

Game Design Workshop A Playcentric Approach To Creating Innovative Games Tracy Fullerton

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Game design workshop : a playcentric approach to creating ...

Game Design Workshop: A Playcentric Approach to Creating Innovative Games, Fourth Edition. Tracy Fullerton. CRC Press, Aug 6, 2018 - Computers - 522 pages. 0 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.

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Game Design Workshop is a pragmatic textbook on how to make games, with a plethora of useful exercises in analysis and design for helping rookies turn their game design dreams into reality. There isn't much in the way of theory here; a brief nod towards Huizinga's magic circle and the flow state, and then the game delves into the meat of prototype, iteration, and improvement.

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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.

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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

Game Design Workshop: A Playcentric Approach to Creating ...

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.

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