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KEY=GAME - DENISSE KNOX

Game Feel A Game Designer's Guide to Virtual Sensation CRC Press **"Game Feel" exposes "feel" as a hidden language in game design that no one has fully articulated yet. The language could be compared to the building blocks of music (time signatures, chord progressions, verse) - no matter the instruments, style or time period - these building blocks come into play. Feel and sensation are similar building blocks where game design is concerned. They create the meta-sensation of involvement with a game. The understanding of how game designers create feel, and affect feel are only partially understood by most in the field and tends to be overlooked as a method or course of study, yet a game's feel is central to a game's success. This book brings the subject of feel to light by consolidating existing theories into a cohesive book. The book covers topics like the role of sound, ancillary indicators, the importance of metaphor, how people perceive things, and a brief history of feel in games. The associated web site contains a playset with ready-made tools to design feel in games, six key components to creating virtual sensation. There's a play palette too, so the desiger can first experience the importance of that component by altering variables and feeling the results. The playset allows the reader to experience each of the sensations described in the book, and then allows them to apply them to their own projects. Creating game feel without having to program, essentially. The final version of the playset will have enough flexibility that the reader will be able to use it as a companion to the exercises in the book, working through each one to create the feel**

described. HTML5 Game Development from the Ground Up with Construct 2 CRC Press **Written for the new generation of hobbyists and aspiring game developers, HTML5 Game Development from the Ground Up with Construct 2 shows you how to use the sophisticated yet user-friendly HTML5-based game engine Construct 2 to develop and release polished, two-dimensional games on a multitude of different platforms. The book also covers the foundational knowledge of game analysis and design based on the author's research and teaching experiences at DigiPen Institute of Technology, James Cook University, and other institutions. The author first helps you understand what really matters in games. He guides you in becoming a better game designer from the ground up, being able to play any game critically, and expressing your ideas in a clear and concise format. The book then presents step-by-step tutorials on designing games. It explains how to build an arcade-style game as well as a platformer integrating some physics elements. It also shows you how to create a more complex puzzle game—the author's own published game, Turky on the Run. Lastly, the book discusses different ways to deploy and monetize games across several platforms, including Facebook, iOS, Android, and web-based marketplaces. Sample Construct 2 project files for the games designed in the book are available on the author's website. Integrating hands-on guidance with theoretical game design concepts, this book gives you a solid foundation in game development. It will help you advance in your journey as an indie game developer. Making Sense of Virtual Risks A Quasi-Experimental Investigation Into Game-Based Training** IOS Press **Along with the rise of digital games over the past decades came an increased interest in using games for other purposes than entertainment. Although a few successes are known, much research seems to suggest little evidence for games' advantages. Existing literature claims that more comprehensive, rigorous, and innovative studies are needed to investigate the effective design and use of games. To contribute to this emerging field, the author investigated the case of Levee Patroller. The target audience of this game, levee patrollers, are considered the "eyes and ears" of the Dutch water authorities. They inspect levees and report any risks they encounter. Similarly, in the game players have to find all virtual failures in a region and report these. If they do not find the failures in time or report them incorrectly, it could result in a levee breach that floods the whole virtual region. Using this game, an innovative game-based training was set up to prove its effectiveness in training inspection knowledge and skills, and to understand the contributing factors. In total, 147 levee patrollers from 3 water authorities in the Netherlands participated in a structured 3-week training which was evaluated using a quasi-experimental design with a mix of quantitative and qualitative methods. The results highlight a successful training. Clear evidence was found that the patrollers improved on their inspection knowledge and skills. But because how players perform in the game is most crucial for the game's success as a training tool, future research should consider game design, data, and performance more**

