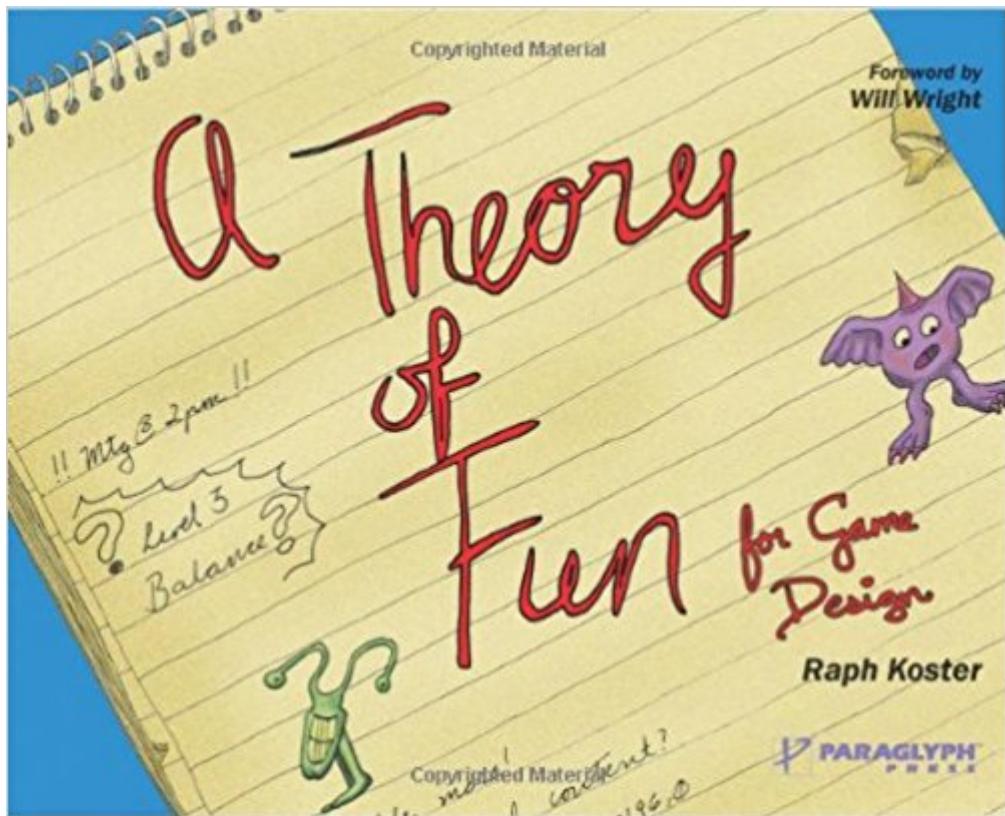


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A Theory Of Fun For Game Design



Synopsis

A Theory of Fun for Game Design is not your typical how-to book. It features a novel way of teaching interactive designers how to create and improve their designs to incorporate the highest degree of fun. As the book shows, designing for fun is all about making interactive products like games highly entertaining, engaging, and addictive. The book's unique approach of providing a highly visual storyboard approach combined with a narrative on the art and practice of designing for fun is sure to be a hit with game and interactive designers. At first glance A Theory of Fun for Game Design is a book that will truly inspire and challenge game designers to think in new ways; however, its universal message will influence designers from all walks of life. This book captures the real essence of what drives us to seek out products and experiences that are truly fun and entertaining. The author masterfully presents his engaging theory by showing readers how many designs are lacking because they are predictable and not engaging enough. He then explains how great designers use different types of elements in new ways to make designs more fun and compelling. Anyone who is interested in design will enjoy how the book works on two levels--as a quick inspiration guide to game design, or as an informative discussion that details the insightful thinking from a great mind in the game industry.

Book Information

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Customer Reviews

Raph Koster's *A Theory of Fun for Game Design* is certainly a book worthy of a place on any game designer's shelf. For those who attended the original lecture that spawned the book, there

isn't a whole lot that is new, but it's great to have it in book form. For those who did not, the book can be quite revealing, particularly for those who have struggled to adequately define just what games and game design is all about. Perhaps more importantly, though, is that Raph has written a light, frequently humorous, and sometimes touching book that should make a great gift to those of us who have parents or spouses who DON'T understand why we're wasting all of our time with games. Rather than try to explain it to them, you can simply hand them this book, and they can come to appreciate the scope and depth of the subject without being overwhelmed. And at times the book is quite poignant on a human level. You can see Raph's genuine pride and love for his children nearly pour off the page when he talks about them, and his mention of his grandfather passing away while he was at GDC is particularly touching to me since my own father died while I was at GDC in 2000. The book can essentially be read in two ways. The first, simply by reading all the illustrations in sequence, is great fun all by itself. Nearly every drawing does its job in illustrating the point it tries to make, and quite a few have charming little extra details that a gamer will readily appreciate. The second, and perhaps more proper way, is to read the text and the illustrations together. (I suppose one could also read the text by itself, but where's the fun in that?) To summarize very crudely, the book makes the following assertions: 1.

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