

Rules Of Play Game Design Fundamentals

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VAUGHAN REINA

Rules of Play | The MIT Press Rules Of Play Game DesignAs 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. Rules of Play: Game Design Fundamentals by Katie Salen Rules of Play expresses the perspective that a theoretical framework for interactive design has not yet been established. This is not the first time this has been recognized or explored, but is explored in a fresh way in great detail - with one review stating that: "the book manages to bridge the emerging field of game studies methodologies and design theory". Rules of Play - Wikipedia 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-

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