elaborately. Creating Augmented and Virtual Realities Theory and Practice for Next-Generation Spatial Computing O'Reilly Media **Despite popular forays into augmented and virtual reality in recent years, spatial computing still sits on the cusp of mainstream use. Developers, artists, and designers looking to enter this field today have few places to turn for expert guidance. In this book, Erin Pangilinan, Steve Lukas, and Vasanth Mohan examine the AR and VR development pipeline and provide hands-on practice to help you hone your skills. Through step-by-step tutorials, you'll learn how to build practical applications and experiences grounded in theory and backed by industry use cases. In each section of the book, industry specialists, including Timoni West, Victor Prisacariu, and Nicolas Meuleau, join the authors to explain the technology behind spatial computing. In three parts, this book covers: Art and design: Explore spatial computing and design interactions, human-centered interaction and sensory design, and content creation tools for digital art Technical development: Examine differences between ARKit, ARCore, and spatial mapping-based systems; learn approaches to cross-platform development on head-mounted displays Use cases: Learn how data and machine learning visualization and AI work in spatial computing, training, sports, health, and other enterprise applications The Art of Game Design A Book of Lenses, Second Edition** CRC Press **Good game design happens when you view your game from as many perspectives as possible. Written by one of the world's top game designers, The Art of Game Design presents 100+ sets of questions, or different lenses, for viewing a game's design, encompassing diverse fields such as psychology, architecture, music, visual design, film, software engineering, theme park design, mathematics, puzzle design, and anthropology. This Second Edition of a Game Developer Front Line Award winner: Describes the deepest and most fundamental principles of game design Demonstrates how tactics used in board, card, and athletic games also work in top-quality video games Contains valuable insight from Jesse Schell, the former chair of the International Game Developers Association and award-winning designer of Disney online games The Art of Game Design, Second Edition gives readers useful perspectives on how to make better game designs faster. It provides practical instruction on creating world-class games that will be played again and again. Agents and Artificial Intelligence 13th International Conference, ICAART 2021, Virtual Event, February 4–6, 2021, Revised Selected Papers** Springer Nature **Game Usability Advancing the Player Experience** CRC Press **Computers used to be for geeks. And geeks were fine with dealing with a difficult and finicky interface--they liked this--it was even a sort of badge of honor (e.g. the Unix geeks). But making the interface really intuitive and useful--think about the first Macintosh computers--took computers far far beyond the geek crowd. The Mac made HCI (human computer interaction) and usability very popular topics in the productivity software industry. Suddenly a new kind of experience was crucial to the success of software - the user experience. Now, 20 years later, developers are applying and extending these ideas to**

games. Game companies are now trying to take games beyond the 'hardcore' gamer market--the people who love challenge and are happy to master a complicated or highly genre-constrained interface. Right about now (with the growth of interest in casual games) game companies are truly realizing that usability matters, particularly to mainstream audiences. If it's not seamless and easy to use and engaging, players will just not stay to get to the 'good stuff'. By definition, usability is the ease with which people can emplo a particular tool in order to achieve a particular goal. Usability refers to a computer program's efficiency or elegance. This book gives game designers a better understanding of how player characteristics impact usability strategy, and offers specific methods and measures to employ in game usability practice. The book also includes practical advice on how to include usability in already tight development timelines, and how to advocate for usability and communicate results to higher-ups effectively. Text Entry Systems Mobility, Accessibility, Universality Elsevier **Text Entry Systems covers different aspects of text entry systems and offers prospective researchers and developers global guidelines for conducting research on text entry, in terms of design strategy, evaluation methodology, and requirements; a discussion of the history and current state of the art of entry systems; and specific guidelines for designing entry systems for a specific target, depending on devices, modalities, language, and different physical conditions of users. Text entry has never been so important as it is today. This is in large part due to the phenomenal, relatively recent success of mobile computing, text messaging on mobile phones, and the proliferation of small devices like the Blackberry and Palm Pilot. Compared with the recent past, when text entry was primarily through the standard "qwerty" keyboard, people today use a diverse array of devices with the number and variety of such devices ever increasing. The variety is not just in the devices, but also in the technologies used: entry modalities have become more varied and include speech recognition and synthesis, handwriting recognition, and even eye-tracking using image processing on web-cams. Statistical language modeling has advanced greatly in the past ten years and so therein is potential to facilitate and improve text entry — increasingly, the way people communicate. This book covers different aspects of text entry systems and offers prospective researchers and developers Global guidelines for conducting research on text entry, in terms of design strategy, evaluation methodology, and requirements History and current state of the art of entry systems, including coverage of recent research topics Specific guidelines for designing entry systems for a specific target, depending on devices, modalities, language, and different physical conditions of users Better Game Characters by Design A Psychological Approach** CRC Press **Games are poised for a major evolution, driven by growth in technical sophistication and audience reach. Characters that create powerful social and emotional connections with players throughout the game-play itself (not just in cut scenes) will be essential to next-**

