



Formal Definition of Game (Salen & Zimmerman)

“A game is a system in which players engage in an artificial conflict, defined by rules, that results in a quantifiable outcome.”

Salen & Zimmerman, *Game Design: Principles and Fundamentals*, 1st ed. New York: Morgan Kaufmann, 2003

Social	Mobility	Visualization	Storytelling	Gaming
200,000 years	70,000 years	40,000 years	17,000 years	8,000 years

Ruban R. Panteleus, "Technology in Education: The First 200,000 Years" The WMC Perspective Series: Identical Media, WMC Summer Conference, 2012

