



Theory of Fun for Game Design

By Raph Koster

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Theory of Fun for Game Design By Raph Koster

A Theory of Fun for Game Design is not your typical how-to book. It features a novel way of teaching interactive designers how to create and improve their designs to incorporate the highest degree of fun. As the book shows, designing for fun is all about making interactive products like games highly entertaining, engaging, and addictive. The book's unique approach of providing a highly visual storyboard approach combined with a narrative on the art and practice of designing for fun is sure to be a hit with game and interactive designers. At first glance A Theory of Fun for Game Design is a book that will truly inspire and challenge game designers to think in new ways; however, its universal message will influence designers from all walks of life. This book captures the real essence of what drives us to seek out products and experiences that are truly fun and entertaining. The author masterfully presents his engaging theory by showing readers how many designs are lacking because they are predictable and not engaging enough. He then explains how great designers use different types of elements in new ways to make designs more fun and compelling. Anyone who is interested in design will enjoy how the book works on two levels--as a quick inspiration guide to game design, or as an informative discussion that details the insightful thinking from a great mind in the game industry.

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Editorial Review

Review

"Does for games what Understanding Comics did for sequential art. You'll never look at fun the same way again." -- *Cory Doctorow, Author of Eastern Standard Tribe and Down and Out in the Magic Kingdom; co-editor of Boing Boing*

"I expect this book to become an instant classic, fascinating to anyone who has ever made or played a game." -- *Noah Falstein, Freelance Game Designer/Writer/Producer*

"Raph Koster offers a road map for how to make games an even more expressive medium." -- *Henry Jenkins, Director, MIT's Comparative Media Studies Program.*

"Raph's focus on finding new ways to communicate complex design issues has been an incredible benefit to game developers" -- *David Perry, President Shiny Entertainment (Atari, Inc.)*

"You've written a wonderful starting point for research and many future dinner conversations!" -- *Cory Ondrejka, VP, Linden Lab*

A book about fun which is actually fun to read. It reminds me of Scott McCloud's Understanding Comics. -- *Henry Jenkins, Director, MIT's Comparative Media Studies Program*

A thoughtful take on how and why games are fun (and important)... chock full of insights, jokes and asides. -- *Robin Hunicke, Northwestern University*

Does for games what Understanding Comics did for sequential art. -- *Cory Doctorow, Author of Eastern Standard Tribe and Down and Out in the Magic Kingdom, co-editor of Boing Boing*

Everyone from professional game developers to those who want to understand why we play games will enjoy this book. -- *Cory Ondrejka, Vice President, Linden Lab*

From the Publisher

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From the Author

In this book, I decided to tackle the questions of what games are, what fun is, and why games matter. A lot of people are exploring these questions now, and digital games have become big business. The time is ripe for us to dig deeper into the many questions that games raise. In the final analysis, I think that work and play aren't all that different, and *A Theory of Fun* explains why I came to that conclusion.

Users Review

From reader reviews:

Nydia Kelly:

In this 21st one hundred year, people become competitive in each way. By being competitive currently, people have to do something to make them survive, being in the middle of the actual crowded place and notice through surrounding. One thing that often many people have underestimated the idea for a while is reading. Yep, by reading a e-book your ability to survive boost then having chance to stand up than other is high. For yourself who want to start reading the book, we give you this kind of *Theory of Fun for Game Design* book as beginner and daily reading publication. Why, because this book is more than just a book.

Lucy Fletcher:

Reading a reserve tends to be new life style with this era globalization. With examining you can get a lot of information that could give you benefit in your life. Having book everyone in this world can certainly share their idea. Books can also inspire a lot of people. A great deal of author can inspire their own reader with their story or maybe their experience. Not only situation that share in the ebooks. But also they write about the data about something that you need example of this. How to get the good score toefl, or how to teach your children, there are many kinds of book that you can get now. The authors these days always try to improve their proficiency in writing, they also doing some study before they write to their book. One of them is this *Theory of Fun for Game Design*.

Jane Mansour:

The book *untitled Theory of Fun for Game Design* contain a lot of information on the item. The writer explains the girl idea with easy way. The language is very simple to implement all the people, so do definitely not worry, you can easy to read the idea. The book was published by famous author. The author will bring you in the new age of literary works. You can actually read this book because you can keep reading your smart phone, or device, so you can read the book inside anywhere and anytime. If you want to buy the e-book, you can available their official web-site and order it. Have a nice go through.

Christopher Parker:

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information that probably your friend doesn't know, by knowing more than different make you to be great men and women. So , why hesitate? Let's have Theory of Fun for Game Design.

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