

## THE GAMEPLAY IN SPANISH OR ENGLISH

8. Win (exit cycle) or Repeat

1. Identify core mechanic

> 2. Identify goal

7. Test

CYGAMES **Gameplay Inquiry** Cycle

3. Identify feedback

6. Hypothesize solution

> 5. Identify what you control

4. Identify mistake

Visit the Selene website at http://selene.cet.edu







USE THE INQUIRY CYCLE TO

