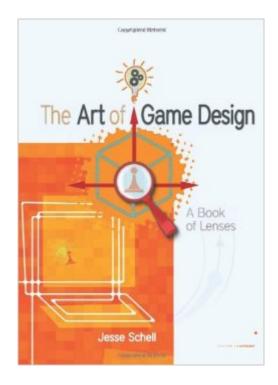# The Art Of Game Design: A Book Of Lenses

Synopsis

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.

Book Information

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Customer Reviews

Jesse Schell, game design professor at Carnegie Mellon University, wrote an introductory book that was published in August, titled "The Art of Game Design: A Book of Lenses." The back overleaf quotes Will Wright saying, "Easily the most comprehensive, practical book I've ever seen on game design." I will try to briefly state why I agree and offer details to help you decide if this book is for you.Each chapter of the book adds a node to a network of relationships between the designer, the game, and the player. Throughout, Schell boxes 100 tips, with questions that induce a novel perspective on the design. He calls these lenses. I applaud the volume of diverse traditions, such

as: psychology, storytelling, engineering, business, and management. They are so diverse as to change not only perspective, but also target. "The Lens of the Puzzle" looks at the mechanisms of the game; whereas, "The Lens of the Team" looks at the developers of the game. This is an eclectic approach that distills many abstract tips on what to consider when designing. Some experience and diligence with most of the 100 lenses would almost guarantee the reader is a competent designer.Most lenses seemed crystal clear and provoked thoughts. Oftentimes, Schell deploys the wheels that others have invented. Many lenses refer to prior literature, such as Barry Boehm's spiral model of development (82), Scott Kim's thoughts on puzzles (209).Furthermore, Schell gives us some original gems on the psychology of games that expanded my mind. He touches on the tactile aesthetics of the Rubik's cube (213), the learning curve of a jigsaw puzzle (215).

I've been designing games for more than 20 years and I've read a ton of books on the subject.This one is unique.Most game design books focus on teaching you how to make a good game, detailing what techniques and processes one must master to understand an audience, to design a product that will satisfy their needs and aspirations, and to work with a team to produce it. "The Art of Game Design" goes beyond that: It teaches you how to become a better designer.Here's an excerpt from the Deck of Lenses' instructions (it's the deck of cards sold separately that illustrates the 100 design "lenses"):How to Design a GameStep 1: Think of an idea for a game (it's easy, it can be anything!)Step 2: Try it out (no really - try it out - you have to play games to see if they work)Step 3: Figure out what's wrong with it, and change it so it is better. Then go back to Step 2!That's what game designers do, over and over again, until they're satisfied with the game or they run out of time or money. However, if there are lots of books out there that explain how to increase the quality of whichever aspect of the game you want to change, it's the first one that so directly and so thoroughly addresses the problem of "figuring out what's wrong" with a game at each iteration.In the book, Jesse Schell presents one hundred ways of looking at your game in order to figure this out, one hundred lenses. Even if this number seems big, it really isn't, because the book covers every domain touched by design: from the nature of the playing experience itself, to understanding the player, the game mechanisms, interface, story, technology, theme, etc.

The Art of Game Design: A book of lenses 1st (first) Edition by Schell, Jesse published by CRC Press (2008) The Art of Game Design: A Book of Lenses Clinical Manual of Contact Lenses Last-Minute Optics: A Concise Review of Optics, Refraction, and Contact Lenses Understanding DSLR Lenses: An Illustrated Guidebook (Finely Focused Photography Books 3) Game Feel: A

Game Designer's Guide to Virtual Sensation (Morgan Kaufmann Game Design Books) Drawing Basics and Video Game Art: Classic to Cutting-Edge Art Techniques for Winning Video Game Design Cross-Platform Game Programming (Game Development) (Charles River Media Game Development) Dressing & Cooking Wild Game: From Field to Table: Big Game, Small Game, Upland Birds & Waterfowl (The Complete Hunter) Video Game Addiction: The Cure to The Game Addiction (Addiction Recovery, Addictions, Video Game Addiction, Online Gaming Addiction) Art: Painting For Artists - Styles: Acrylic And Oil Painting (art history, art books, art theory, art techniques Book 2) Game Art for Teens (Game Development Series) 3D Game Textures: Create Professional Game Art Using Photoshop Game-Changer: Game Theory and the Art of Transforming Strategic Situations The Amazing Family Game Board Book (Amazing Game Board Books) My First Amazing Game Board Book (Amazing Game Board Books) Best Magazine Design Spd Annual: 29th Publication Design (Society of Publication Designers' Publication Design Annual) (v. 29) Graphis Product Design 2: An International Selection of the Best in Product Design (Graphis Products By Design) (v. 2) Passover by Design: Picture-perfect Kosher by Design recipes for the holiday (Kosher by Design) Interior Design: A True Beginners Guide to Decorating On a Budget (interior design, decorating your home, home decorating, diy projects, home organization, living room, design)