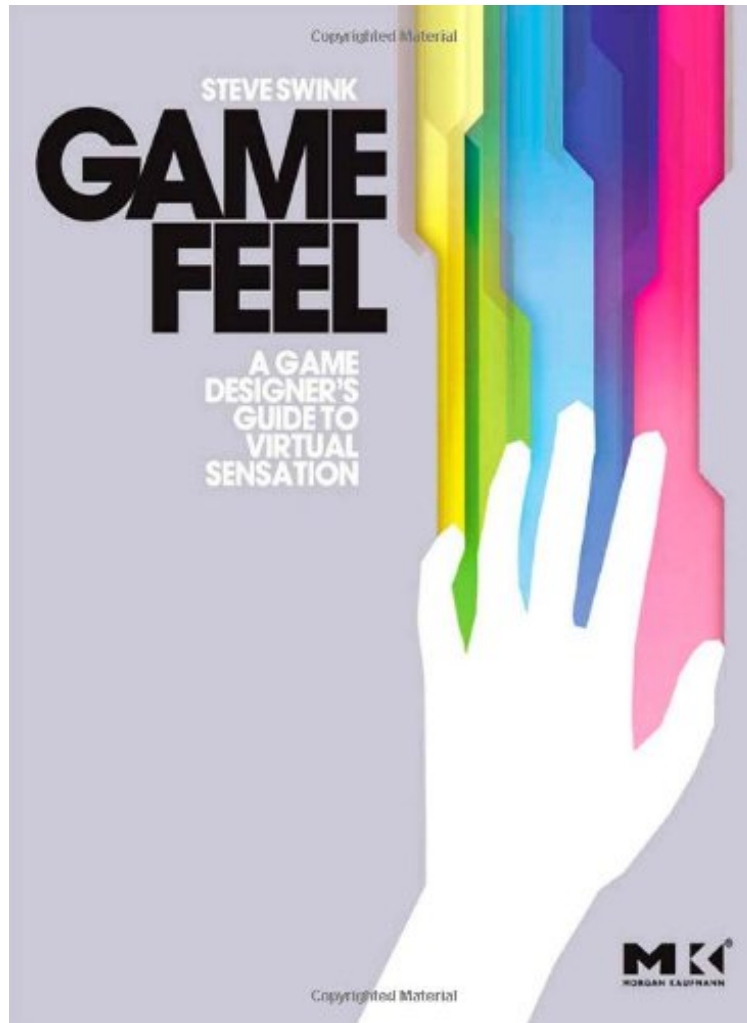


(Download) Game Feel: A Game Designer's Guide to Virtual Sensation (Morgan Kaufmann Game Design Books)

## Game Feel: A Game Designer's Guide to Virtual Sensation (Morgan Kaufmann Game Design Books)

*Steve Swink*

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#192957 in Books Steve Swink 2008-10-15 Original language: English PDF # 1 .90 x 7.40 x 9.10l, 1.90 #File Name: 0123743281376 pages Game Feel A Game Designer s Guide to Virtual Sensation | File size: 60.Mb

**Steve Swink : Game Feel: A Game Designer's Guide to Virtual Sensation (Morgan Kaufmann Game Design Books)** before purchasing it in order to gage whether or not it would be worth my time, and all praised Game Feel: A Game Designer's Guide to Virtual Sensation (Morgan Kaufmann Game Design Books):

0 of 0 people found the following review helpful. MUST HAVE for game devs By Judgement0s Fantastic book about the theories of what makes a game feel good and fun to play. I'd be doing the author a disservice if I attempted to explain it myself, just purchase the book and read it for yourself. Written very well and easy to understand even while going into very complex and intricate explanations. I'd say that this is a must have for any game developer. Hell, even

for those who are just interested in learning more about games.0 of 0 people found the following review helpful.  
YesBy Barret GaylorThis is a book on a particular aspect of game design that people don't really talk about much, but it is really worth your time to read.0 of 0 people found the following review helpful. Five StarsBy MMAExcellent book to learn about gaming concept.

"Game Feel" exposes "feel" as a hidden language in game design that no one has fully articulated yet. The language could be compared to the building blocks of music (time signatures, chord progressions, verse) - no matter the instruments, style or time period - these building blocks come into play. Feel and sensation are similar building blocks where game design is concerned. They create the meta-sensation of involvement with a game. The understanding of how game designers create feel, and affect feel are only partially understood by most in the field and tends to be overlooked as a method or course of study, yet a game's feel is central to a game's success. This book brings the subject of feel to light by consolidating existing theories into a cohesive book. The book covers topics like the role of sound, ancillary indicators, the importance of metaphor, how people perceive things, and a brief history of feel in games. The associated web site contains a playset with ready-made tools to design feel in games, six key components to creating virtual sensation. There's a play palette too, so the designer can first experience the importance of that component by altering variables and feeling the results. The playset allows the reader to experience each of the sensations described in the book, and then allows them to apply them to their own projects. Creating game feel without having to program, essentially. The final version of the playset will have enough flexibility that the reader will be able to use it as a companion to the exercises in the book, working through each one to create the feel described.

The following game design luminaries have promised quotes: Jonathan Blow, Company: Number-None, Game: Braid  
Matthew Wegner, Development Director, Flashbang Studios, LLC, Games: Sealab 2021 Sweet Mayhem  
Aubrey Hesselgren, Game Designer, Amorphous, Games: Hoop World, Unannounced XBLA game  
Derek Yu, Artist, Game Designer, Bit Blot, Games: Aquaria, I'm O.K.  
Alec Holowka, Programmer, Game Designer, Bit Blot, Games: Aquaria  
Katherine Isbister, Associate Professor, Rensselaer Polytech (RPI), Morgan Kaufmann game author.