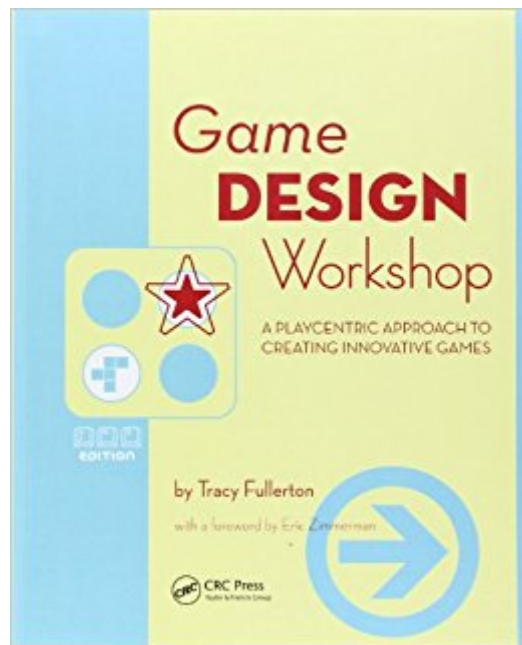




**Ebook Directory**  
the best source of ebook

The book was found

# Game Design Workshop: A Playcentric Approach To Creating Innovative Games



## Synopsis

Master the craft of game design so you can create that elusive combination of challenge, competition, and interaction that players seek. This design workshop begins with an examination of the fundamental elements of game design; then puts you to work in prototyping, playtesting and redesigning your own games with exercises that teach essential design skills. Workshop exercises require no background in programming or artwork, releasing you from the intricacies of electronic game production, so you can develop a working understanding of the essentials of game design.

## Book Information

Paperback: 496 pages

Publisher: Morgan Kaufmann; 2 edition (February 8, 2008)

Language: English

ISBN-10: 0240809742

ISBN-13: 978-0240809748

Product Dimensions: 9.1 x 7.5 x 0.9 inches

Shipping Weight: 2.2 pounds

Average Customer Review: 4.7 out of 5 stars 25 customer reviews

Best Sellers Rank: #282,492 in Books (See Top 100 in Books) #49 in Books > Computers & Technology > Games & Strategy Guides > Game Design #68 in Books > Science & Math > Agricultural Sciences > Crop Science #105 in Books > Arts & Photography > Other Media > Digital

## Customer Reviews

Game design is something of a black art. The trick to doing it well is retaining the black magic but training oneself to control it. There are a lot of books on game design out there, but "Game Design Workshop" is among the very few that develops a wizard rather than a drone.-Ian Bogost, professor of digital media, the Georgia Institute of Technology and co-founder, Persuasive Games

Tracy Fullerton, M.F.A., is a game designer, educator and writer with fifteen years of professional experience. She is currently an Assistant Professor in the Interactive Media Division of the USC School of Cinema-Television where she serves as Co-Director of the Electronic Arts Game Innovation Lab. Recent credits include faculty advisor for the award-winning student game Cloud, and game designer for The Night Journey a unique game/art project with media artist Bill Viola. Prior to joining the USC faculty, she was president and founder of the interactive television game

developer, Spiderdance, Inc. Spiderdance's games included NBC's Weakest Link, MTV's webRIOT, The WB's No Boundaries, History Channel's History IQ, Sony Game Show Network's Inquisition and TBS's Cyber Bond. Before starting Spiderdance, Tracy was a founding member of the New York design firm R/GA Interactive. As a producer and creative director she created games and interactive products for clients including Sony, Intel, Microsoft, AdAge, Ticketmaster, Compaq, and Warner Bros. among many others.