generation games. However, the principles of sophisticated character design and interaction are not widely understood within the game development community. Further complicating the situation are powerful gender and cultural issues that can influence perception of characters. Katherine Isbister has spent the last 10 years examining what makes interactions with computer characters useful and engaging to different audiences. This work has revealed that the key to good design is leveraging player psychology: understanding what's memorable, exciting, and useful to a person about real-life social interactions, and applying those insights to character design. Game designers who create great characters often make use of these psychological principles without realizing it. Better Game Characters by Design gives game design professionals and other interactive media designers a framework for understanding how social roles and perceptions affect players' reactions to characters, helping produce stronger designs and better results. Integrating Technology in Positive Psychology Practice IGI Global **Most research on the psychological impact of computers and the Internet has focused on the negative side of technology – i.e. how the use (abuse) of interactive systems and videogames can negatively affect mental health and behavior. On the other hand, less attention has been devoted to understanding how emerging technologies can promote optimal functioning at individual, group, and community levels. Integrating Technology in Positive Psychology Practice explores the various roles that technology can play in the development of psychological interventions aimed at helping people thrive. Exploring the ways in which ICT can be utilized to foster positive emotions, promote engagement in empowering activities, and support connectedness between individuals, groups, and communities, this timely publication is designed for use by psychologists, IT developers, researchers, and graduate students. Learning and Collaboration Technologies. Novel Learning Ecosystems 4th International Conference, LCT 2017, Held as Part of HCI International 2017, Vancouver, BC, Canada, July 9-14, 2017, Proceedings, Part I** Springer **The two-volume set LNCS 10295 and 10296 constitute the refereed proceedings of the 4th International Conference on Learning and Collaboration Technologies, LCT 2017, held as part of the 19th International Conference on Human-Computer Interaction, HCII 2017, in Vancouver, BC, Canada, in July 2017, in conjunction with 15 thematically similar conferences. The 1228 papers presented at the HCII 2017 conferences were carefully reviewed and selected from 4340 submissions. The papers cover the entire field of human-computer interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. The papers included in this volume are organized in the following topical sections: multimodal and natural interaction for learning; learning and teaching ecosystems; e-learning, social media and MOOCs; beyond the classroom; and games and gamification for learning. A Playful Production Process For Game Designers (and Everyone)** MIT Press **How to achieve a happier and**

healthier game design process by connecting the creative aspects of game design with techniques for effective project management. This book teaches game designers, aspiring game developers, and game design students how to take a digital game project from start to finish—from conceptualizing and designing to building, playtesting, and iterating—while avoiding the uncontrolled overwork known among developers as “crunch.” Written by a legendary game designer, A Playful Production Process outlines a process that connects the creative aspects of game design with proven techniques for effective project management. The book outlines four project phases—ideation, preproduction, full production, and post-production—that give designers and developers the milestones they need to advance from the first glimmerings of an idea to a finished game. Game Design Workshop A Playcentric Approach to Creating Innovative Games CRC Press **Master the craft of game design so you can create that elusive combination of challenge, competition, and interaction that players seek. This design workshop begins with an examination of the fundamental elements of game design; then puts you to work in prototyping, playtesting and redesigning your own games with exercises that teach essential design skills. Workshop exercises require no background in programming or artwork, releasing you from the intricacies of electronic game production, so you can develop a working understanding of the essentials of game design. Elements of Game Design** MIT Press **An introduction to the basic concepts of game design, focusing on techniques used in commercial game production. This textbook by a well-known game designer introduces the basics of game design, covering tools and techniques used by practitioners in commercial game production. It presents a model for analyzing game design in terms of three interconnected levels—mechanics and systems, gameplay, and player experience—and explains how novice game designers can use these three levels as a framework to guide their design process. The text is notable for emphasizing models and vocabulary used in industry practice and focusing on the design of games as dynamic systems of gameplay. The book first introduces the core model and framework for analyzing and designing games. It then discusses the three levels in detail, explaining player experience and identifying design goals; introducing low-level structural analysis of gameplay in terms of basic mechanics; describing how mechanics build up into systems; and presenting concepts for understanding gameplay, defined as the dynamic behavior of players when they interact with mechanics and systems. Finally, the book offers students advice on creating game prototypes using an iterative, user-centered process. Each chapter offers a set of exercises for individuals and design challenges for groups. How Games Move Us Emotion by Design** MIT Press **An engaging examination of how video game design can create strong, positive emotional experiences for players, with examples from popular, indie, and art games. This is a renaissance moment for video games—in the variety of genres they represent, and the range of emotional territory they**

