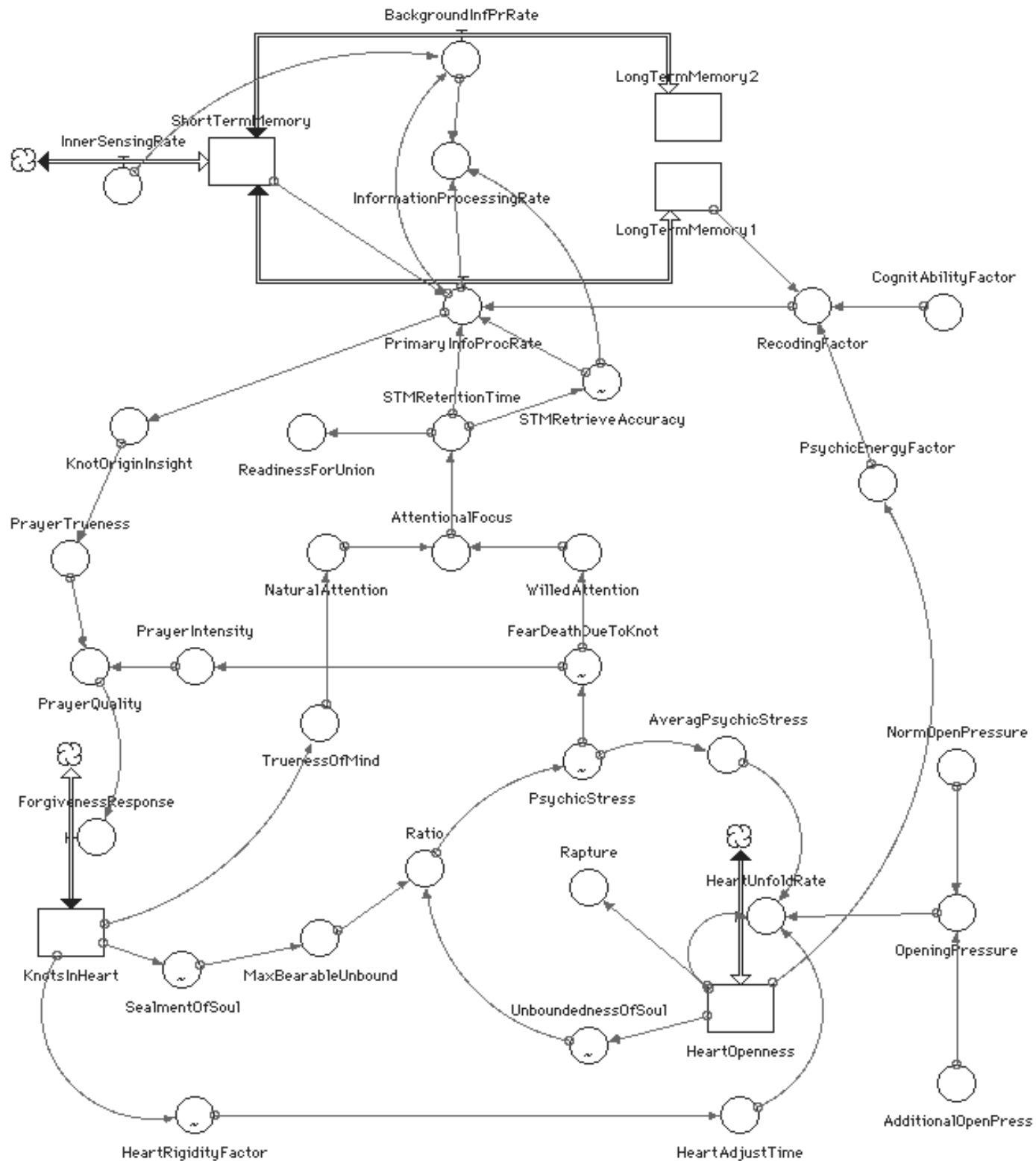


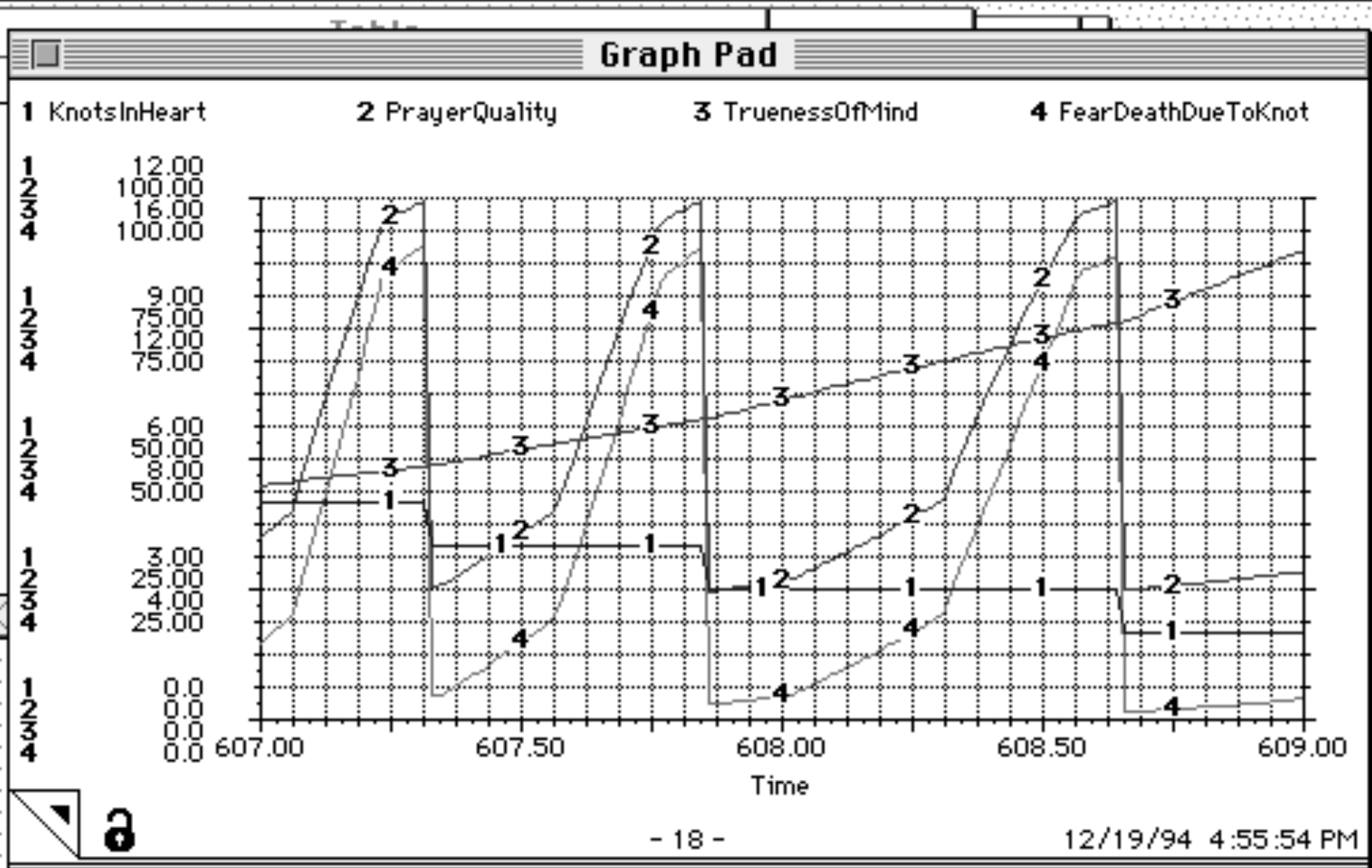




Industrial Ecosystem at Kalundborg, Denmark







Machinations

- A tool for visualizing and simulating game mechanics through the lens of system dynamics

