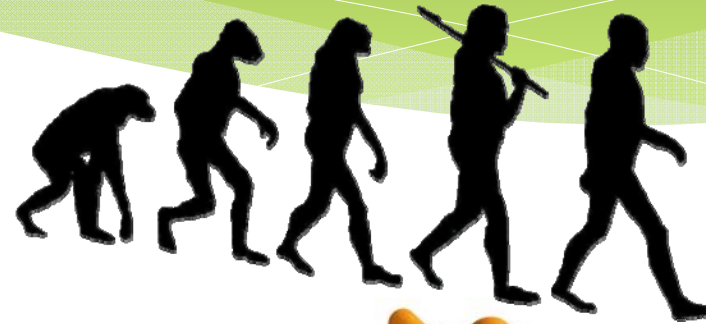


Game creation

MSc Danny Arends
GBIC – Rijksuniversiteit Groningen
20-Sept-2010

WHY GAMES

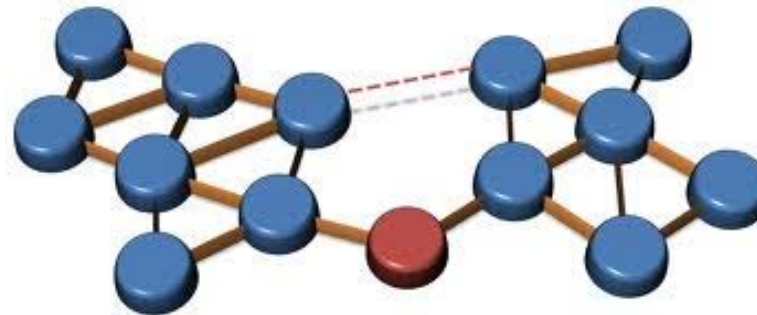
HUMAN NATURE



COMPETITION



GAME THEORY



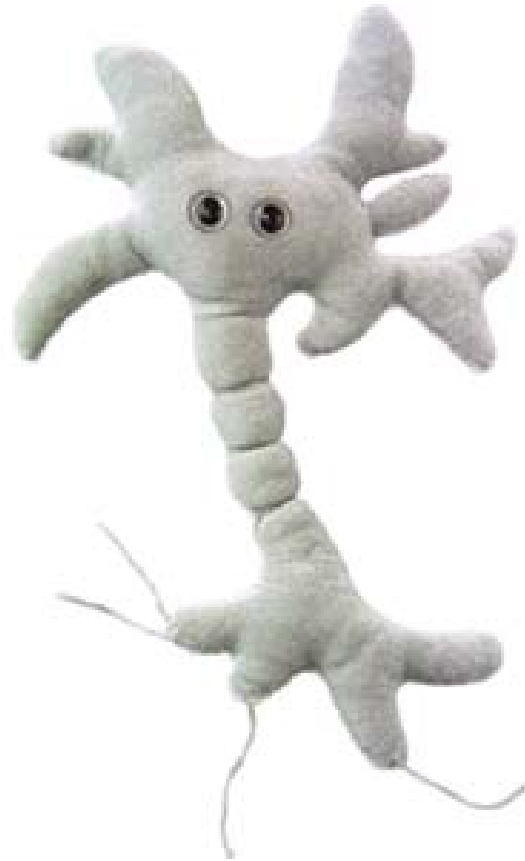
