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GAMES, DESIGN AND PLAY: A DETAILED APPROACH TO ITERATIVE GAME DESIGN

Pearson Education (US). Paperback. Book Condition: new. BRAND NEW, Games, Design and Play: A Detailed Approach to Iterative Game Design, Colleen Macklin, John Sharp, Games, Design and Play completely demystifies the art of videogame design, by taking a play-focused and process-oriented approach that walks you through every step, and provides a complete toolkit for creating compelling game experiences. Colleen Macklin and John Sharp draw on their pioneering experience teaching game design at Parsons (The New School for Design). Starting from...

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- Authored by Colleen Macklin, John Sharp
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