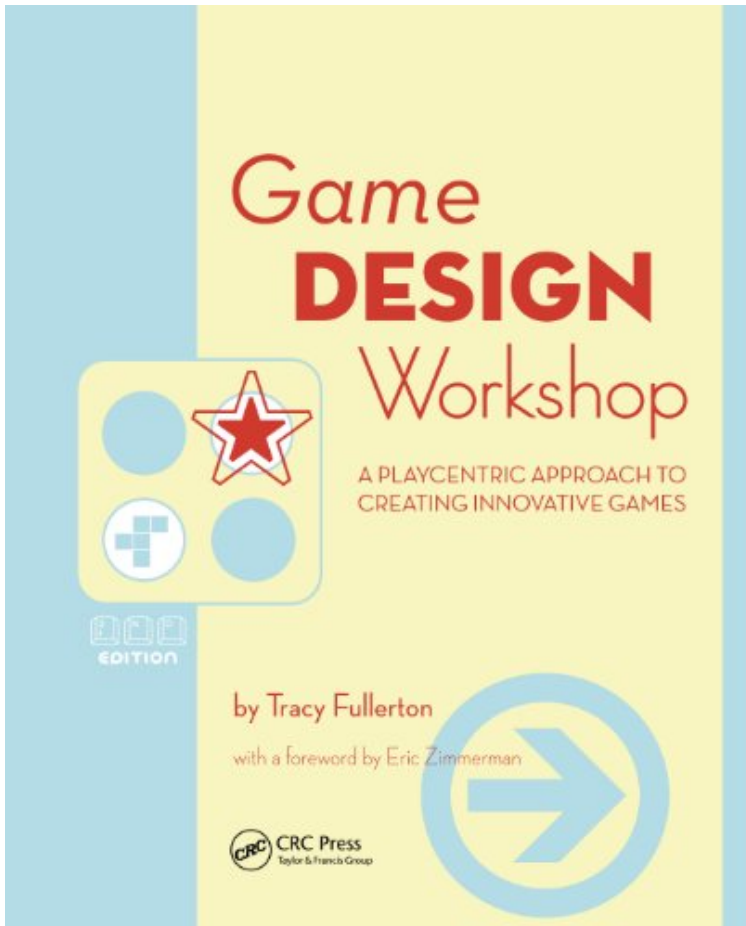


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# Game Design Workshop: A Playcentric Approach to Creating Innovative Games



*Par Tracy Fullerton*

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Prsentation de l'diteurMaster the craft of game design so you can create that elusive combination of challenge, competition, and interaction that players seek. This design workshop begins with an examination of the fundamental elements of game design; then puts you to work in prototyping, playtesting and redesigning your own games with exercises that teach essential design skills. Workshop exercises require no background in programming or artwork, releasing you from the intricacies of electronic game production, so you can develop a working understanding of the essentials of game design.Revue de presseGame design is something of a black art. The trick to doing it well is retaining the black magic but training oneself to control it. There are a lot of books on game design out there, but "Game Design Workshop" is among the very few that develops a wizard rather than a drone.-Ian Bogost, professor of digital media, the Georgia Institute of Technology and co-founder, Persuasive GamesPrsentation de l'diteurMaster the craft of game design so you can create that elusive combination of challenge, competition, and interaction that players seek. This design workshop begins with an examination of the fundamental elements of game design; then puts you to work in

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