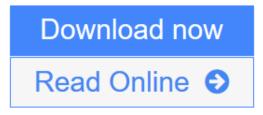# Game Design Workshop: A Playcentric Approach to Creating Innovative Games

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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.

Features:
* A design methodology used in the USC Interactive Media program, a cutting edge program funded in part of Electronic Arts.
* Hands-on exercises demonstrate key concepts, and the design methodology
* Insights from top industry game designers, including Noah Falstein, American McGee, Peter Molyneux

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From Reader Review Game Design Workshop: A Playcentric Approach to Creating Innovative Games for online ebook

Rodrigo Porto says

Game Design Workshop é um livro fascinante, posso não ter lido muitos para compará-lo mas isso não diminui a minha estupefação ao lelo, a forma com o qual aborda o assunto e instiga o leitor a formar a sua própria opinião é impressionante, este não é um livro receita do tipo faça isso que você terá um game, é claro que ele passa instruções, mas principalmente busca fazer com que o leitor busque pensar na melhor maneira de realizar o design do jogo, quais as perguntas e respostas ele deve ter na ponta da língua sobre o projeto e sempre pensando na experiencia do jogador e como torna-la memorável.

O livro também ensina técnicas de brainstorming, playtesting, qual as obrigações de cada membro da equipe, da dicas para quem pretende iniciar sua carreira e por ai vai, é um curso completo de game design ao custo de míseros dólares, uma barganha em que o leitor sai ganhando.

Ele também esta repleto de entrevistas com designer de todos os tipos e países, cada uma passando a visão e falando do caminho que o desenvolvedor seguiu para alcançar sua posição e para finalizar possui centenas de exercícios que no final lhe premiara com o design de um game completo.

Game Design Workshop é uma bíblia para qualquer um que deseja entrar neste ramo como designer de games, uma obra de leitura obrigatória que certamente lhe impulsionara para o sucesso.

Theresa says

A fantastic reference and resource. I'm definitely going to refer to it when planning brainstorm and playtest sessions! I also love the interviews with industry folks.

Dmitry Nozhnin says

A very practical guide to game design, written concisely and down to earth with alot of examples. Many interviews with seasoned gamedesigners give different perspectives to issues and questions of designing games.

Stacey Mason says

Like most people of my generation, I have been playing video games since I can remember. I've read bits and pieces of other game design books, but none have been as clear or as aligned with my own vision of games as this book. It helped me really make the transition from thinking like a consumer to thinking like a creator. It is indispensable for designers of paper and digital games alike.

Fullerton focuses on designing games with the constant goal of vigilantly keeping the player experience at the center of the design process. Everything should be prototyped iteratively. Repeatedly. The upbeat tone encourages experimentation, failure, and revision, reassuring budding designers that games are not some divine inspiration that happens perfectly the first time around. For someone with little experience, this was

exactly what I needed to hear, and Fullerton is sure to repeat the message through examples and anecdotal interviews from some of the biggest names in the field.

I also found the exercises in the book extremely helpful for thinking about games, but more importantly for thinking about *how I was thinking about* games.

Fantastic and inspiring.

Serge Pierro says

An excellent book on game design. In particular the early parts on prototyping and playtesting. I found the book covered many areas that I had come across in my own game designs, and playtesting for other companies.

Silvio Carrera says

If you're a game developer this is a must have on your shelf.

Hendrik says

Amazing read!

Michael Burnam-Fink says

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. As a gamer, it's interesting to see the small number of games which people at the top of the field consider their inspirations (ever heard of M.U.L.E?) As a teacher, there are tons of good exercises that could be adapted into homework.

Game Design Workshop is deliberately agnostic towards what type of games its reader will make, although there is a slight trend bias towards cardboard prototypes of computer games, a practice followed by many major studios. The advice on using playtesters was particularly good. Compared to Jesse Schell's *The Art of Game Design: A Book of Lenses* this book is much less theoretical, preferring a lose concept of 'play' to stricter ideas about storytelling, simulation, and balance.

I read the second edition, which in 2015 is slightly outdated, but I have faith that the 2013 3rd edition is a worthy upgrade. If I were teaching a class on game design, I'd definitely consider this book a central resource.

Nada Ouf says

It is really interesting to work with this book step by step. Helps the reader gain more from the exercises. It is written in a simple and easy way and inclides a lot of examples and interviews with game designer which I found very insightful.

Kars says

A very comprehensive discussion of contemporary game design practice. This book provides a theoretical foundation for game design, and a description of the position of the game designer in today's industry, but where it really shines is its structured, step-by-step description of how to design a game. I was pleasantly surprised by the author's emphasis on early prototyping, iteration and playtesting, playtesting, playtesting. Since owning this, it has become the first thing I recommend to my students to look at when they're having issues with their process. For myself it's been a good way to review my own approach. The only reason it's not getting top marks is because in some areas, I found it too shallow, even for a novice audience.

Kory says

Game Design Workshop is a great book for learning how to design games, it was required for a class while we design board games. This book shares a lot in common with The Art of Game Design: A Book of Lenses, and the exercises are definitely useful. Compared with the book of lenses, reading either one helps and reading other won't give much more information. As for what's different, well you have exercises to help you learn game design or lenses which helps to pose valuable questions about the game you're designing.

Both the exercises and lenses are useful and more than likely you would find yourself using both.

Aaron says

The information was good, but it really was not a fun read at all. Definitely more of a textbook to study and make notes on than a book to read for enjoyment.

Michael says

I am using this book in my course this semester: Collaborative Writing Practices - Game Design. I think it is the most teachable, most practical (and not just theoretical) book on game design for students.

Ivan says

A text book on designing/understanding/dissecting video games and (I think) a little bit of "the theory of fun."

Probably more book than I can chew right now, but we'll see if I read it all....or maybe a resource for fun games I haven't played yet!

Any book that makes an in-depth comparison of Go Fish to Quake can't be bad.

Mackenzie says

Classic game design book and really interesting for the kinds of things I hope to create.