

2. WORKING THEORY

QUEST 2
WORLD 3



Quest Objectives:

1. **Read** “Chapter 1: A Series of Interesting Choices: The Building Blocks of Emotional Design” in *How Games Move Us* by Katherine Isbister (See our [Mage’s Tower](#)).
2. **Write a post** (350+ words) that draws a connection between Isbister’s perspective (especially related to flow, atmosphere, and interaction design) and the implications this has for the game we’re currently building.

Note: You can repeat this quest or substitute *How Games Move Us* with other theoretical texts from the [Mage’s Tower](#), however please talk to me first about what kind of theory you’re hoping to unpack, and I can help guide you.

Completing this Side Quest earns you
75 NAPS and a **Theory Badge**

