"Games are puzzles to solve, just like everything else we encounter in life." Koster’s thesis is, essentially, that games are learning puzzles. In his experience, simple games are created by children to teach themselves useful skills. More formal games have similar goals, but modern games exist almost entirely to provide the elusive substance of fun to the player.

I agree with Koster. I think if you boil it down all games are puzzles of one sort or another. I don’t feel the chapter really answers what a game is and I don’t think that it can because what a game is is very personal. It did however make me think more deeply on what a game is.

To me, a game is brain candy. Just like real sweets what appeals to one person is offensive to another but the main ingredient to all candy is sugar. What is so special about sugar? Physiologically it affects the chemistry of the brain and releases endorphins. Koster points out that games do this also. Some people prefer their endorphins in short sharp bursts and some prefer the build up to a long fought and hard won victory. It is all a matter of taste.

I like the term Grok. I decided to wiki it and learned the history of the term. I knew what it meant because of the context it was used in but it has an interesting beginning.

http://en.wikipedia.org/wiki/Grok