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Fundamentals of Game Design is entirely about game design. It does not cover program - ming, art, animation, music, audio engineering, or writing. Nor is it about project management, budgeting, scheduling, or producing. However, it does refer to all these things, because your design decisions will affect them all significantly.

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THE ELEMENTS OF GAME DESIGN. 1 Games and Video Games. 2 Design Components and Processes. 3 Game Concepts. 4 Game Worlds. 5 Creative and Expressive Play. 6 Character Development. 7 Storytelling and Narrative. 8 User Interfaces.

Adams, Fundamentals of Game Design, 2nd Edition | Pearson
Part One: The Elements of Game Design. 1: Games and Videogames. 2: The Design Process . 3: Game Concepts . 4: Game Worlds . 5: Creative and Constructive Play. 6: Character Development . 7: Storytelling and Narrative . 8: Creating the User Experience . 9: Gameplay . 10: The Internal Economy of Games. 11: Game Balancing. 12: General

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genres in all of video gaming, and a well-tuned Fundamentals
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Adams (Normandy, U.K.) is an independent game designer,
writer, and teacher. He has worked in the game industry for
20 years.

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IGDA Dr. Ernest Adams is a game design consultant, teacher,
and the author of several books, including Game Mechanics:
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Concepts 4 Game Worlds 5 Creative and Expressive Play 6
Character Development 7 Storytelling and Narrative 8 User
Interfaces 9 Gameplay 10 Core Mechanics 11 Game
Balancing 12 General Principles of Level Design PART TWO
THE GENRES OF GAMES 13 Action Games

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In Game Mechanics: Advanced Game Design, you ' ll learn
how to: — Design and balance game mechanics to create
emergent gameplay before you write a single line of code. —
Visualize the internal economy so that you can immediately
see what goes on in a complex game. — Use novel
prototyping techniques that let you simulate games and

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collect vast quantities of gameplay data on the first day of development.

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Description. Now in its third edition, the classic book on game design has been completely revised to include the latest developments in the game industry. Students will learn all the fundamentals of concept development, gameplay design, core mechanics, user interfaces, storytelling, and balancing. They ' ll be introduced to designing for mobile devices and touch screens, as well as for the Kinect and motion-capture gameplay.

Adams, Fundamentals of Game Design, 3rd Edition | Pearson

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Sports games create a special challenge for the game designer. So many people play or watch sports that they come to a video game with high expectations about what the game will be like, and a designer must learn to meet those expectations. Sports games are one of the most popular genres in all of video gaming, and a well-tuned

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games may be implemented in two dimensions or three, but

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if they ' re three-dimensional, the avatar is most often a person rather than a vehicle. 3D combat flight simulators aren ' t considered shooter games even though these vehicles shoot. In 2D games the term is more inclusive. Aiming is a key skill, particularly if the game provides limited

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Fundamentals of Game Design - pearsoncmg.com To create a great video game, you must start with a solid game design: A well-designed game is easier to build, more entertaining, and has a better chance of succeeding in the marketplace.

Fundamentals of Game Design, Second Edition [Book]

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a solid foundation for new designers to build on, by offering
clear, pragmatic advice, exercises and wisdom to a subject

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