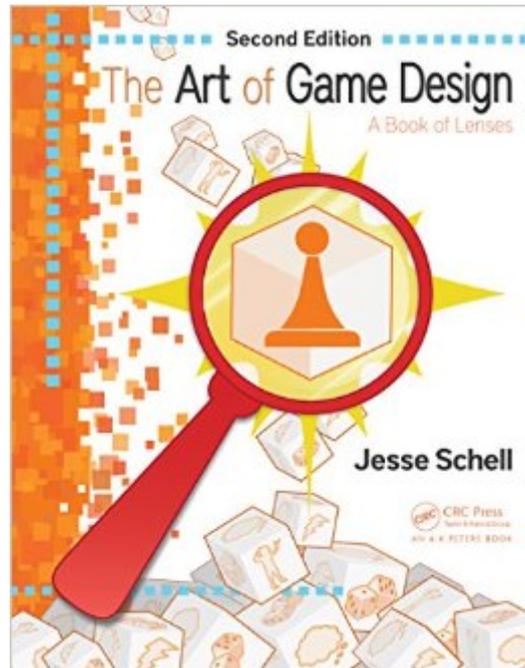


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The Art Of Game Design: A Book Of Lenses, Second Edition



Synopsis

Good game design happens when you view your game from as many perspectives as possible. Written by one of the world's top game designers, *The Art of Game Design* presents 100+ sets of questions, or different lenses, for viewing a game's design, encompassing diverse fields such as psychology, architecture, music, visual design, film, software engineering, theme park design, mathematics, puzzle design, and anthropology. This Second Edition of a Game Developer Front Line Award winner: Describes the deepest and most fundamental principles of game design Demonstrates how tactics used in board, card, and athletic games also work in top-quality video games Contains valuable insight from Jesse Schell, the former chair of the International Game Developers Association and award-winning designer of Disney online games *The Art of Game Design, Second Edition* gives readers useful perspectives on how to make better game designs faster. It provides practical instruction on creating world-class games that will be played again and again.

Book Information

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Customer Reviews

This poor review is for the digital book only. DO NOT BUY THE DIGITAL OR KINDLE VERSION. I

was so disappointed to find out this book was a plain old PDF, which is a real pain in the butt to read on a screen device. You can't search, don't have fluid margins, can't increase the font size or change to night mode, etc. Huge disappointment in that regard, but the content in the book itself is wonderful. I recommend purchasing it in old-fashioned paperback.

I've been creating games for over 20 years and this book had me questioning a lot of my assumptions that I've made about Game Design. It even changed my mind on a few tightly held beliefs. This book should be read by every potential Game Designer out there. It should be a required textbook/course for anyone studying game design at the college level. It's simply a masterpiece. Everything a Game Designer needs to think about and consider is covered in this book. Both thorough and thoroughly entertaining from cover to cover.

Most definitely the best all inclusive text on game design I've ever seen. I've read the entire book from cover to cover and the amount of information is absolutely worth every penny. Depending on your goals, some areas of this book have to be taken with a grain of salt, but as a general source of knowledge and reference, it is outstanding. I would recommend this book to anyone looking to get into the field of game design/development or anyone who has dabbled but not taken any formal courses or read many definitive texts on the subject.

This book is great, I originally purchased it for my husband but have become obsessed with it myself. It's inspired me to create a game, and I like that it gets you thinking about the important things.

As a filmmaker, and now lead cinematic artist for the video game industry, I wanted to get a better perspective on what "makes games tick." I quickly discovered that this game is much more valuable than it appears. As a filmmaker, many of the ideas and principles that are described can be applied to filmmaking. This book has not only got me quickly up to speed on the art of what goes into making a quality game, but it has also improved the way that I approach and perceive creating films and linear-based entertainment. I can't recommend this book enough.

A great toolbox book, much better when you combine it with the Deck of Lens. Obviously many of the content comes from the self experience of Jesse Schell but many on this industry from Gamification and Game Design comes first from those experience and then stepped to the next

level with a more professional investigation in some cases. It's worthy and useful, but as it is, a good toolbox to aid, it does not pretend to be a bible to follow straight forward, and that's fine.

An absolutely fantastic book to read even if you're not in the field of game design. There are so many parallels that can be drawn into other industries. The companion mobile app is amazing as well. VERY highly recommended.

Extremely informative, and Jesse is hilarious. First met him at the MWUX conference and he was by far the best speaker I listened to there. He easily captures your attention, probably from his days as a comedian and entertainer. His eclectic life experiences show in his writing and makes it a fun read. Highly recommended, not just for game designers but by any artist interested in communicating their art to the world.

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