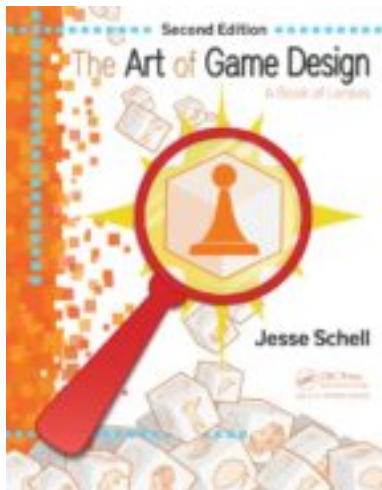


THE ART OF GAME DESIGN: A BOOK OF LENSES (2ND REVISED EDITION)



Autor:	JESSE SCHELL
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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.