



Game Design Workshop: A Playcentric Approach to Creating Innovative Games, Third Edition

Tracy Fullerton

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Create the Digital Games You Love to Play

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

Author Tracy Fullerton demystifies the creative process with a clear and accessible analysis of the formal and dramatic systems of game design. Examples of popular games, illustrations of design techniques, and refined exercises strengthen your understanding of how game systems function and give you the skills and tools necessary to create a compelling and engaging game.

The book puts you to work prototyping, playtesting, and revising your own games with time-tested methods and tools. It provides you with the foundation to advance your career in any facet of the game industry, including design, producing, programming, and visual design.

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