cover. But how do games create emotion? In How Games Move Us, Katherine Isbister takes the reader on a timely and novel exploration of the design techniques that evoke strong emotions for players. She counters arguments that games are creating a generation of isolated, emotionally numb, antisocial loners. Games, Isbister shows us, can actually play a powerful role in creating empathy and other strong, positive emotional experiences; they reveal these qualities over time, through the act of playing. She offers a nuanced, systematic examination of exactly how games can influence emotion and social connection, with examples—drawn from popular, indie, and art games—that unpack the gamer's experience. Isbister describes choice and flow, two qualities that distinguish games from other media, and explains how game developers build upon these qualities using avatars, non-player characters, and character customization, in both solo and social play. She shows how designers use physical movement to enhance players' emotional experience, and examines long-distance networked play. She illustrates the use of these design methods with examples that range from Sony's Little Big Planet to the much-praised indie game Journey to art games like Brenda Romero's Train. Isbister's analysis shows us a new way to think about games, helping us appreciate them as an innovative and powerful medium for doing what film, literature, and other creative media do: helping us to understand ourselves and what it means to be human. Interactivity and Game Creation 9th EAI International Conference, ArtsIT 2020, Aalborg, Denmark, December 10–11, 2020, Proceedings Springer Nature **This book constitutes the refereed post-conference proceedings of the 9th International Conference on Interactivity and Game Creation, ArtsIT 2020, held in Aalborg, Denmark, in December 2020. Due to COVID-19 pandemic the conference was held virtually. The 28 revised full papers presented were carefully selected from 60 submissions. The papers represent a forum for the dissemination of cutting-edge research results in the area of arts, design and technology, including open related topics like interactivity and game creation. They are grouped in terms of content on art, installation and performance; games; design; intelligence and creativity in healthcare; wellbeing and aging. Game Mechanics Advanced Game Design** New Riders **This in-depth resource teaches you to craft mechanics that generate challenging, enjoyable, and well-balanced gameplay. You'll discover at what stages to prototype, test, and implement mechanics in games and learn how to visualize and simulate game mechanics in order to design better games. Along the way, you'll practice what you've learned with hands-on lessons. A free downloadable simulation tool developed by Joris Dormans is also available in order to follow along with exercises in the book in an easy-to-use graphical environment. In Game Mechanics: Advanced Game Design, you'll learn how to: * Design and balance game mechanics to create emergent gameplay before you write a single line of code. * Visualize the internal economy so that you can immediately see what goes on in a complex game. * Use novel prototyping techniques that**

let you simulate games and collect vast quantities of gameplay data on the first day of development. * Apply design patterns for game mechanics—from a library in this book—to improve your game designs. * Explore the delicate balance between game mechanics and level design to create compelling, long-lasting game experiences. * Replace fixed, scripted events in your game with dynamic progression systems to give your players a new experience every time they play. "I've been waiting for a book like this for ten years: packed with game design goodness that tackles the science without undermining the art." --Richard Bartle, University of Essex, co-author of the first MMORPG “Game Mechanics: Advanced Game Design by Joris Dormans & Ernest Adams formalizes game grammar quite well. Not sure I need to write a next book now!” -- Raph Koster, author of A Theory of Fun for Game Design. Online Gaming in Context The social and cultural significance of online games Routledge **There is little question of the social, cultural and economic importance of video games in the world today, with gaming now rivalling the movie and music sectors as a major leisure industry and pastime. The significance of video games within our everyday lives has certainly been increased and shaped by new technologies and gaming patterns, including the rise of home-based games consoles, advances in mobile telephone technology, the rise in more 'sociable' forms of gaming, and of course the advent of the Internet. This book explores the opportunities, challenges and patterns of gameplay and sociality afforded by the Internet and online gaming. Bringing together a series of original essays from both leading and emerging academics in the field of game studies, many of which employ new empirical work and innovative theoretical approaches to gaming, this book considers key issues crucial to our understanding of online gaming and associated social relations, including: patterns of play, legal and copyright issues, player production, identity construction, gamer communities, communication, patterns of social exclusion and inclusion around religion, gender and disability, and future directions in online gaming. Sports Videogames** Routledge **From Pong to Madden NFL to Wii Fit, Sports Videogames argues for the multiple ways that sports videogames—alongside televised and physical sports—impact one another, and how players and viewers make sense of these multiple forms of play and information in their daily lives. Through case studies, ethnographic explorations, interviews and surveys, and by analyzing games, players, and the sports media industry, contributors from a wide variety of disciplines demonstrate the depth and complexity of games that were once considered simply sports simulations. Contributors also tackle key topics including the rise of online play and its implications for access to games, as well as how regulations surrounding player likenesses present challenges to the industry. Whether you’re a scholar or a gamer, Sports Videogames offers a grounded, theory-building approach to how millions make sense of videogames today. Game Design Workshop A Playcentric Approach to Creating Innovative Games, Fourth Edition** CRC Press **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

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———————— 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

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———————— 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. — Warren Spector, Studio Director, OtherSide Entertainment

