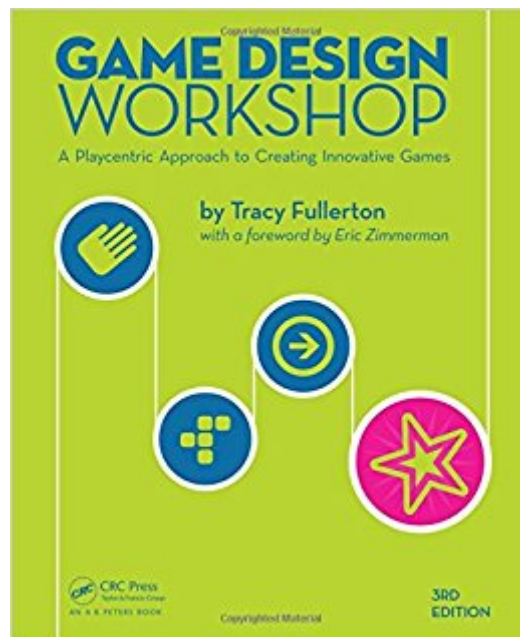




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Game Design Workshop: A Playcentric Approach To Creating Innovative Games, Third Edition



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

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Customer Reviews

"Game Design Workshop is a truly great book and has become, in my opinion, the de facto standard text for beginner- to intermediate-level game design education. This updated new edition is extremely relevant, useful, and inspiring to all kinds of game designers." — Richard Lemarchand, Interactive Media & Games Division, School of Cinematic Arts, University of Southern California "This is the perfect time for a new edition. The updates refresh elements of the book that are important as examples, but don't radically alter the thing about the book that is great: a playcentric approach to game design." — Colleen Macklin, Associate Professor, Parsons The New School for Design "Tracy Fullerton's Game Design Workshop covers pretty much

everything a working or wannabe game designer needs to know. She covers game theory, concepting, prototyping, testing, and tuning, with stops along the way to discuss what it means to be a professional game designer and how to land a job. When I started thinking about my game studies course at the University of Texas at Austin, this was one book I knew I had to use."—Warren Spector, Creative Director, Junction Point Studios

For students going through a multi year degree. This can be one of your touchstone books you keep throughout your career. Practical advice and exercises for all without being too theoretical. For indies, it's a great set of practical ideas to 'stress test' your design and to explore its edges for new opportunities in game play.

If you are looking for a "course text book" to inspire discussion and thinking and further research this is an awesome book (although the print quality is poor, or did I get a counterfeit print again?!). But if you are looking for a book for personal learning this is just an OK book. Probably you already know all of this, but this is just organized and well put together.

For me, it's the second best game design book, being *A Book of Lenses* the only better. I find *Game Design Workshop* easier to understand and the workflow the book presents is ideal for teaching.

This is an amazing book! If you want to learn about the best game designers and if you want exercises to help you generate game ideas, buy this book. It's a game designing curriculum that is helping me create an educational video game for my graduate research project.

simple book, not very technical. best part of the book: insight & comments from leading game designers. bad part: a good portion of the book is common sense. good read.

Great for a beginner like me. *Rules of Play* is the only other book that could top this but that's only in theory.

The book itself is mostly fine. It's written in a low-level way. No overly technical language. I bought it however, hoping that it would not only cover concept generation/refinement, but also good design principles of the game software. This is not the book for that. If you want tips on how to brainstorm ideas and the like, this is the book for you though. Aside from that, the main reason I rated it 2 stars

is because the kindle ebook version lacks real page numbers!!! This is a huge problem if you bought this book as a required text and need to be able to navigate to exact pages for assigned reading or for citing. insists on having its own page number system ("locations" and percentages) and so I will never get a Kindle ebook again.

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