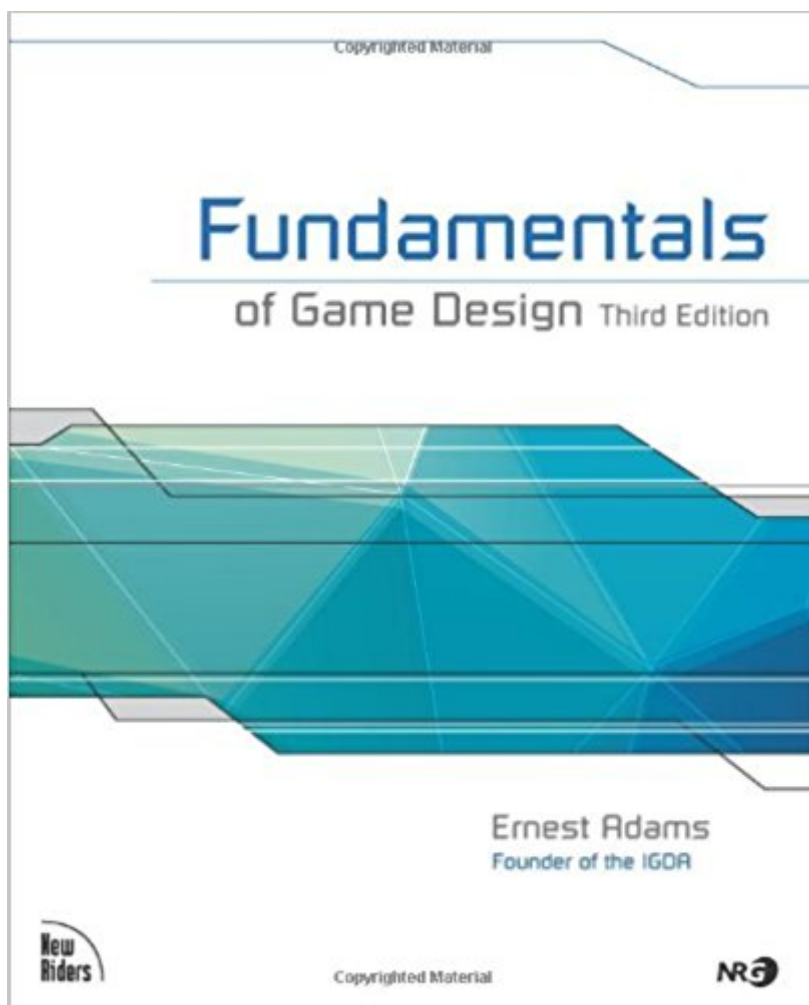


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# Fundamentals Of Game Design (3rd Edition)



## Synopsis

Now in its third edition, the classic book on game design has been completely revised to include the latest developments in the game industry. Readers 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. They'll learn how indie developers are pushing the envelope and how new business models such as free-to-play are influencing design. In an easy-to-follow approach, Adams offers a first-hand look into the process of designing a game, from initial concept to final tuning. This in-depth resource also comes with engaging end-of-chapter exercises, design worksheets, and case studies.

## Book Information

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## Customer Reviews

Ernest Adams: 22-year veteran of the video game industry as programmer, producer, game designer and design consultant. Founder of the International Game Developers Association. Successful Pearson author (New Riders Games and Prentice Hall) since 2003.

Written by the man who founded the IGDA, this is the best starting point to understanding video game design. Written like a true textbook I found the information to be very relevant, concise and well organized. The assignments and questions at the end of each chapter are designed with real world situations in mind. It is rare that we game designers ever get to build for ourselves. More often

we are working for development companies and the exercises have this in mind. I hope they update this sooner rather than later as the information does not have much about motion capture or the new motion interfaces but hopefully they will include more in the next edition. Awesome resource that I recommend for beginners to intermediate.

What an awesome educational tool, this book is! I am studying motion arts and gaming design, and had to buy this book for a class. I am so glad I was required to do this! This book is great for the new editions of game designers to hone their skills! First, it takes you through development of concepts, designing games, the mechanics of it, interfaces, balance, and how to tell an engaging story. It also discusses designing for phones and the screens on phones and pads, and anything that is touch screen. It also introduces motion-capture game-play. It mentions how he designs games, from the first moment of determining the basic concept, to fleshing it out. At the end of the chapters it has exercises, design worksheets, and case studies that sum up what we have learned. The best part is that Dr. Adams has written this, and I know that his sculpting of the book is buoyed by his decades in the industry. I am grateful to have this book in my library. I hope to continue working on building a skill set to bring amazing new games to the male dominated field, and bring my unique slant to gaming!

Received quick, just as described.

its a really good book it focusess on the important in game design with a good methoud of thinking about how to make your game

Adams is a terrific author - he provides simple, clear guidelines for Game Design. I had a question about the book and emailed him and he got right back to me very quickly! Awesome. I just can't say enough about this book. Buy it and read it is all I can say - if you're serious about game design you will find what you need in this book.

Ernest Adams brings to us a bible in commercial game design. Commercial is the keyword, as you'll be taught how to make a commercial game that will appeal to publishers and the masses alike. Some of the material may be a bit obvious to gamers and already working game designers, but don't over estimate the power of having someone actually spell it out to you, bringing many themes, ideas and rules from the depths of your subconscious to the forefront. This book also brings to light

fine details that you wouldn't normally think about when designing a game, but are extremely critical in the overall design work. If you are ready to design commercially appealing games, then this is your book. If you are more of an independent developer, looking to break the mold that most publishers wouldn't dare to fund, then perhaps you should look elsewhere.

So I bought this book because I was asked for it at college. I really think it is great for students who are just starting with game design, it explains everything you need to know in simple words anyone can understand. I loved it.

Really fun book to read. It's a great way to start learning about this field. I would recommend.

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