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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 with Game Design Workshop, Fourth Edition. Tracy Fullerton demystifies the creative process with clear and accessible analysis of the formal and dramatic systems of game design. Using examples of popular games, illustrations of design techniques, and refined exercises to strengthen your understanding of how game systems function and give you the skills and tools necessary to create a compelling and engaging game. Game Design Workshop puts you to work prototyping, playtesting, and revising your own games with time-tested methods and tools. These skills will provide the foundation for your career in any facet of the game industry including design, producing, programming, and visual design. Tracy Fullerton is an award-winning game designer and educator with over 20 years of professional experience, most recently winning the Games for Change Game of the Year Award for her independent game Walden, a game. She has also been awarded the 2016 GDC Ambassador Award, the 2015 Games for Change Game Changer Award, and the IndieCade 2013 Trailblazer award for her pioneering work in the independent games community. Tracy is a Professor of Interactive Media & Games at the USC School of Cinematic Arts and the Director of the USC Games Program, the #1 game design program in North America as ranked by the Princeton Review. Key Features Provides step-by-step introduction to the art of game designing, prototyping and playtesting innovative games A design methodology used in the USC Interactive Media program, a

cutting edge program with hands-on exercises that demonstrate key concepts and the design methodology Insights from top industry game designers presented through interview format The Art of Game Design A Book of Lenses, Third Edition CRC Press **Presents over 100 sets of questions, or different lenses, for viewing a game’s design. Written by one of the world's top game designers, this book describes the deepest and most fundamental principles of game design, demonstrating how tactics used in board, card, and athletic games also work in video games. It provides practical instruction on creating world-class games that will be played again and again. New to this edition: many great examples from new VR and AR platforms as well as examples from modern games such as Uncharted 4 and The Last of Us, Free to Play games, hybrid games, transformational games, and more. Serious Games Joint International Conference, JCSG 2021, Virtual Event, January 12–13, 2022, Proceedings** Springer Nature **This book constitutes the refereed proceedings of the 7th Joint International Conference on Serious Games, JCSG 2021, as virtual event, in January 2022. The 17 full papers presented together with 3 short papers were carefully reviewed and selected from 28 submissions. JSCG 2021 is dedicated to serious games and its interdisciplinary characteristics combining game concepts and technologies required in the different application domains. The Art of Game Design A book of lenses** CRC Press **Anyone can master the fundamentals of game design - no technological expertise is necessary. The Art of Game Design: A Book of Lenses shows that the same basic principles of psychology that work for board games, card games and athletic games also are the keys to making top-quality videogames. Good game design happens when you view your game from many different perspectives, or lenses. While touring through the unusual territory that is game design, this book gives the reader one hundred of these lenses - one hundred sets of insightful questions to ask yourself that will help make your game better. These lenses are gathered from fields as diverse as psychology, architecture, music, visual design, film, software engineering, theme park design, mathematics, writing, puzzle design, and anthropology. Anyone who reads this book will be inspired to become a better game designer - and will understand how to do it. Rhythm, Play and Interaction Design** Springer **There are rhythms of action and response to all human-computer interactions. As we click, swipe, tap and sway to their beats, these rhythms intersect with the rhythms of our everyday lives. Perhaps they synchronize, perhaps they disrupt each other or maybe they dance together. Whatever their impact our experience of these rhythms will colour our experience of an interaction design. In playful interactive applications, rhythm is especially crucial because of the role it performs in building and maintaining the precarious spirit of play. Play involves movement and this movement has a rhythm that drives the experience. But what is the character of these rhythms of play and how can they be used in the design of interactive applications? These questions are the focus of this book. Drawing on traditions of rhythmic design practice in**

dance, performance, music and architecture, this book reveals key insights into practical strategies for designing playful rhythmic experience. With playful experiences now being incorporated into almost every type of computer application, interaction design practitioners and researchers need to develop a deeper understanding of the specific character of rhythms within play. Written from a designer's perspective, with interviews from leading creative artists and interaction design practitioners, Rhythm, Play and Interaction Design will help practitioners, researchers and students understand, evaluate and create rhythmic experiences. The Unity Game Engine and the Circuits of Cultural Software Springer Nature **Videogames were once made with a vast range of tools and technologies, but in recent years a small number of commercially available 'game engines' have reached an unprecedented level of dominance in the global videogame industry. In particular, the Unity game engine has penetrated all scales of videogame development, from the large studio to the hobbyist bedroom, such that over half of all new videogames are reportedly being made with Unity. This book provides an urgently needed critical analysis of Unity as ‘cultural software’ that facilitates particular production workflows, design methodologies, and software literacies. Building on long-standing methods in media and cultural studies, and drawing on interviews with a range of videogame developers, Benjamin Nicoll and Brendan Keogh argue that Unity deploys a discourse of democratization to draw users into its ‘circuits of cultural software’. For scholars of media production, software culture, and platform studies, this book provides a framework and language to better articulate the increasingly dominant role of software tools in cultural production. For videogame developers, educators, and students, it provides critical and historical grounding for a tool that is widely used yet rarely analysed from a cultural angle. Game Analytics Maximizing the Value of Player Data** Springer Science & Business Media **Developing a successful game in today’s market is a challenging endeavor. Thousands of titles are published yearly, all competing for players’ time and attention. Game analytics has emerged in the past few years as one of the main resources for ensuring game quality, maximizing success, understanding player behavior and enhancing the quality of the player experience. It has led to a paradigm shift in the development and design strategies of digital games, bringing data-driven intelligence practices into the fray for informing decision making at operational, tactical and strategic levels. Game Analytics - Maximizing the Value of Player Data is the first book on the topic of game analytics; the process of discovering and communicating patterns in data towards evaluating and driving action, improving performance and solving problems in game development and game research. Written by over 50 international experts from industry and research, it covers a comprehensive range of topics across more than 30 chapters, providing an in-depth discussion of game analytics and its practical applications. Topics covered include monetization strategies, design of telemetry systems, analytics for iterative production, game data**

