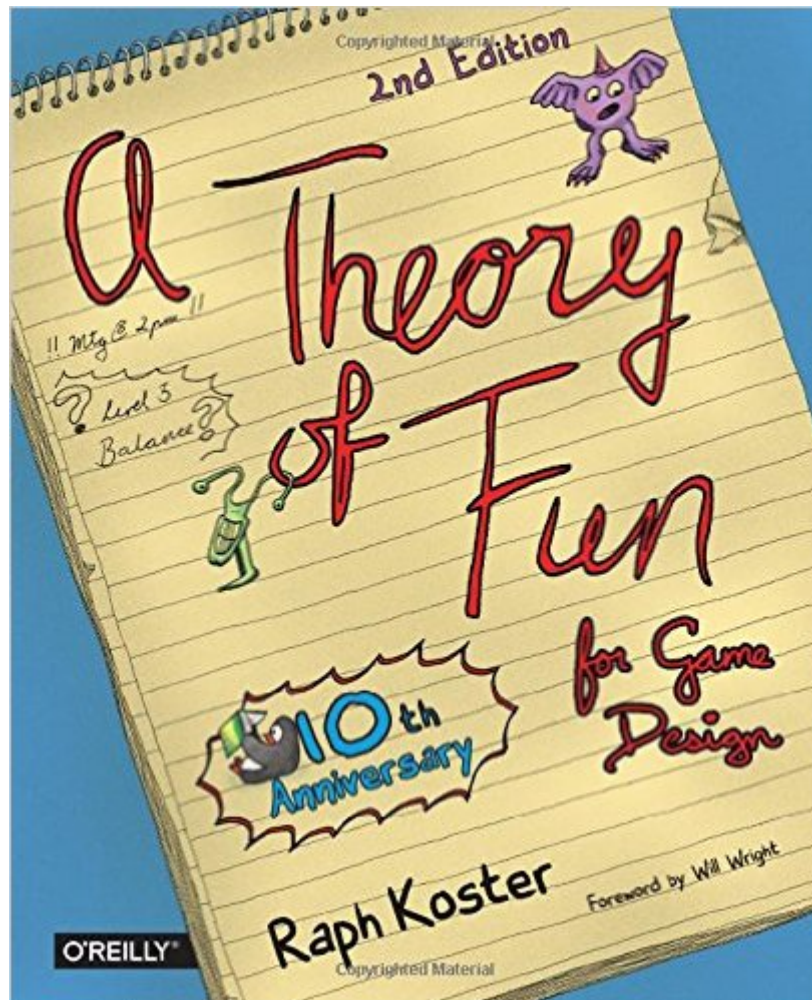


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# Theory Of Fun For Game Design



## Synopsis

Now in full color, the 10th anniversary edition of this classic book takes you deep into the influences that underlie modern video games, and examines the elements they share with traditional games such as checkers. At the heart of his exploration, veteran game designer Raph Koster takes a close look at the concept of fun and why it's the most vital element in any game. Why do some games become boring quickly, while others remain fun for years? How do games serve as fundamental and powerful learning tools? Whether you're a game developer, dedicated gamer, or curious observer, this illustrated, fully updated edition helps you understand what drives this major cultural force, and inspires you to take it further. You'll discover that: Games play into our innate ability to seek patterns and solve puzzles Most successful games are built upon the same elements Slightly more females than males now play games Many games still teach primitive survival skills Fictional dressing for modern games is more developed than the conceptual elements Truly creative designers seldom use other games for inspiration Games are beginning to evolve beyond their prehistoric origins

## Book Information

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## Customer Reviews

I read this on the recommendation of an acquaintance who raved about it and told me that I would understand myself and other gamers better and that that improved understanding would help clarify and prioritize my goals as a hobbyist game designer and also possibly ignite some creative thinking. (That's my understanding of what she meant to say.) I think some of that has happened as a result

of reading this, but it seems like most of it was almost more because of what can be read between the lines than it was because of anything the author actually intended to say. Some of what he talks about is observed phenomenon, which he has been in a position to become aware of as a result of working as a game designer on small and large projects that enjoyed varying degrees of success over a period of quite a few years. That part of what he says is very informative and helpful. But to get those little nuggets out of the book, you have to kind of wade/sift through all his personal opinions about what he thinks is driving those phenomena, and his interpretations of what they mean, and his exhortations of designers toward ideals that he personally would like to see promoted and pursued and all that. One of the assertions he made was that people prefer activities that challenge them at the limit of their ability. This is an interpretation of some observed data. There may be other plausible interpretations of the same data. But that interpretation rings at least partially or even largely true to me, and it is clarifying and interesting and worth noting, to me. That's one of those sort of basic and obvious things that you might not really have clearly at the forefront of your conscious awareness, until someone points it out.

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