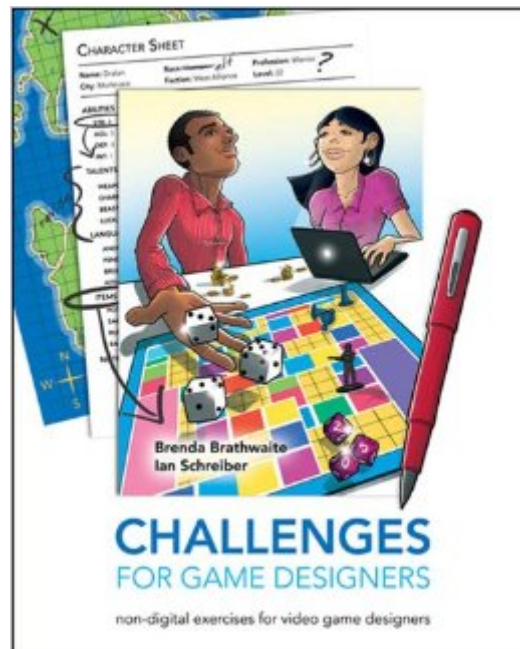


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# Challenges For Game Designers



## Synopsis

Welcome to a book written to challenge you, improve your brainstorming abilities, and sharpen your game design skills! *Challenges for Game Designers: Non-Digital Exercises for Video Game Designers* is filled with enjoyable, interesting, and challenging exercises to help you become a better video game designer, whether you are a professional or aspire to be. Each chapter covers a different topic important to game designers, and was taken from actual industry experience. After a brief overview of the topic, there are five challenges that each take less than two hours and allow you to apply the material, explore the topic, and expand your knowledge in that area. Each chapter also includes 10 non-digital shorts to further hone your skills. None of the challenges in the book require any programming or a computer, but many of the topics feature challenges that can be made into fully functioning games. The book is useful for professional designers, aspiring designers, and instructors who teach game design courses, and the challenges are great for both practice and homework assignments. The book can be worked through chapter by chapter, or you can skip around and do only the challenges that interest you. As with anything else, making great games takes practice and *Challenges for Game Designers* provides you with a collection of fun, thought-provoking, and of course, challenging activities that will help you hone vital skills and become the best game designer you can be.

## Book Information

File Size: 1931 KB

Print Length: 341 pages

Publisher: Course Technology PTR; 1 edition (August 21, 2008)

Publication Date: February 1, 2013

Language: English

ASIN: B00B7REA42

Text-to-Speech: Enabled

X-Ray: Not Enabled

Word Wise: Enabled

Lending: Not Enabled

Enhanced Typesetting: Enabled

Best Sellers Rank: #233,329 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #49

in Books > Computers & Technology > Games & Strategy Guides > Game Design #74 in Kindle Store > Kindle eBooks > Computers & Technology > Programming > Games #219 in Books >

## Customer Reviews

Brathwaite and Schreiber's "Challenges" is a great introductory work for those starting to learn about game design, a helpful training tool for the intermediate designer, and a good candidate for a textbook for educators teaching design. For the beginner, the book is clearly laid and approaches design from the very basics, giving a reader who possesses a zero knowledge base a solid grasp of the core concepts and processes of game design. The first two parts of the book cover individual topics of design chapter by chapter, walking the new designer through different elements of design, from incorporating elements of chance to playtesting for balance. Even more importantly, the book takes a hands-on approach to design and requests that the reader try out their new-found knowledge by completing "Challenges" - short exercises found at the end of each of these chapters which ask the reader to build a game using a specific core concept. Each of these challenges require that the reader build a non-digital game, so even readers with no programming ability can quickly jump in and try out their new skills. Overall the book is written in a friendly, informative and professional manner, and should be on any beginner designer's must read list. For the intermediate designer, the book has even more to offer. The afore mentioned Challenges are great tests for thinking about design in new and different ways, with the "Iron Designer" challenges offering an even more complex task. The latter half of the book discusses design from a more theoretical and professional approach, with topics ranging from games as art to working with an IP.

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