mining and big data in game development, spatial analytics, visualization and reporting of analysis, player behavior analysis, quantitative user testing and game user research. This state-of-the-art volume is an essential source of reference for game developers and researchers. Key takeaways include: Thorough introduction to game analytics; covering analytics applied to data on players, processes and performance throughout the game lifecycle. In-depth coverage and advice on setting up analytics systems and developing good practices for integrating analytics in game-development and -management. Contributions by leading researchers and experienced professionals from the industry, including Ubisoft, Sony, EA, Bioware, Square Enix, THQ, Volition, and PlayableGames. Interviews with experienced industry professionals on how they use analytics to create hit games. An Architectural Approach to Level Design CRC Press **Explore Level Design through the Lens of Architectural and Spatial Experience Theory Written by a game developer and professor trained in architecture, An Architectural Approach to Level Design is one of the first books to integrate architectural and spatial design theory with the field of level design. It explores the principles of level design through the context and history of architecture, providing information useful to both academics and game development professionals. Understand Spatial Design Principles for Game Levels in 2D, 3D, and Multiplayer Applications The book presents architectural techniques and theories for level designers to use in their own work. The author connects architecture and level design in different ways that address the practical elements of how designers construct space and the experiential elements of how and why humans interact with this space. Throughout the text, readers learn skills for spatial layout, evoking emotion through gamespaces, and creating better levels through architectural theory. Create Meaningful User Experiences in Your Games Bringing together topics in game design and architecture, this book helps designers create better spaces for their games. Software independent, the book discusses tools and techniques that designers can use in crafting their interactive worlds. Postmortems Selected Essays Volume One Legendary game designer and author of the classic "A Theory of Fun for Game Design," Raph Koster is back with his first volume of selected essays. "Postmortems" collects new material and classic writings to provide a history of the development of virtual worlds, including behind-the-scenes glimpses of Ultima Online, Star Wars Galaxies, and more. A Play of Bodies How We Perceive Videogames** MIT Press **An investigation of the embodied engagement between the playing body and the videogame: how player and game incorporate each other. Our bodies engage with videogames in complex and fascinating ways. Through an entanglement of eyes-on-screens, ears-at-speakers, and muscles-against-interfaces, we experience games with our senses. But, as Brendan Keogh argues in A Play of Bodies, this corporal engagement goes both ways; as we touch the videogame, it touches back, augmenting the very senses with which we perceive. Keogh investigates this merging of actual and virtual**

bodies and worlds, asking how our embodied sense of perception constitutes, and becomes constituted by, the phenomenon of videogame play. In short, how do we perceive videogames? Keogh works toward formulating a phenomenology of videogame experience, focusing on what happens in the embodied engagement between the playing body and the videogame, and anchoring his analysis in an eclectic series of games that range from mainstream to niche titles. Considering smartphone videogames, he proposes a notion of co-attentiveness to understand how players can feel present in a virtual world without forgetting that they are touching a screen in the actual world. He discusses the somatic basis of videogame play, whether games involve vigorous physical movement or quietly sitting on a couch with a controller; the sometimes overlooked visual and audible pleasures of videogame experience; and modes of temporality represented by character death, failure, and repetition. Finally, he considers two metaphorical characters: the “hacker,” representing the hegemonic, masculine gamers concerned with control and configuration; and the “cyborg,” less concerned with control than with embodiment and incorporation. Analyzing Social Media Networks with NodeXL Insights from a Connected World Morgan Kaufmann **Analyzing Social Media Networks with NodeXL offers backgrounds in information studies, computer science, and sociology. This book is divided into three parts: analyzing social media, NodeXL tutorial, and social-media network analysis case studies. Part I provides background in the history and concepts of social media and social networks. Also included here is social network analysis, which flows from measuring, to mapping, and modeling collections of connections. The next part focuses on the detailed operation of the free and open-source NodeXL extension of Microsoft Excel, which is used in all exercises throughout this book. In the final part, each chapter presents one form of social media, such as e-mail, Twitter, Facebook, Flickr, and Youtube. In addition, there are descriptions of each system, the nature of networks when people interact, and types of analysis for identifying people, documents, groups, and events. Walks you through NodeXL, while explaining the theory and development behind each step, providing takeaways that can apply to any SNA Demonstrates how visual analytics research can be applied to SNA tools for the mass market Includes case studies from researchers who use NodeXL on popular networks like email, Facebook, Twitter, and wikis Download companion materials and resources at https://nodexl.codeplex.com/documentation Rules of Play Game Design Fundamentals** MIT Press **An impassioned look at games and game design that offers the most ambitious framework for understanding them to date. As pop culture, games are as important as film or television—but game design has yet to develop a theoretical framework or critical vocabulary. In Rules of Play Katie Salen and Eric Zimmerman present a much-needed primer for this emerging field. They offer a unified model for looking at all kinds of games, from board games and sports to computer and video games. As active participants in game culture, the authors have written**