The top rating is well-deserved -- this book is both thorough and well-written. Fullerton provides in-depth discussion and a progressive approach to introducing the material. It begins with the absolute basics, discussing the basics of where game ideas come from, and ends with a treatise on the inner-workings of the game publishing industry. I highly recommend this book to anyone looking to learn more about game development, as a trade, and especially for anyone looking to do it as a profession. There were so many things to love about this book, but three things really stand out in my mind as being particularly awesome: 1. The "Designer Perspective" sidebars (insight into how some famous game designers got started and some behind-the-scenes knowledge about the industry) 2. The focus on iterative-design (prototype and test early and often) 3. The Exercises (real application exercises that hold your hand through the development of games, and of yourself as a career designer) There were basically only two things I \*didn't\* like about this book, and they are purely circumstantial. The first thing is that this book is college-textbook dense. Seriously. The page-count is just shy of 450 pages, and each page is divided into two columns, with a relatively small font-size. It was a beast to get through. There were many times when finishing the book felt like a daunting task, particularly towards the end. The second thing that I wished was different was that the book's focus changes almost completely to digital game development (video games). The first half of the book was about basic game development, and so it could apply to either tabletop games or digital games; but as the book progresses, it makes a clear shift towards digital game development. Realistically, this is not surprising -- the video game industry is gigantic, with revenues exceeding Box Office sales, and it keeps growing. The market for tabletop games is vastly smaller, domestically, and although it enjoys a much larger market share in Europe, particularly Germany, it is still comparatively diminutive. So this particular nitpick is purely arbitrary, on my part -- I don't begrudge the authors for their decision regarding the content.

An amazing read for anyone interested in game design, whether those games are digital or tabletop. Great thought experiments and exercises in each chapter. Excellent analysis of a wide variety of

genres and approaches, and very fun to read. Highly recommended.

Pleased

As described. Ended up buying it but never using it so yea.

Needed it for school.

Must read for anyone considering engaging in the practice of game design. I'll be recommending it to many of my students.

The book is about playcentric approach to game development. It's very powerfull idea about playtesting the game during all the developer process since idea to release. Also the author of this book is participate in creating the game Journey and that's enough to buy this book. I'm reading my first book about game design, making mindmaps in MindNode Pro and fill how my skill is increasing! That's greate. Also I like Kindle apps for iPad and iMac - very user-friendly. P.S.: I'm indie game developer - fedit.com

This book take you by hand and drives you all the path to understand, like, accomplish you creative idea. I wish there could be a book like this for everything to be learned in life.

[Download to continue reading...](#)

Game Design Workshop: A Playcentric Approach to Creating Innovative Games, Third Edition  
Game Design Workshop: A Playcentric Approach to Creating Innovative Games Warriors Word  
Scramble: Word Scramble Games - Word Search, Word Puzzles And Word Scrambles (Word  
Games, Brain Games, Word Search, Word Search Games, Word ... Scramble, Word Scrabble,  
Unscramble Word) Hoyle's Rules of Games: The Essential Family Guide to Card Games, Board  
Games, Parlor Games, New Poker Variations, and More Travel Games for Adults: Coloring, Games,  
Puzzles and Trivia: Featuring Over 60 Activities including Group Games, Games for Two,  
Scavenger Hunts, ... Word Search, Word Scramble and more Game of Thrones: 100 Question  
Trivia Game For True Fans (Epic Fantasy Series, Game of Thrones Books, Game of Thrones,  
Fantasy Books) (Epic Fantasy, Fantasy ... TV, TV Guide, Game of Thrones Book) Prehistoric  
Games Pop-Up Board Game: 4 Games, Attached Reading Book (Pop-Up Board Games) The  
Game Inventor's Guidebook: How to Invent and Sell Board Games, Card Games, Role-Playing

Games, & Everything in Between! Innovative Teaching Strategies In Nursing And Related Health Professions (Bradshaw, Innovative Teaching Strategies in Nursing and Related Health Professions) Dimensional Tuck Knitting: An Innovative Technique for Creating Surface Design Creating Exhibitions: Collaboration in the Planning, Development, and Design of Innovative Experiences Costume Design 101 - 2nd edition: The Business and Art of Creating Costumes For Film and Television (Costume Design 101: The Business & Art of Creating) Graphic Design Success: Over 100 Tips for Beginners in Graphic Design: Graphic Design Basics for Beginners, Save Time and Jump Start Your Success (graphic ... graphic design beginner, design skills) Family Games: Fun Games To Play With Family and Friends (Games and Fun Activities For Family Children Friends Adults and Kids To Play Indoors or Outdoors) Wee Sing Games, Games, Games Strengthening a Workforce for Innovative Regulatory Science in Therapeutics Development: Workshop Summary The Resilient Farm and Homestead: An Innovative Permaculture and Whole Systems Design Approach Game Feel: A Game Designer's Guide to Virtual Sensation (Morgan Kaufmann Game Design Books) Phaser.js Game Design Workbook: Game development guide using Phaser JavaScript Game Framework Universal Methods of Design: 100 Ways to Research Complex Problems, Develop Innovative Ideas, and Design Effective Solutions

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)