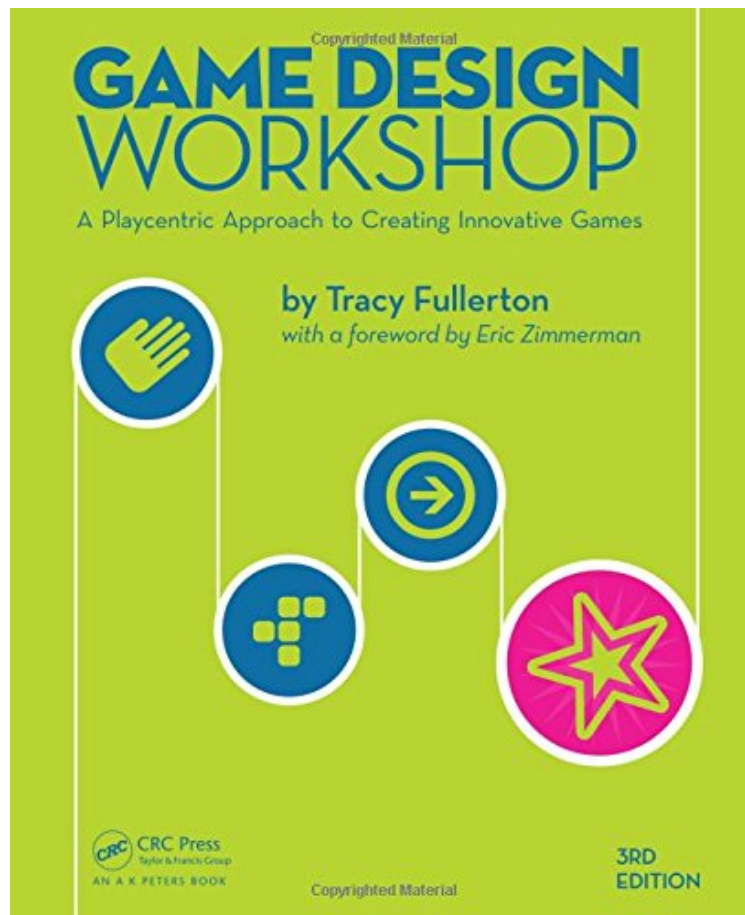


(Download pdf) Game Design Workshop: A Playcentric Approach to Creating Innovative Games, Third Edition

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

Tracy Fullerton

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**Tracy Fullerton : Game Design Workshop: A Playcentric Approach to Creating Innovative Games, Third Edition** before purchasing it in order to gage whether or not it would be worth my time, and all praised Game Design Workshop: A Playcentric Approach to Creating Innovative Games, Third Edition:

2 of 2 people found the following review helpful. Good Textbook, Greate for IndiesBy Adam HillFor students going through a multi year degrees. This can be one of your touchstone book you keep throughout your career. Practical advice and exercises for all without being too theoretical.For indies, it a great set of practical ideas to 'stress test' your design and to explore its edges for new opportunities in game play.38 of 40 people found the following review helpful. An absolute must-have for aspiring game designersBy Aaron HillThe 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. 0 of 0 people found the following review helpful. ... and thinking and further research this is a an awesome book (although the print quality is poor) By Ali If you are looking for a "course text book" to inspire discussion and thinking and further research this is a 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.

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.

"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