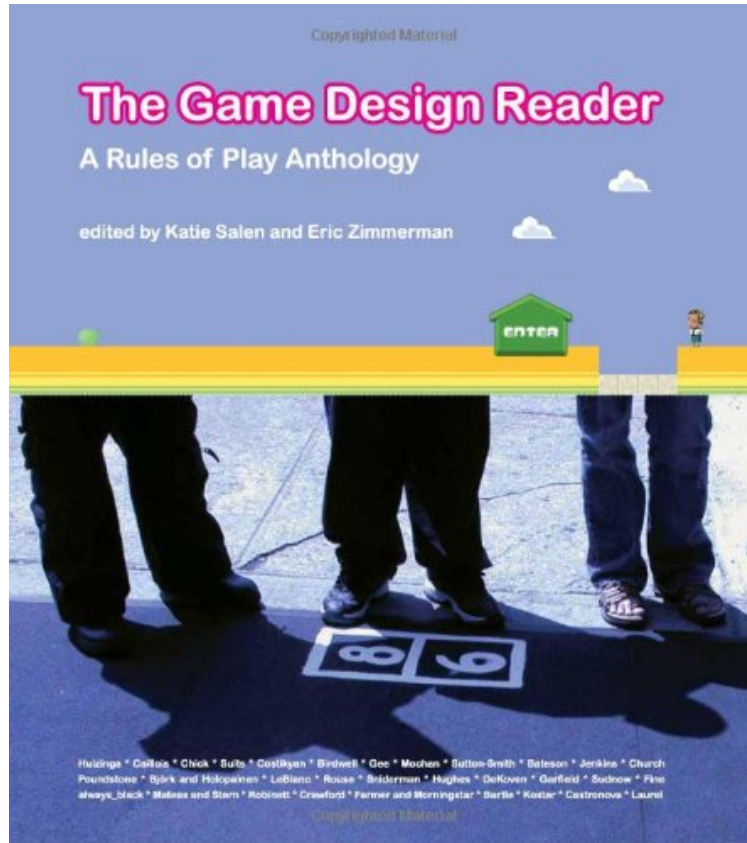


(Library ebook) The Game Design Reader: A Rules of Play Anthology (MIT Press)

The Game Design Reader: A Rules of Play Anthology (MIT Press)

From Salen, Katie (EDT)/ Zimmerman, Eric (EDT)
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From Salen, Katie (EDT)/ Zimmerman, Eric (EDT) : **The Game Design Reader: A Rules of Play Anthology (MIT Press)** before purchasing it in order to gage whether or not it would be worth my time, and all praised The Game Design Reader: A Rules of Play Anthology (MIT Press):

2 of 2 people found the following review helpful. are the hallmarks of what a good Game Design book should beBy Ian WilliamsThis companion, and especially it's predecessor, Rules of Play, are the hallmarks of what a good Game Design book should be. An insightful blend of theory and practice, game developers, testers and designers weigh in on every aspect possible to cover in these volumes lengths. Everything from the social and communal aspects of gaming to the mechanics of the gameplay are debated on, theorized about and tested against different metrics. Also, the Rules of Play book has suggested projects or school curriculum at the end of many chapters, to put these ideas into practice in a practical way. While most Design books are largely fluff with some interesting concepts and a brief history of video games, this book leaves them all in the dust with it's hard hitting approach and wisdom gleaned from decades of Game Design and Development and Play Testing. Highly recommended for anyone with aspirations to be a Game Designer.0 of 0 people found the following review helpful. Five StarsBy HanPerfect condition1 of 2 people found the following review helpful. Five StarsBy Shade_JonFilled with insight and information. A seminal work for ludological game studies (less so for video games, perhaps).

Classic and cutting-edge writings on games, spanning nearly 50 years of game analysis and criticism, by game designers, game journalists, game fans, folklorists, sociologists, and media theorists. The Game Design Reader is a one-of-a-kind collection on game design and criticism, from classic scholarly essays to cutting-edge case studies. A companion work to Katie Salen and Eric Zimmerman's textbook *Rules of Play: Game Design Fundamentals*, The Game Design Reader is a classroom sourcebook, a reference for working game developers, and a great read for game fans and players. Thirty-two essays by game designers, game critics, game fans, philosophers, anthropologists, media theorists, and others consider fundamental questions: What are games and how are they designed? How do games interact with culture at large? What critical approaches can game designers take to create game stories, game spaces, game communities, and new forms of play? Salen and Zimmerman have collected seminal writings that span 50 years to offer a stunning array of perspectives. Game journalists express the rhythms of game play, sociologists tackle topics such as role-playing in vast virtual worlds, players rant and rave, and game designers describe the sweat and tears of bringing a game to market. Each text acts as a springboard for discussion, a potential class assignment, and a source of inspiration. The book is organized around fourteen topics, from The Player Experience to The Game Design Process, from Games and Narrative to Cultural Representation. Each topic, introduced with a short essay by Salen and Zimmerman, covers ideas and research fundamental to the study of games, and points to relevant texts within the Reader. Visual essays between book sections act as counterpoint to the writings. Like *Rules of Play*, The Game Design Reader is an intelligent and playful book. An invaluable resource for professionals and a unique introduction for those new to the field, The Game Design Reader is essential reading for anyone who takes games seriously.

Katie Salen and Eric Zimmerman have done a great service to the academic community with their well-composed and highly usable work. With all these key texts now conveniently accessible, there is one reason less to postpone setting up game-studies courses and degrees. (Frans Myr, Hypermedia Laboratory, University of Tampere, Finland, and President, Digital Games Research Association (DiGRA))
About the Author Eric Zimmerman is a game designer, game design theorist, and co-founder and CEO of gameLab. He has taught at universities including MIT, the University of Texas, Parsons School of Design, New York University, Rhode Island School of Design, and the School of Visual Arts.