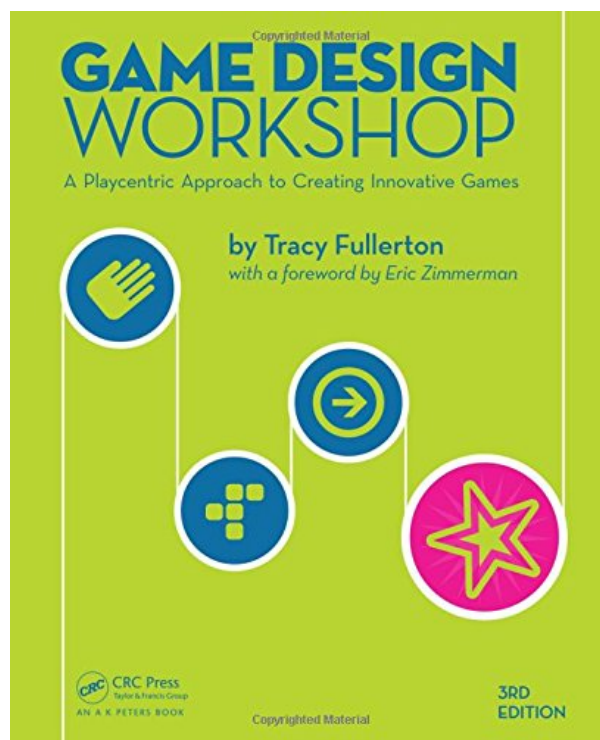
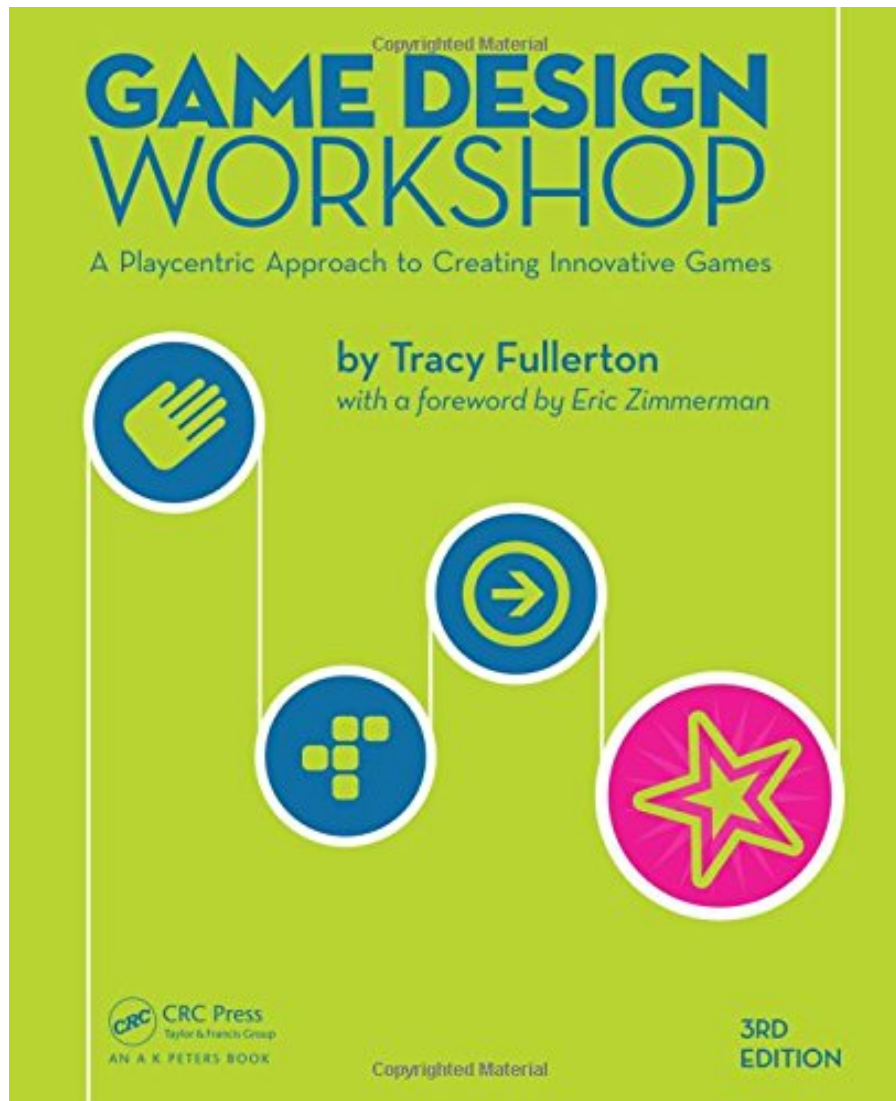


