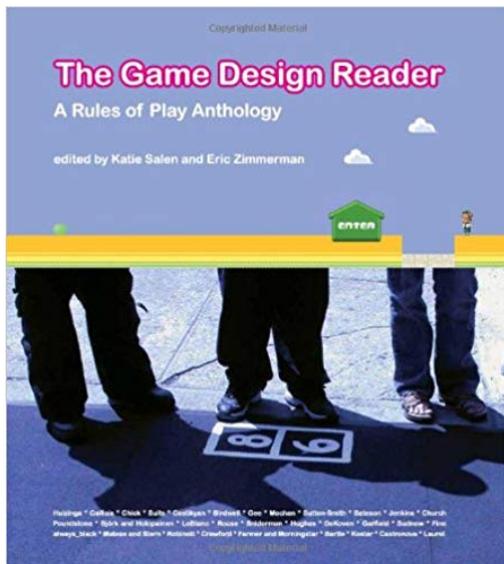


The Game Design Reader: A Rules of Play Anthology (The MIT Press) by Katie Salen Tekinbas, Eric Zimmerman



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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.



Reviews of the **The Game Design Reader: A Rules of Play Anthology (The MIT Press)** by Katie Salen Tekinbas, Eric Zimmerman

Matty

This companion, and especially its 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 its 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.

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Perfect condition

Marilace

Filled with insight and information. A seminal work for ludological game studies (less so for video games, perhaps).

Quendant

textbook

Amhirishes

Getting this book is a lot like googling "Game Design Article" - you have to do a lot of sifting of your own. Many of these articles aren't even about game design, they're just some story that happens to involve a videogame. Plenty of hot-air articles in here, and the occasional quality article. Why someone would want to have this when they have an internet connection is beyond me. Just go browse Gamasutra and you'll get the same experience.

Gavirus

This book collects a wide variety of critical thought on game design and the theory of games. As the subtitle states, it's a nice companion to "*Rules of Play*", but "*Rules of Play*" is by no means necessary

to appreciate this book.

I like that it has a broad mix of theoretical articles from academics and more practical discussions from practicing game designers. It has most of the seminal articles I would expect to find in a summary of the field, as well as some I was not previously familiar with, but still enjoyed. As with any collection, not every piece was my cup of tea, but the overall quality was higher than I expected.

If you like games, this will make you think about how they work. It won't give you much day to day practical advice on making games, but sometimes it's good to think outside the practical. As a professional video game designer, I like things that make me think in new ways.

Bloodfire

Curious minds that have delighted in games will love this book! I adored the compilation of shared thoughts from "Who's Who" in game design. Aesthetically, the book is so cute! My copy sits on my coffee table. The book had me at the cover...

I'm a leader at a AAA mobile game company. I looked at this book for supplemental reading.

As I scanned through the list of essays, the essay authors are one male name after another. Amongst the 30-plus essays, I only saw one female author. I want a balanced view of game design, so that I can design for a broad audience. This book does not give that.

One of this book's essays is about designing games for women. The editors wrote an intro about the importance of including an essay about gender and diversity in games. They chose a white man as the author for that too. The author was not even a game designer, but an academic professor in the communications field.

The book contains essays from game fans, philosophers, anthropologists. The authors chose men for all of those, except for one single female author out of 30+ essays.

My company makes a top-grossing game that appeals to a broad audience. I find this book useless for my efforts at supplemental learning.

I recommend you do not buy this book, and look for a more accurate view of how to design games.

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