Rules of Play as a catalyst for innovation, filled with new concepts, strategies, and methodologies for creating and understanding games. Building an aesthetics of interactive systems, Salen and Zimmerman define core concepts like "play," "design," and "interactivity." They look at games through a series of eighteen "game design schemas," or conceptual frameworks, including games as systems of emergence and information, as contexts for social play, as a storytelling medium, and as sites of cultural resistance. Written for game scholars, game developers, and interactive designers, Rules of Play is a textbook, reference book, and theoretical guide. It is the first comprehensive attempt to establish a solid theoretical framework for the emerging discipline of game design. The Gamer's Brain How Neuroscience and UX Can Impact Video Game Design CRC Press **Making a successful video game is hard. Even games that are successful at launch may fail to engage and retain players in the long term due to issues with the user experience (UX) that they are delivering. The game user experience accounts for the whole experience players have with a video game, from first hearing about it to navigating menus and progressing in the game. UX as a discipline offers guidelines to assist developers in creating the experience they want to deliver, shipping higher quality games (whether it is an indie game, AAA game, or "serious game"), and meeting their business goals while staying true to their design and artistic intent. In a nutshell, UX is about understanding the gamer’s brain: understanding human capabilities and limitations to anticipate how a game will be perceived, the emotions it will elicit, how players will interact with it, and how engaging the experience will be. This book is designed to equip readers of all levels, from student to professional, with neuroscience knowledge and user experience guidelines and methodologies. These insights will help readers identify the ingredients for successful and engaging video games, empowering them to develop their own unique game recipe more efficiently, while providing a better experience for their audience. Key Features Provides an overview of how the brain learns and processes information by distilling research findings from cognitive science and psychology research in a very accessible way. Topics covered include: "neuromyths", perception, memory, attention, motivation, emotion, and learning. Includes numerous examples from released games of how scientific knowledge translates into game design, and how to use a UX framework in game development. Describes how UX can guide developers to improve the usability and the level of engagement a game provides to its target audience by using cognitive psychology knowledge, implementing human-computer interaction principles, and applying the scientific method (user research). Provides a practical definition of UX specifically applied to games, with a unique framework. Defines the most relevant pillars for good usability (ease of use) and good "engage-ability" (the ability of the game to be fun and engaging), translated into a practical checklist. Covers design thinking, game user research, game analytics, and UX strategy at both a project and studio level. Offers unique insights from**

a UX expert and PhD in psychology who has been working in the entertainment industry for over 10 years. This book is a practical tool that any professional game developer or student can use right away and includes the most complete overview of UX in games existing today. Virtual Machines Versatile Platforms for Systems and Processes Elsevier **In this text, Smith and Nair take a new approach by examining virtual machines as a unified discipline and pulling together cross-cutting technologies. Topics include instruction set emulation, dynamic program translation and optimization, high level virtual machines (including Java and CLI), and system virtual machines for both single-user systems and servers. Theorizing Stupid Media De-Naturalizing Story Structures in the Cinematic, Televisual, and Videogames** Springer Nature **This book explores the stupid as it manifests in media—the cinema, television and streamed content, and videogames. The stupid is theorized not as a pejorative term but to address media that "fails" to conform to established narrative conventions, often surfacing at evolutionary moments. The Transformers franchise is often dismissed as being stupid because its stylistic vernacular privileges kinetic qualities over conventional narration. Similarly, the stupid is often present in genre fails like mother!, or in instances of narrative dissonance—joyously in Adventure Time; more controversially in Gone Home— where a story "feels off" It also manifests in "ludonarrative dissonance" when gameplay and narrative seemingly run counter to one another in videogames like Undertale and Bioshock. This book is addressed to those interested in media that is quirky, spectacle-driven, or generally hard to place—stupid! Measuring the User Experience Collecting, Analyzing, and Presenting Usability Metrics** Newnes **Measuring the User Experience was the first book that focused on how to quantify the user experience. Now in the second edition, the authors include new material on how recent technologies have made it easier and more effective to collect a broader range of data about the user experience. As more UX and web professionals need to justify their design decisions with solid, reliable data, Measuring the User Experience provides the quantitative analysis training that these professionals need. The second edition presents new metrics such as emotional engagement, personas, keystroke analysis, and net promoter score. It also examines how new technologies coming from neuro-marketing and online market research can refine user experience measurement, helping usability and user experience practitioners make business cases to stakeholders. The book also contains new research and updated examples, including tips on writing online survey questions, six new case studies, and examples using the most recent version of Excel. Learn which metrics to select for every case, including behavioral, physiological, emotional, aesthetic, gestural, verbal, and physical, as well as more specialized metrics such as eye-tracking and clickstream data Find a vendor-neutral examination of how to measure the user experience with web sites, digital products, and virtually any other type of product or system Discover in-depth global case studies showing how organizations**

