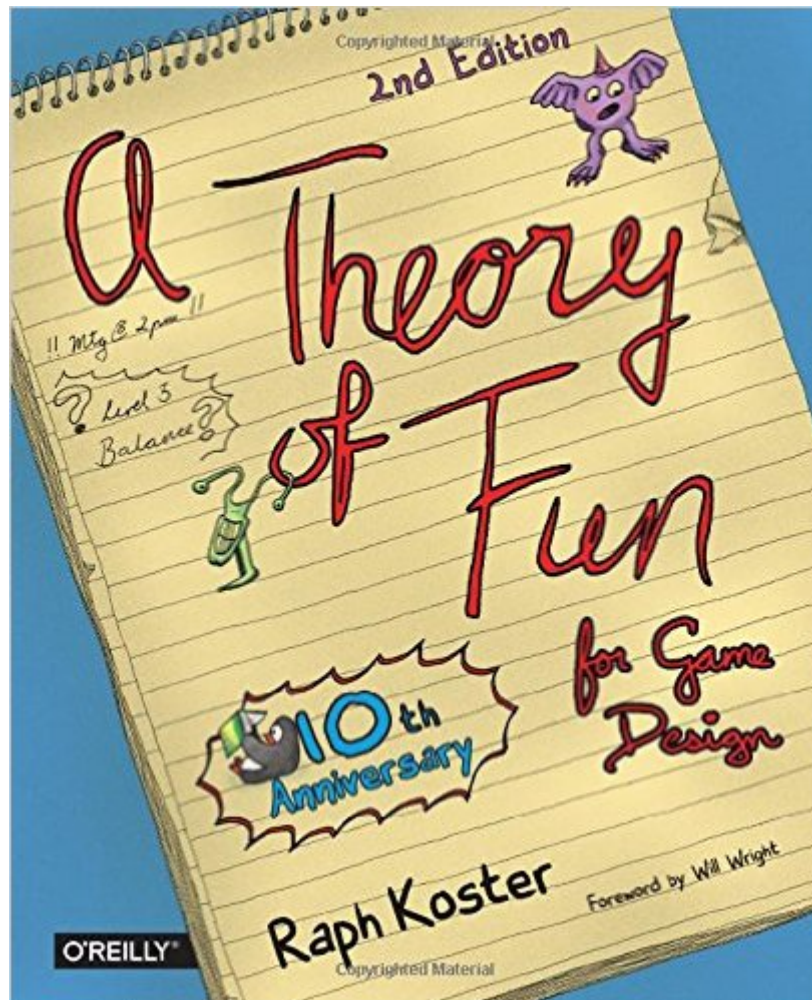


The book was found

# Theory Of Fun For Game Design



## Synopsis

Now in full color, the 10th anniversary edition of this classic book takes you deep into the influences that underlie modern video games, and examines the elements they share with traditional games such as checkers. At the heart of his exploration, veteran game designer Raph Koster takes a close look at the concept of fun and why it's the most vital element in any game. Why do some games become boring quickly, while others remain fun for years? How do games serve as fundamental and powerful learning tools? Whether you're a game developer, dedicated gamer, or curious observer, this illustrated, fully updated edition helps you understand what drives this major cultural force, and inspires you to take it further. You'll discover that: Games play into our innate ability to seek patterns and solve puzzles Most successful games are built upon the same elements Slightly more females than males now play games Many games still teach primitive survival skills Fictional dressing for modern games is more developed than the conceptual elements Truly creative designers seldom use other games for inspiration Games are beginning to evolve beyond their prehistoric origins

## Book Information

Paperback: 300 pages

Publisher: O'Reilly Media; 2 edition (December 2, 2013)

Language: English

ISBN-10: 1449363210

ISBN-13: 978-1449363215

Product Dimensions: 7.5 x 0.6 x 9.2 inches

Shipping Weight: 1.2 pounds (View shipping rates and policies)

Average Customer Review: 4.1 out of 5 stars [See all reviews](#) (34 customer reviews)

Best Sellers Rank: #65,068 in Books (See Top 100 in Books) #8 in [Books > Computers &](#)

[Technology > Games & Strategy Guides > Game Design](#) #32 in [Books > Computers &](#)

[Technology > Graphics & Design > User Experience & Usability](#) #32 in [Books > Computers &](#)

[Technology > Games & Strategy Guides > Game Programming](#)

## Customer Reviews

I read this on the recommendation of an acquaintance who raved about it and told me that I would understand myself and other gamers better and that that improved understanding would help clarify and prioritize my goals as a hobbyist game designer and also possibly ignite some creative thinking. (That's my understanding of what she meant to say.) I think some of that has happened as a result

of reading this, but it seems like most of it was almost more because of what can be read between the lines than it was because of anything the author actually intended to say. Some of what he talks about is observed phenomenon, which he has been in a position to become aware of as a result of working as a game designer on small and large projects that enjoyed varying degrees of success over a period of quite a few years. That part of what he says is very informative and helpful. But to get those little nuggets out of the book, you have to kind of wade/sift through all his personal opinions about what he thinks is driving those phenomena, and his interpretations of what they mean, and his exhortations of designers toward ideals that he personally would like to see promoted and pursued and all that. One of the assertions he made was that people prefer activities that challenge them at the limit of their ability. This is an interpretation of some observed data. There may be other plausible interpretations of the same data. But that interpretation rings at least partially or even largely true to me, and it is clarifying and interesting and worth noting, to me. That's one of those sort of basic and obvious things that you might not really have clearly at the forefront of your conscious awareness, until someone points it out.

[Download to continue reading...](#)

Game Feel: A Game Designer's Guide to Virtual Sensation (Morgan Kaufmann Game Design Books) Theory of Fun for Game Design Cross-Platform Game Programming (Game Development) (Charles River Media Game Development) Dressing & Cooking Wild Game: From Field to Table: Big Game, Small Game, Upland Birds & Waterfowl (The Complete Hunter) Video Game Addiction: The Cure to The Game Addiction (Addiction Recovery, Addictions, Video Game Addiction, Online Gaming Addiction) Game-Changer: Game Theory and the Art of Transforming Strategic Situations Doctor Mozart Music Theory Workbook Level 1A: In-Depth Piano Theory Fun for Children's Music Lessons and HomeSchooling: Highly Effective for Beginners Learning a Musical Instrument Drawing Basics and Video Game Art: Classic to Cutting-Edge Art Techniques for Winning Video Game Design Friendship Bracelets 101: Fun to Make, Fun to Wear, Fun to Share (Can Do Crafts) Best Magazine Design Spd Annual: 29th Publication Design (Society of Publication Designers' Publication Design Annual) (v. 29) Graphis Product Design 2: An International Selection of the Best in Product Design (Graphis Products By Design) (v. 2) Passover by Design: Picture-perfect Kosher by Design recipes for the holiday (Kosher by Design) Interior Design: A True Beginners Guide to Decorating On a Budget (interior design, decorating your home, home decorating, diy projects, home organization, living room, design) Universal Principles of Design, Revised and Updated: 125 Ways to Enhance Usability, Influence Perception, Increase Appeal, Make Better Design Decisions, and Teach through Design Org Design for Design Orgs: Building and Managing In-House Design

Teams The Amazing Family Game Board Book (Amazing Game Board Books) My First Amazing Game Board Book (Amazing Game Board Books) Wizard Junior Card Game (Wizard Card Game) Game Developer's Open Source Handbook (Charles River Media Game Development) Cross Platform Game Development (Wordware Game Developer's Library)

[Dmca](#)