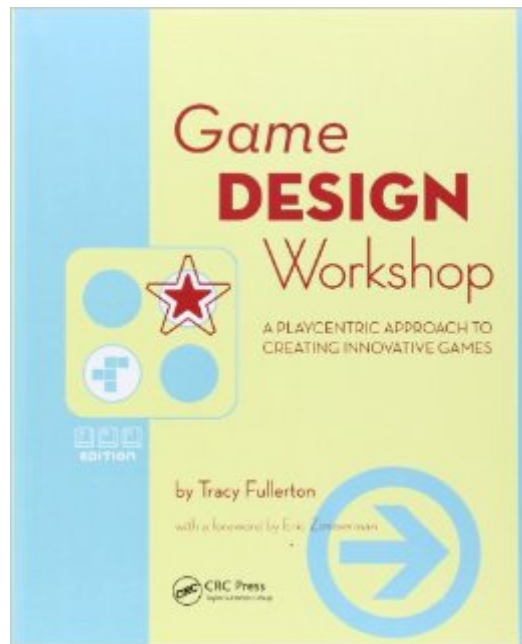


The book was found

# Game Design Workshop: A Playcentric Approach To Creating Innovative Games



## Synopsis

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.

## Book Information

Paperback: 496 pages

Publisher: Morgan Kaufmann; 2 edition (February 8, 2008)

Language: English

ISBN-10: 0240809742

ISBN-13: 978-0240809748

Product Dimensions: 9.1 x 7.5 x 0.9 inches

Shipping Weight: 2.2 pounds

Average Customer Review: 4.7 out of 5 stars [See all reviews](#) (23 customer reviews)

Best Sellers Rank: #152,210 in Books (See Top 100 in Books) #22 in [Books > Computers & Technology > Games & Strategy Guides > Game Design](#) #29 in [Books > Science & Math > Agricultural Sciences > Crop Science](#) #63 in [Books > Arts & Photography > Other Media > Digital](#)

## Customer Reviews

The 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).

[Download to continue reading...](#)

Game Design Workshop: A Playcentric Approach to Creating Innovative Games  
Game Design Workshop: A Playcentric Approach to Creating Innovative Games, Third Edition  
Design Thinking Workshop: The 12 Indispensable Elements for a Design Thinking Workshop  
The Resilient Farm and Homestead: An Innovative Permaculture and Whole Systems Design Approach  
Game Feel: A Game Designer's Guide to Virtual Sensation (Morgan Kaufmann Game Design Books)  
Horse Games & Puzzles: 102 Brainteasers, Word Games, Jokes & Riddles, Picture Puzzlers, Matches & Logic Tests for Horse-Loving Kids (Storey's Games & Puzzles)  
Wee Sing Games, Games, Games  
An Illustrated History of 151 Video Games: A detailed guide to the most important games; explores five decades of game evolution  
Universal Methods of Design: 100 Ways to Research Complex Problems, Develop Innovative Ideas, and Design Effective Solutions  
Build-A-Bear Workshop: Friendship Book (Build-A-Bear Workshop Books (Interactive Books))  
Making Small Workshop Tools (Workshop Practice)  
Positive Discipline Workshop 5 CD Set: An audio workshop with Jane Nelsen  
Designing for Interaction: Creating Innovative Applications and Devices (2nd Edition) (Voices That Matter)  
The Sorcerers and Their Apprentices: How the Digital Magicians of the MIT Media Lab Are Creating the Innovative Technologies That Will Transform Our Lives  
Designing for Interaction: Creating Innovative Applications and Devices (Voices That Matter)  
Agile Project Management: Creating Innovative Products (Agile Software Development Series)  
Agile Project Management: Creating Innovative Products (2nd Edition)  
Make the Right Choice: Creating a Positive, Innovative and Productive Work Life  
Superparenting for ADD: An Innovative Approach to Raising Your Distracted Child  
Exploiting Earnings Volatility: An Innovative New Approach to Evaluating, Optimizing, and Trading Option Strategies to Profit from Earnings Announcements

[Dmca](#)