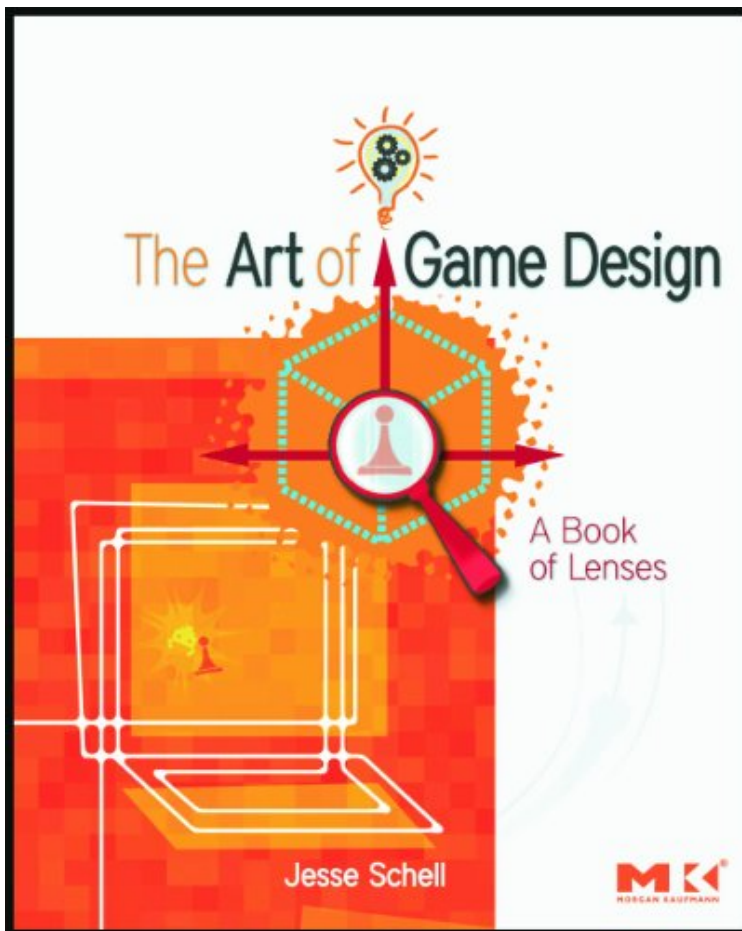


(Mobile pdf) File size: 26.Mb

The Art of Game Design: A book of lenses



Par Jesse Schell

**Download PDF | ePub | DOC | audiobook | ebooks*

Dtails sur le produit Rang parmi les ventes : #507193 dans eBooksPubli le: 2008-08-04Sorti le: 2008-08-04Format: Ebook Kindle

(Mobile pdf) The Art of Game Design: A book of lenses

Par Jesse Schell : The Art of Game Design: A book of lenses before purchasing it in order to gage whether or not it would be worth my time, and all praised The Art of Game Design: A book of lenses:

Download

Read Online

Description :

Prsentation de l'diteurAnyone can master the fundamentals of game design - no technological expertise is necessary. The Art of Game Design: A Book of Lenses shows that the same basic principles of psychology that work for board games, card games and athletic games also are the keys to making top-quality videogames. Good game design happens when you view your game from many different perspectives, or lenses. While touring through the unusual territory that is game design, this book gives the reader one hundred of these lenses - one hundred sets of insightful questions to ask yourself that will help make your game better. These lenses are gathered from fields as diverse as psychology, architecture, music, visual design, film, software engineering, theme park design, mathematics, writing, puzzle design, and anthropology. Anyone who reads this book will be inspired to become a better game designer - and will understand how to do it.Revue de presse"If you're nineteen and have no idea why you adore videogames - you're just enchanted by them, you can't help yourself - dude, is this ever the book for you. You are the core demographic for this particular textual experience. Put down the hand-controller, read the book right now. I can promise you that you will grow in moral and intellectual stature.. Instead of remaining a twitchy, closeted, joystick geek, like you are now, you will emerge from this patient master-class as a surprisingly

broadminded adult who quotes Herman Hesse and appreciates improvisational theater and Impressionist painting. You will no longer kill off parties with your Warcraft fixation. Instead, other people your age will find themselves mysteriously drawn to you - to your air of quiet sympathy, your contemplative depth. Wise beyond your years, you will look beyond the surface details of shrieking monsters and into the deeper roots of human experience.. Schell's creative approach is full of autarchic frontier self-reliance. Out there on Tomorrowland's Gameification Frontier, a theorist intellectual has to slaughter his own hogs and parse Aristotle's Poetics on the back of a shovel. But boy, it sure is roomy over there. It's a large, free, democratic book. It's Emersonian in its cheery disorganization. The book's like a barbaric yawp from the top of a Nintendo console.. I'd read it now, before things get out of hand." - Bruce Sterling on Wired.com's "Beyond the Beyond" blog "As indicated by its title, Jesse Schell's The Art of Game Design: A Book of Lenses uses many different perspectives (the titular lenses) which each prompt their own important questions, ranging from "What problems does my game ask the players to solve?" to "What does beauty mean within the context of my game?" These distinct points are interwoven throughout a step-by-step analysis of the design process that begins with the designer and his or her basic idea, and builds successfully from there. As with Rules of Play, the wealth of information presented by The Art of Game Design may seem daunting at first, but Schell's agreeable voice eases the reader into a series of invaluable angles we can (and should) use to evaluate what we play."--1up.comPrsentation de l'diteurAnyone can master the fundamentals of game design - no technological expertise is necessary. The Art of Game Design: A Book of Lenses shows that the same basic principles of psychology that work for board games, card games and athletic games also are the keys to making top-quality videogames. Good game design happens when you view your game from many different perspectives, or lenses. While touring through the unusual territory that is game design, this book gives the reader one hundred of these lenses - one hundred sets of insightful questions to ask yourself that will help make your game better. These lenses are gathered from fields as diverse as psychology, architecture, music, visual design, film, software engineering, theme park design, mathematics, writing, puzzle design, and anthropology. Anyone who reads this book will be inspired to become a better game designer - and will understand how to do it.