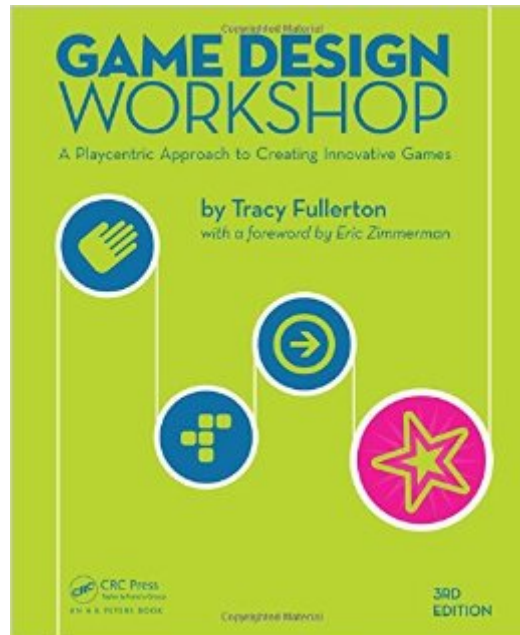


The book was found

Game Design Workshop: A Playcentric Approach To Creating Innovative Games, Third Edition



Synopsis

Create the Digital Games You Love to Play Discover an exercise-driven, non-technical approach to game design without the need for programming or artistic expertise using Game Design Workshop, Third Edition. Author Tracy Fullerton demystifies the creative process with a clear and accessible analysis of the formal and dramatic systems of game design. Examples of popular games, illustrations of design techniques, and refined exercises strengthen your understanding of how game systems function and give you the skills and tools necessary to create a compelling and engaging game. The book puts you to work prototyping, playtesting, and revising your own games with time-tested methods and tools. It provides you with the foundation to advance your career in any facet of the game industry, including design, producing, programming, and visual design.

Book Information

Paperback: 535 pages

Publisher: A K Peters/CRC Press; 3 edition (March 5, 2014)

Language: English

ISBN-10: 1482217163

ISBN-13: 978-1482217162

Product Dimensions: 1 x 7.2 x 9 inches

Shipping Weight: 1.8 pounds (View shipping rates and policies)

Average Customer Review: 4.3 out of 5 starsÂ Â See all reviewsÂ (25 customer reviews)

Best Sellers Rank: #96,447 in Books (See Top 100 in Books) #13 inÂ Books > Computers & Technology > Games & Strategy Guides > Game Design #55 inÂ Books > Computers & Technology > Games & Strategy Guides > Game Programming #120 inÂ Books > Textbooks > Computer Science > Graphics & Visualization

Customer Reviews

I was happy when I found out that I was one of the people to be offered a review copy of this book. Game design is something I've been interested in for years. Which isn't surprising - games (video games in particular) are one of the fastest growing industries. You would be hard pressed to find someone under the age of 30 that hasn't played some sort of video games during their lifetime. And there are even many people older who play them (I'm 54). I was a teenager back in the 70's when the first Pong game came out, and have been playing video games ever since. My first impression of this book was that it reminds me of another book that I read years ago; "Game Design: Secrets of the Sages" by Marc Saltzman. Except that book didn't have the workshop component that this book

does. Like that that earlier book, this 'Game Design Workshop' includes a ton of content from people throughout the video game industry - from instructors, to designers, and publishers. And not just video games - other games are examined. For instance, there is a piece on the game 'Magic: The Gathering' by Richard Garfield. The interviews and profiles make for some interesting reading. I suggest if you can - download the Kindle sample and read the Acknowledgments page (XVII), its over two pages (double columns) of game designers, industry people, and educators who provided information for this book. I found when hunting that other book, that I also have a copy of the second edition of this Game Design Workshop. This book is meant to be a textbook - either for someone learning on their own or for use in a classroom setting. There are exercises scattered throughout the chapters - the exercises range in complexity from simple reflections to actually conceptualizing a game and building it.

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