have successfully used metrics and the information they revealed Companion site, www.measuringux.com, includes articles, tools, spreadsheets, presentations, and other resources to help you effectively measure the user experience Game Magic A Designer's Guide to Magic Systems in Theory and Practice CRC Press **Make More Immersive and Engaging Magic Systems in Games Game Magic: A Designer's Guide to Magic Systems in Theory and Practice explains how to construct magic systems and presents a compendium of arcane lore, encompassing the theory, history, and structure of magic systems in games and human belief. The author combines rigorous scholarly analysis with practical game design advice in the form of a magical recipe book (grimoire). The book gives you an in-depth understanding of the history and structure of magic to make your games richer and deeper. It shows how to set up tables of correspondences and spell components as well as how to write programming code integrating these components as part of game mechanics. It also illustrates how to divide a simulated world into domains of influence (such as alteration, conjuration, and necromancy) and how to use specific rule systems to simulate powers within these realms. Showing you how to weave compelling magic into your games, the book is interspersed with examples that illustrate how to design and program magic systems. Working examples are available for download on a supporting website. Glued to Games How Video Games Draw Us in and Hold Us Spellbound** ABC-CLIO **With video game sales in the billions and anxious concerns about their long-term effects growing louder, "Glued to Games: How Video Games Draw Us In and Hold Us Spellbound" brings something new to the discussion. It is the first truly balanced research-based analysis on the games and gamers, addressing both the positive and negative aspects of habitual playing by drawing on significant recent studies and established motivational theory. Filled with examples from popular games and the real experiences of gamers themselves, "Glued to Games" gets to the heart of gaming's powerful psychological and emotional allure--the benefits as well as the dangers. It gives everyone from researchers to parents to gamers themselves a clearer understanding the psychology of gaming, while offering prescriptions for healthier, more enjoyable games and gaming experiences. Foundations of Trusted Autonomy** Springer **This book establishes the foundations needed to realize the ultimate goals for artificial intelligence, such as autonomy and trustworthiness. Aimed at scientists, researchers, technologists, practitioners, and students, it brings together contributions offering the basics, the challenges and the state-of-the-art on trusted autonomous systems in a single volume. The book is structured in three parts, with chapters written by eminent researchers and outstanding practitioners and users in the field. The first part covers foundational artificial intelligence technologies, while the second part covers philosophical, practical and technological perspectives on trust. Lastly, the third part presents advanced topics necessary to create future trusted autonomous systems. The book augments theory with real-world**

applications including cyber security, defence and space. Data Insights New Ways to Visualize and Make Sense of Data Newnes **Data Insights offers multi-disciplinary perspectives and useful information about how visualizations can open your eyes to data. This thought-provoking book takes a conversational approach to presenting an overview of the subject, while also focusing on key details. It highlights the ideas and work of a variety of people who are actively contributing to this still emerging field. Case studies from business analytics, healthcare, games, security, and network monitoring, among others, portray what is going on in data visualization today. A diverse blend of original illustrations and real-world examples, both classical and cutting-edge, help fill in the picture. Demonstrates, with a variety of case studies, how visualizations can foster a clearer and more comprehensive understanding of data Answers the question, "How can data visualization help me?" with discussions of how it fits into a wide array of purposes and situations Makes the case that data visualization is not just about technology; it also involves a deeply human process Real-Time Collision Detection** CRC Press **Written by an expert in the game industry, Christer Ericson's new book is a comprehensive guide to the components of efficient real-time collision detection systems. The book provides the tools and know-how needed to implement industrial-strength collision detection for the highly detailed dynamic environments of applications such as 3D games, virt**