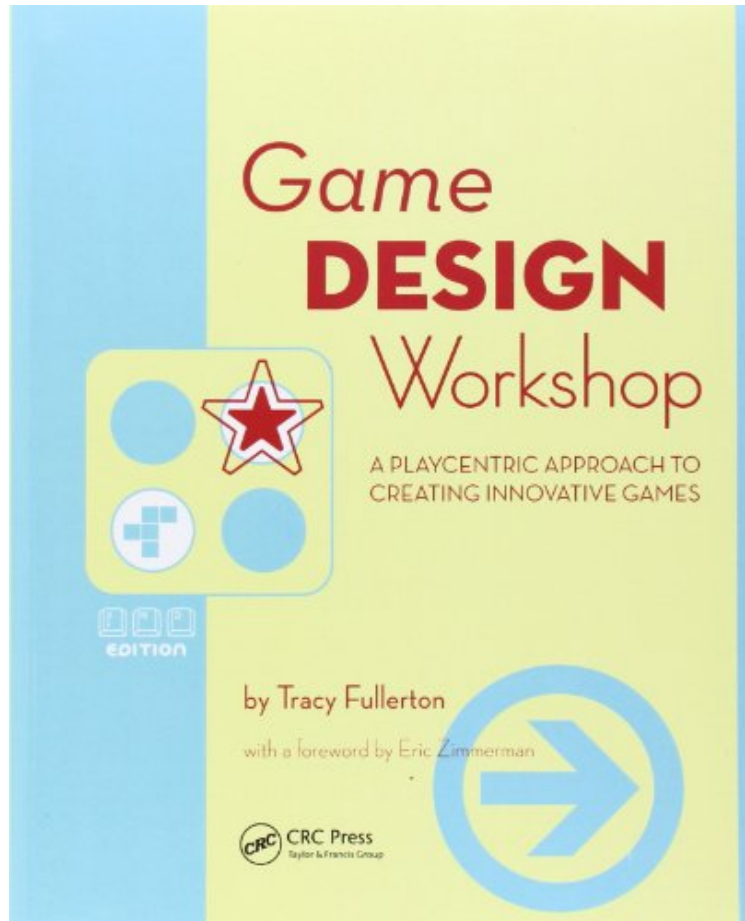


(Free download) Game Design Workshop: A Playcentric Approach to Creating Innovative Games

Game Design Workshop: A Playcentric Approach to Creating Innovative Games

Tracy Fullerton

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Tracy Fullerton : Game Design Workshop: A Playcentric Approach to Creating Innovative Games 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:

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.

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.

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 About the Author 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.