IDEA



FOCUS



OUR HERO'S

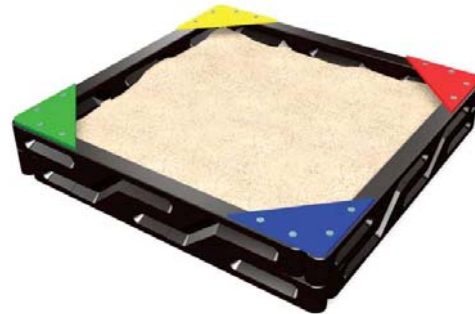


PERSONAL GAIN

EDUCATION



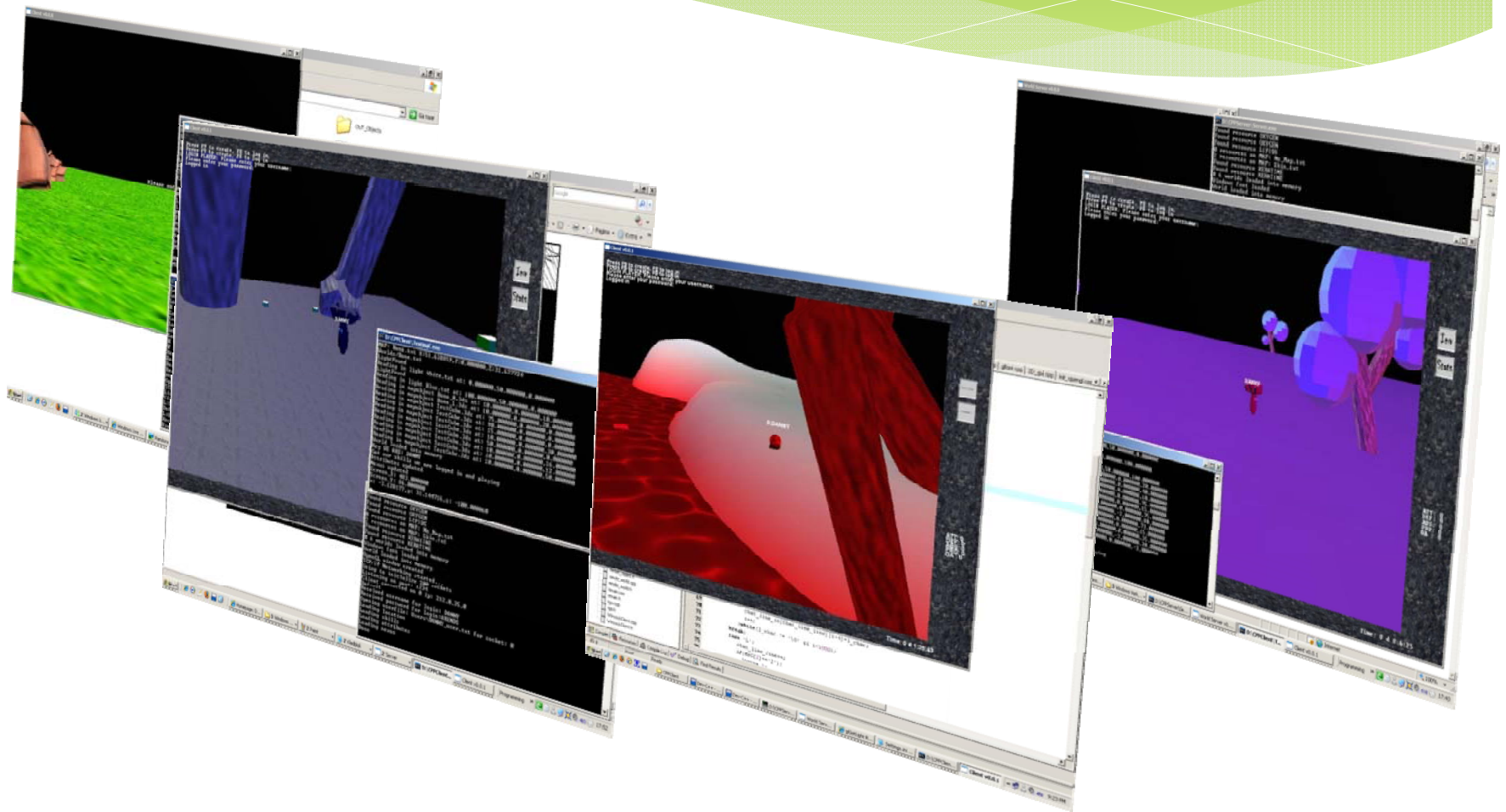
SANDBOX



BUSINESS



SCREENSHOTS



QUESTIONS



- * Think you can contribute?
Danny.Arends@gmail.com