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## Review

"Game Design Workshop is a truly great book and has become, in my opinion, the de facto standard text for beginner- to intermediate-level game design education. This updated new edition is extremely relevant, useful, and inspiring to all kinds of game designers."

?Richard Lemarchand, Interactive Media & Games Division, School of Cinematic Arts, University of Southern California

"This is the perfect time for a new edition. The updates refresh elements of the book that are important as examples, but don't radically alter the thing about the book that is great: a playcentric approach to game design."

?Colleen Macklin, Associate Professor, Parsons The New School for Design

"Tracy Fullerton's Game Design Workshop covers pretty much everything a working or wannabe game designer needs to know. She covers game theory, concepting, prototyping, testing, and tuning, with stops along the way to discuss what it means to a professional game designer and how to land a job. When I started thinking about my game studies course at the University of Texas at Austin, this was one book I knew I had to use."

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Discover an exercise-driven, non-technical approach to game design without the need for programming or artistic expertise using Game Design Workshop, Third Edition.

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- Published on: 2014-03-05
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- Dimensions: 9.00" h x 7.25" w x 1.00" l, .0 pounds
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- 535 pages

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Most helpful customer reviews

9 of 9 people found the following review helpful.

A great one-stop shop for game designing

By Maxwell Edison

This would work great as a textbook in a game-design course. It covers a lot of territory and explains a lot of game-design elements in a clear way. I'm not interested in designing video games; I'm more interested in developing multiplayer board games and prop-based games. This book is great in that it is more about how to create game components and dynamics than coding or animation, although it touches on those elements, too. So it works for all sorts of games, including video games but it's not limited to them alone.

4 of 4 people found the following review helpful.

An intensive, portable workshop

By B. Caruso

Tracy Fullerton's third edition of Game Design Workshop is not light, casual reading. Other reviewers have described it as a textbook, and it does have some of the makings of an academic tome (namely some of the language and the sheer concentration of information wedged between the covers), however the title says it perfectly: this is a workshop.

I think the best way to approach this volume is to read it and tackle the examples and actively workshop an idea rather than attempting to learn all of the steps needed to take an idea all the way through to production.

I am not a game designer, nor do I have aspirations of becoming one (or any of the other roles involved in producing a game). My son is into this stuff and often bounces ideas off of me. I thought Game Design Workshop would provide the guidance and resources so I can tutor him and guide him through fleshing out his ideas. This book is thorough and interesting and very detailed and an excellent resource and guide.

5 of 6 people found the following review helpful.

Great presentation on all aspects of game design

By Patrick Regan

Game Design Workshop is an amazing book. The author covers every aspect of game development in a manner that is thorough and informative. As I read this book, I felt as though my eyes were opened to some of the games I was playing at the time, I found myself comparing and contrasting approaches made by game designers in each of the game I played. Also, the author provides a great set of exercises that really help the reader apply the knowledge presented in the book. I should note that this is not a book on programming but rather it is a book about how to do the design of games which is something you will want to do before setting down to code anyway. I highly recommend this book to anyone who has a dream of making a video game.

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