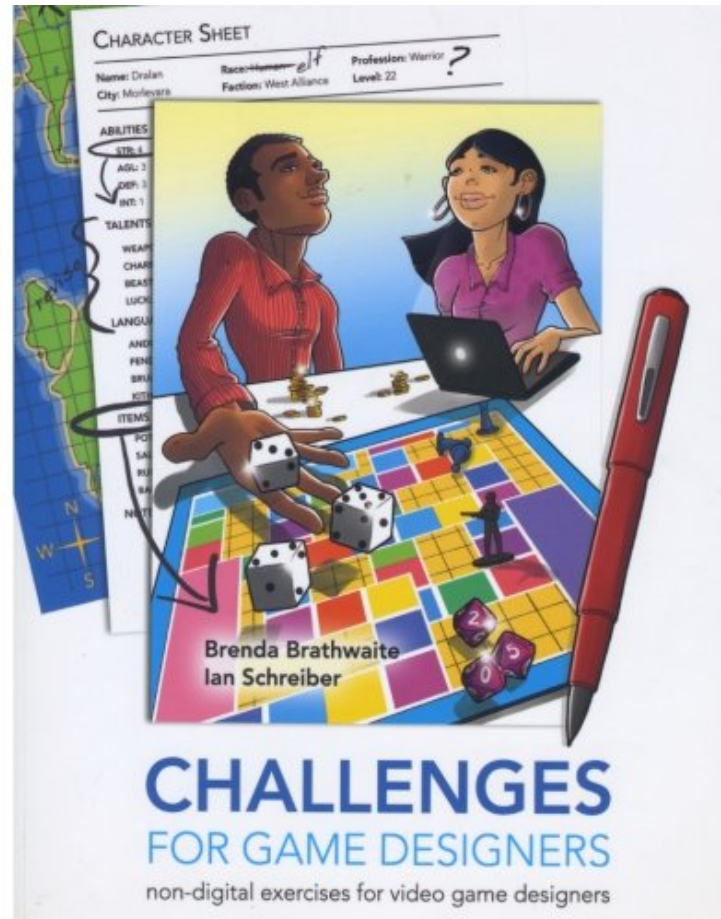


Challenges for Games Designers: Non-Digital Exercises for Video Game Designers

Ms Brenda L Brathwaite

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Ms Brenda L Brathwaite : Challenges for Games Designers: Non-Digital Exercises for Video Game Designers before purchasing it in order to gauge whether or not it would be worth my time, and all praised Challenges for Games Designers: Non-Digital Exercises for Video Game Designers:

Welcome to a book written to challenge you, improve your brainstorming abilities, and sharpen your game design skills! Challenges for Game Designers: Non-Digital Exercises for Video Game Designers is filled with enjoyable, interesting, and challenging exercises to help you become a better video game designer, whether you are a professional or aspire to be. Each chapter covers a different topic important to game designers, and was taken from actual industry experience. After a brief overview of the topic, there are five challenges that each take less than two hours and allow

you to apply the material, explore the topic, and expand your knowledge in that area. Each chapter also includes 10 "non-digital shorts" to further hone your skills. None of the challenges in the book require any programming or a computer, but many of the topics feature challenges that can be made into fully functioning games. The book is useful for professional designers, aspiring designers, and instructors who teach game design courses, and the challenges are great for both practice and homework assignments. The book can be worked through chapter by chapter, or you can skip around and do only the challenges that interest you. As with anything else, making great games takes practice and *Challenges for Game Designers* provides you with a collection of fun, thought-provoking, and of course, challenging activities that will help you hone vital skills and become the best game designer you can be.

About the Author Brenda Romero is an award-winning game designer, artist and Fulbright scholar who entered the video game industry in 1981. As a designer, she has contributed to many seminal titles, including the *Wizardry* and *Jagged Alliance* series and titles in the *Ghost Recon* and *Dungeons Dragons* franchises. Away from the machine, her analog series of six games, *The Mechanic is the Message*, has drawn national and international acclaim, particularly *Train* and *Sochn Leat* (*The Irish Game*) which is presently housed in the National Museum of Play. In 2015, she won the coveted Ambassadors Award at the Game Developers Choice Awards. In 2014, she received a Fulbright award to study Ireland's game industry, academic and government policies. In 2013, she was named one of the top 10 game developers by *Gamasutra.com* and *Develop* magazine listed her among the 25 people who changed games in 2013. Romero co-owns Romero Games based in Galway and is Course Director at the upcoming MSc in Game Design Development at the University of Limerick. Ian Schreiber has been in the industry since the year 2000, first as a programmer and then as a game designer. He has worked on six published game titles and two serious game projects as well as a variety of confidential projects. Ian is a co-founder of Global Game Jam, the largest in-person game development event in the world. Ian has taught two free online courses in game design, at gamedesignconcepts.wordpress.com (which is designed around the content in this book) and gamebalanceconcepts.wordpress.com. Ian has taught game design and development courses at a variety of two-year and four-year schools, and as of 2017 is an assistant professor at RIT.